

A Tunnels & TrollsTM Solo Adventure



Rapscallion

By Sid Orpin

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A TUNNELS AND TROLLS™ SOLITAIRE ADVENTURE

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TAVERNMASTER
GAMES

USEFUL ABBREVIATIONS

1D6, 2D6: One six-sided die, two six-sided dice (and so on)

AP: Adventure Points

CHR: Charisma

CON: Constitution

CP: Copper pieces

DEX Req.: Dexterity required

DEX: Dexterity

GM: Game Master

GP: Gold pieces

HPT: Hit Point Total

INT: Intelligence

L1, L2: Level 1, Level 2 (and so on)

LK: Luck

MR: Monster Rating

SP: Silver pieces

SPD: Speed

SR: Saving Roll

STR Req.: Strength required

STR: Strength

WIZ: Wizardry

WU: Weight units

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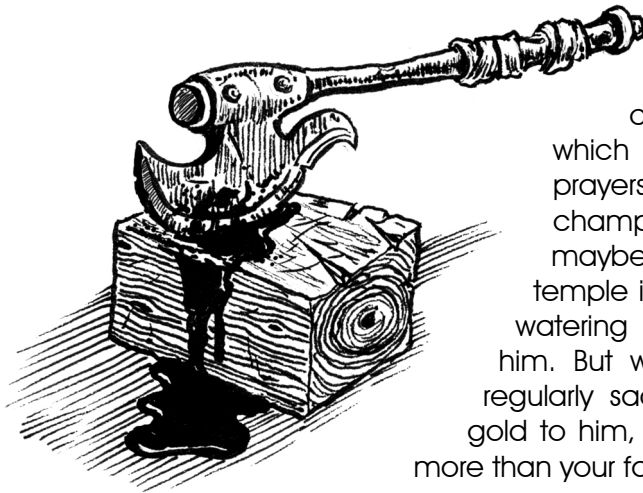
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INTRODUCTION



In the pantheon of the gods, Ylsnor (pronounced *yell-sen-orr*), by some named the Dissembler, might be considered the least of the deities to which Rogues such as you might offer up prayers. Perhaps it is his reputation as a champion of the lost and dispossessed—or maybe the fact that the back door to the local temple is less than 100 yards from your favourite watering hole—that has always attracted you to him. But whatever your god's appeal, you have regularly sacrificed a small part of your hard-won gold to him, and you seem to have enjoyed slightly more than your fair share of good fortune in return.

Today, however, your good fortune appears to have come to an abrupt end. Given two minutes to prepare for the afterlife, before the man with the big axe instructs his associates to hold you still while he prepares to swing, you have just enough time to curse that miscreant Gabor to the pit of everlasting bankruptcy for passing you stolen goods. As the weapon begins its descent towards your neck, you say one last prayer to Ylsnor. Then, without you feeling pain of any kind, your world turns black. You cannot move. Time passes—or perhaps it does not now that you are beyond the trials of the mortal plain. You imagine that you see a faint light, like a guttering candle, bobbing towards you. Is that the sound of soft footfalls as well? A tall man in dark robes, his hood pushed back to reveal a shock of shoulder-length black hair and a drooping moustache, approaches. He exudes an air of power and calm. It dawns on you that this is Ylsnor himself. He has saved you from an undeserved death!

Dropping to your knees, you give thanks to your god. He smiles warmly and greets you with words that will be forever graven in your memory: "Get up, you bloody fool. I am not the great Dissembler, but merely an acolyte of his. I am called Adrenn, and I am here to help you. Our Lord has smiled on you this day, and now expects you to take on a challenge to please him and to confirm that his favour has not been ill-placed."

This solo dungeon is for Rogues—no other character types, please—of L1 to L3. It has been designed to be compatible with the 7th/7.5th Edition of the Tunnels & Trolls Rule Book, but will easily adapt to the 5th Edition if you are that way inclined. Since you will be told to add or subtract Rogue Points at various times while playing this adventure, in addition to the usual need of keeping a record of current stats, keeping a note of your total Rogue Points is important and may prove useful. You start with a Rogue Point total of 0.

Since this is an adventure for magic users, albeit of the more unorthodox type such as you, some magic is permitted. A ★ symbol by a paragraph number means that you can cast a spell: write down the one you will use and then consult the *Magic Matrix* at the end of this book for the outcome. Do not forget that, under 7th Edition rules, you need to make an SR on INT at the level of the spell to remember how to cast it properly. For the purposes of regaining expended WIZ points, each paragraph takes a single game turn. You can also choose to stay still and rest in any of the corridors you find yourself in, but on your third turn of inactivity, you will definitely meet a wandering encounter—so do not hang around in one place for too long! Now follow Adrenn to paragraph 1 to begin your adventure.

THE ADVENTURE

1

As your eyes grow accustomed to the low level of light, you realise you are in a temple, close to an altar. Above you towers a 20-foot-tall statue of Ylsnor. Adrenn takes you to a comfortably appointed office with a large desk made of dark wood. He gives you refreshments and heals any wounds you may have sustained. Once you are rested, he starts to speak: "In order to have any chance of surviving the Great One's test, you will need weapons, armour, and some money. You have been gifted with 250 in gold to spend as you will. Do not spend it all on equipment, as you may need some cash while you are in the Under Dark." You may now get kitted out with weapons and armour from the T&T Rule Book with the proviso that only weapons up to 5D6 and armour totalling no more than 8 points may be purchased. A second weapon (such as a knife) might be useful as well, but no magical items are allowed. Because Ylsnor is a kindly god, you get a 10% discount on all purchases—even an immortal has to balance the books on this earthly plain, so no freebies! After you have decided what you want, Adrenn departs to fetch your purchases. With the acolyte gone, you could sit patiently and wait for his return by going to **21**. Or you could have a look around the office for anything useful or valuable at **127**. Or you could follow Adrenn to see where he goes by going to **43**.

2

Pretty good tactic—O'Ferman is a direct sort of character and he appreciates the kick-down-the-door-to-deliver-the-newspaper approach. Make the highest-level SR you can on the average of your INT and CHR.

If you fail even at L1, you will have to pay the full amount. Go to **87**, or return to **112** and make a different choice. If you succeed at L1, you get a 10% reduction in the toll—i.e., you should pay 100 GP but now only owe 90 GP. If you succeed at L2, you get a 15% reduction in the toll. If you succeed at L3 or higher, you get a 20% reduction in the toll. Once you have paid up, proceed to **47** through the archway to the southeast.

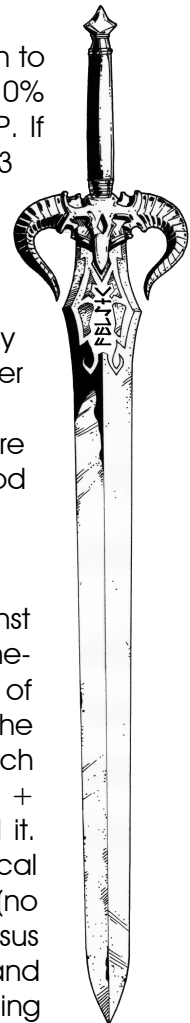
3 ★

Snivel would not be considered useful in combat even by his rather physically lacking race. However, to defend the idol, he will fight fiercely with dagger and claw. He has an MR of 20 and a WIZ of 9.

If you vanquish this most formidable foe, the idol is yours. Go to **128**. If you are bested, this adventure is over for you, and serious questions about a god bestowing his favour on you must be asked. Close the book.

4

As you go to leave the strong room, you glimpse something leaning against the wall in the corner. You very nearly missed it because it is a strange one-handed sword that resembles a broadsword but appears to be made of some sort of stone that is almost the same colour and texture as the rock the wall of the room is made of. Carved along the blade is the word *FELSIC*, which is presumably its name. This enchanted weapon weighs 60 WU, scores 6D6 + your level number in combat, and requires a STR and DEX of 10 to wield it. Because of its stony qualities, it has peculiar properties: it will blunt non-magical edged weapons, reducing their damage by 1D6 every 2 combat turns (no weapon will be reduced to less than 1D6); it gets double dice (12D6) versus trolls and their kind; and it is impervious to the effects of fire. Take your prize and rush back to Adrenn's office at **21**, but ignore the sentence about reducing your Rogue Points. If Adrenn sees the sword, he will not pass comment on it.



5

The toad's spittle hits you in the eye and is absorbed rapidly into your bloodstream. Excruciating pains lance through your body; you scream out in agony. You feel like you are going to die. You do. This adventure is over for you. Close the book in the knowledge that you have become one of the honoured dead among the followers of Ylsnor.

6 ★

You are in a north-south corridor with a door at each end.

If you go through the door to the north, go to **8**. If you want to venture south, go to **109**.

7

Increase your Rogue Points by 2. You manage to trawl an old oilskin along the surface of the liquid mirror and capture perhaps an ounce of the substance from which it is made. As you consider what your next move should be, the mirror melts away revealing the way ahead. The silvery liquid has some unusual properties: once in a small enclosed environment, it acts as *Morphin' Potion* (you get 2 doses) that, when ingested, allows you to take on the physical appearance of any roughly man-sized creature—from a hobb up to perhaps a small troll—for one hour. Although your Attributes will not change and you will not be able to speak the language of the species you resemble, all its physical features, including smell, will be replicated. This is L9 magic. Proceed down the corridor to **129**.

8

If you have visited this room before, you find nothing in it except for its furniture. Go straight to **140**. If this is your first time here, read on.

You push the door open to reveal the room beyond. Plush drapes and reproduction period furniture are not usual features of underground tunnel complexes, but they certainly dominate here. As you peer around the door, you see a card table with three goblins sitting at it. As soon as they spot you, they give each other knowing smiles before the largest of the three stands to address you. "Welcome friend," the goblin begins his rather unctuous over-friendly manner, managing to grate after only two words. "I am Gorblatt. These are my associates, Stratig and Drobb. We are very keen card players. Would you care to wager some gold on a trial of chance and skill with us? Just name your game."

If you want to play poker, go to **80**. If you want to play blackjack, go to **57**. If you politely decline, go to **70**. If you decide to attack the goblins, go to **15**.

9 ★

A search of the whole room/cave takes 2 full turns. To make a thorough search without disturbing the rattling, you will need considerable DEX, LK, and INT. Make SRs at your level on each of these Attributes for each turn the search takes.

If you fail more than two of these SRs, go to **65**. If you fail two or fewer of these SRs, you manage to search the whole place without the rattling even twitching a whisker. Although you find nothing, you may add 1 Rogue Point to your total. Return to **45** and make a new choice.

10 ★

You are alone in the near darkness by the altar. A short corridor north of you ends in a door leading to Adrenn's office. To the east and west are dark corridors leading to who knows where. To the south, you can just make out the top of a set of marble stairs leading down. While you contemplate what to do, you become aware of the statue of Ylsnor looming over you, almost as if he were watching. The feeling is quite disconcerting. You had better decide quickly what you wish to do.

If you return to Adrenn's office, go to **21**. If you decide to explore the east corridor, go to **35**. To head west, go to **51**. To approach the stairs to the south, go to **60**.

11

You have managed to reach the side of the sleeping ratling without alerting him to your presence. Immediately, you spot the jade figure attached to a strip of leather that hangs around the neck of the over-sized rodent. To try to remove the precious item without disturbing the ratling, you will need to make an SR at your level on DEX. Alternatively, you can attempt the roll against a relevant talent (such as Pick Pocketing) if you have one.

Success takes you to **128**. Failure takes you to **65**.

12

Six of the chests contain an assortment of worthless brass trinkets that are commonly sold at temples to use as votive offerings. The seventh chest—lucky for you!—contains 1D6 gems (each worth between 100 GP and 600 GP) and 4D6 × 10 GP. However, when you go to look at the parchments, you discover that they have vanished. As you turn to leave the room, attempt to make an SR at your level on LK.

If successful, go to **4**. Otherwise, return to the altar at **10**.

13

As you edge south along the corridor, you fancy that your adversary looks very familiar. He is dressed like you, and is moving like you—it is you! Across the whole corridor is a huge mirrored surface. While you grin inanely at your reflection, you notice that, on very close inspection, the surface has a liquid appearance. Since there is no way back, you will have to get past the giant mirror to continue on your way.

You could apply brute force, putting your shoulder down and trying to charge through, by going to **28**. If you want to test the mirror first, gently probing it with an inanimate object such as your weapon, go to **114**. If you gently touch the mirror's surface with your fingertip, go to **91**. If you try to collect some of the fluid in some convenient receptacle you are carrying, visit **7**. Otherwise, you can just sit and wait to see what happens by going to **52**.

14

You are alone. You have been left to descend into the Under Dark of the god of the Rogues. You cautiously pass down the pale marble steps, intently watching and listening for what may lie in wait. Slowly, the stairway becomes enveloped in a freezing cold mist. As you begin to feel lightheaded, the image of your god appears within the mist and begins to speak to you: "The Under Dark is close by. There are three paths that you may take. You can retrace your steps sometimes, but if you revisit a room, you will find it empty."

An image of three doors comes into your mind: The first is dark green, and you hear the word *CUNNING*. The second is pale blue, and you hear the word *STEALTH*. The last is black, and you hear the word *GAMBLE*. You sense that just by thinking of your preferred destination you will begin your excursion there.

If you would like to be cunning, go to **58**. If you wish to be stealthy, go to **45**. If you fancy a gamble, go to **8**.

15 ★

You are engaging in combat with three goblins. Your Rogue Points drop by 2. Since you have caught the goblins somewhat by surprise, you have enough time, before the melee properly begins, to cast a quick spell (check for success on the *Magic Matrix*) or use a simple missile weapon (such as a thrown dagger, sling, throwing star, and so on, but no bows or arbalests). At close range, it will take a L2-SR on DEX to hit a stationary goblin. Your opponents are Stratig with an MR of 20, Drobb with an MR of 15, and Gorblatt with an MR of 25. Each goblin has a WIZ score of 9 for protection against magical attacks and wears a rough leather shirt that will absorb 2 hits as armour.

If you are victorious, you will want to search the bodies at **95**. If you are bested by the goblins, they will hack your body into tiny pieces, stamp in your bodily fluids, and then eat you. If you have not quite realised it, that means you are dead. This adventure is over for you. Close the book.

16 ★

There are doors heading north, east, south, and west. However, the door through which you entered has mysteriously vanished, so you may not return the way you came. As you head for your chosen exit, you hear a soft slurping or gurgling noise; it is coming from high up in the shadowy area of the roof. With a splash, a viscous fluid that emits a really foul smell lands on the floor next to you. Just when you fancy the odd pillars are quivering slightly, a small voice in your head screams, "Run!"

You start to move just in time to avoid the nightmare of compound eyes and dripping mandibles that is the head of a giant spider. You will need to move quickly and dodge furiously to get to an exit before the oversized arachnid sweeps back for you. Make SRs at your level on DEX and SPD.

If you make both SRs successfully, you manage to get to a door in time. Go to **67**. If you fail one of these SRs, the spider inflicts a glancing blow that does 1D6 damage to CON (no armour protection) and is venomous—it will continue to reduce CON by 1 additional point every 6 turns until you can get hold of a cure or can cast a *Too-Bad Toxin* spell on yourself. If you remain conscious after your injury, you can go to **67**. If your CON drops to 0 or less, or you miss both SRs, you become the next meal of the "eight legs." This adventure is over for you. Close the book.

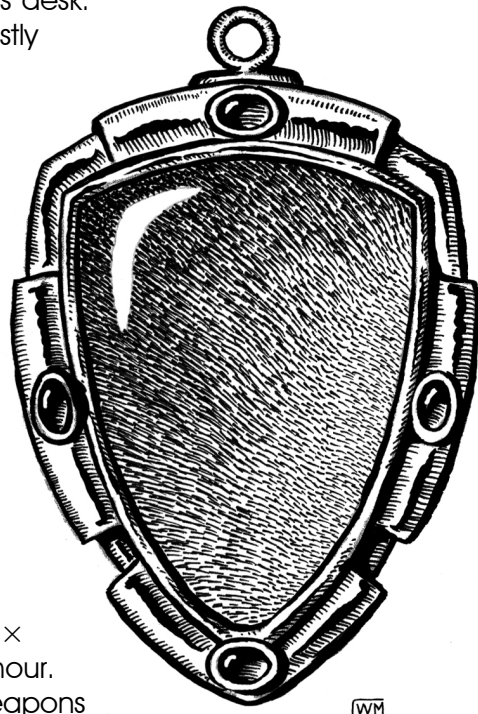
17

Even though you have taken him off-guard, Jarek will try to hit you with his dirk as you head, as fast as you can, for one of the exits. He is an excellent shot, and you will have to both dodge and go quickly to avoid being skewered. Attempt to make an SR at your level on the average of your SPD and DEX.

If you are successful, go straight to **120**. If you fail, you are hit, taking 1D6 hits directly to your CON. If you remain conscious, proceed to **120**. If you take the maximum 6 hits and remain conscious, go to **76**. If the hits, whatever number you received, reduce your CON to 0 or less, go to **98**.

18

You have succeeded in picking the lock on Adrenn's desk. Increase your Rogue Points by 2. The desk is mostly filled with parchment concerning shopping lists and other banal matters. Tucked away in the back of the top drawer, however, is a large dark jewel in an ornate gold setting. You instantly recognize it as a Kremm battery. It currently contains 20 points of WIZ, but cannot be recharged once used. While the jewel is about your person, the stored WIZ is effectively added to your personal level when resisting magical attacks. Once the jewel is discharged, it is worth 150 GP. Quietly relock the desk and pocket your prize. Once Adrenn returns with your weapons and armour, you can go to **14**.



19 ★

You have decided to attack an animated stone gargoyle. He has an MR of 20 + (your level number × 10), and his stony exterior acts like 5 points of armour. Additionally, when used against him, edged weapons (such as swords and axes) score only half their normal hits and no *Spite Damage*. Likewise, crushing weapons (such as clubs and hammers) only inflict normal damage and score *Spite Damage* for each 1 or 6 rolled. Fortunately, he is none too fast, and you have enough time to try a spell before you must have at it.

If you try magic, write down which spell and consult its outcome on the *Magic Matrix*. If you do not try any magical intervention, you must fight until the death. If you survive, you get 100 AP for defeating the gargoyle and may now enter the room he was guarding. Go to **44**. If you are killed, this adventure is over for you. Close the book.

20

Not a great tactic—trying the I-understand-what-you-are-trying-to-achieve-here approach does not endear you to the fiery Celt. Make a L4-SR on CHR.

If you are successful, he will give you a 5% reduction in the toll—i.e., you should pay 100 GP but now only owe 95 GP. Once you have paid up, proceed to **47** through the archway to the southeast. If you fail the SR, you will have to pay the full amount of the toll by going to **87**. Alternatively, you could attack him by going to **77**, or you could try to jump the gate and run for the exit at **85**.

21

Not exactly roguish behaviour! Reduce your Rogue Points by 2.

Adrenn returns with your equipment and escorts you south, past the altar, to a marble stairway that descends into the dark. Proceed to **14**.

22

If you have visited this place before, you find the room empty. Go straight to **73**, but ignore the first sentence. If this is your first time here, read on.

You enter a rather plain room, about 20 feet square, with doors in its north, east, and south walls. At its centre, three pillars made of pale marble stand 4 feet apart forming an equilateral triangle. Each pillar is approximately 8 inches in diameter and 3½ feet tall, and each is topped by a flat platform that overhangs the base by 2 inches all around. Atop each platform sits a semiprecious stone on a small silver cradle. As you approach the pillars, a voice in your head announces: "These are the pillars of Ylsnor. Do you dare risk your life to possess the Dissembler's stones?"

If you decide to have a really thorough look at each pillar, go to **116**. If the prospect of risking your life for a few cheap stones is not your idea of fun, you can leave this place by visiting **73**. Alternatively, you could just pick up all three stones and scarper. Go to **49**.

23

Increase your Rogue Points by 2. As you approach the doorway, you sense a magical attack. Having a WIZ greater than $10 + (\text{your level number} \times 5)$ —e.g., if you are L2, $10 + (2 \times 5) = 20$ —means that the attack is aborted. Go to **39**. If your WIZ is less than this, go to **27**.

24

You have defeated Jarek Swifffingers. Despite his assertion that this would be a fight to the death, you are not permitted to kill him. He vanishes as soon as his CON becomes less than 0, or, if you caught him off-guard, he lies on the floor, trussed up and cursing you. If you wrestled, your victory earns you 1 Rogue Point; if you had a knife fight, 2 Rogue Points; or if your combat was a mental one, 3 Rogue Points. If you avoided combat altogether, you may add 4 Rogue Points to your total.

There are 324 GP in Jarek's treasure chest. You also get his rather flashy dirk. It is worth 200 GP not only because of the jewels and gilding on it but because it is charmed—when used as a missile, if the target is within range, only a L1-SR on DEX is required to hit regardless of the difficulty of the shot.

Take the bounty Ylsnor has given you and leave by going to **120**.

25

Fortunately, the boiling waters of the pool of tranquillity have only hurt you enough to make you fall unconscious. Unhappily, you are standing in 3 feet of water when this happens, so you collapse and then drown. You are dead, and this adventure is over for you. Close the book.

26

If you have visited this place before, you find the room empty. Go straight to **108**. If this is your first time here, read on.

You have entered a brightly lit room that contains two things of interest. The first is a rather gaudily dressed half-orc, grinning from ear to ear. The second, set in front of him, is a contraption that looks a bit like a roulette wheel.

"Evnin', squire," he says in a grating pseudo-Cockney accent straight out of a popular weekday soap opera. "Welcome to Sincere Slevolar's Spell Exchange. Take a gamble, my friend, an' walk away wiv' knowledge of the arcane beyond your wildest dreams. Give up your least needed spells to me, an', wiv' a little luck, you could become a wiser an' 'appier Rogue. What da ya say mate, will you take a chance?"

If you want to try to gain some higher-level magic for the loss of some magical dross, go to **119**. If you think that Slevolar is as trustworthy as a government minister with links to Silvio Berlusconi and want to push on without playing this fairy-tale game, go to **108** via **124**. Of course, there may be all sorts of valuable goodies that Slevolar would be willing to part with if you hold a dagger to his throat, so you might like to attack him at **78**. Alternatively, you could plead poverty and try to persuade this roguish wide boy to sell you a spell or two at a reasonable price by going to **101**.

27

An *Oh-Go-Away* spell has been cast upon you. It has a total of $30 + (\text{your level number} \times 10)$ points to overcome—e.g., if you are L2, $30 + (2 \times 10) = 50$.

If your total of current INT, LK, and CHR is less than this figure, you turn back and flee to Adrenn's office—where he will find you cowering under his desk—at **21**. If your Attributes better this number, then the gargoyle—for 'twas he who cast the spell—realises that he has met a foe beyond his strength. He leaps from the wall over your head and disappears into the dark beyond. You may now enter the room the gargoyle was guarding. Go to **44**.

28

Reduce your Rogue Points by 2. You put your full weight to the mirror, but it is like body-checking an armoured rhinoceros—ouch! Take 1D6 damage directly to CON.

If you remain conscious, return to **13** and do something more sensible. If you now have a CON below 0, go to **98**.

29

By good luck or good judgement, or, more likely, by a combination of the two, you have picked up the stones of Ylsnor, and nothing nasty has happened. Individually, they are nice semiprecious stones (garnet, opal, and blue turquoise); when joined, they fit together to form a 3-inch-long cylinder that has special magical properties. The cylinder will increase the holder's CHR and LK by 10 points each, but will not trigger a character level rise. Likewise, it will protect against L1 and L2 combat magic, including the effects of enchanted weapons—i.e., a "whammied" sword will only get to count normal dice against the character holding the stones. However, weapons that are innately magical by design will not be affected by the magic of the cylinder.

You can now leave this room by going to **73**, but ignore the part about reducing your Rogue Points.

30 ★

This is a Random Encounter point. Roll 1D6. If you get a 6, go to the *Random Encounter Table* at the end of this book. If you survive an encounter, return here.

You are in a north-south corridor. The door you just came through from the north has mysteriously vanished. You have no choice but to head south. Go to **26**.

31

You barely manage to keep up with your quarry as he marches past the altar and down a corridor heading east. Increase your Rogue Points by 2. At the end of the corridor is an open door. It leads to a storeroom that contains all manner of weapons and armour as well as some more general items. Adrenn has his back to you and is clearly selecting the equipment you have requested. He will be finished soon, so you will have to be quick if you are going to act.

If you decide to slink back to the office, go to **21**, but ignore the part about your Rogue Points. If you decide to sneak up on Adrenn and attempt to knock him unconscious with the pommel of the poniard that is lying on a nearby shelf, go to **53**. If you decide to head back to the altar and try to have a look around the rest of the temple before Adrenn finishes in the storeroom, go to **10**.

32 ★

This is a Random Encounter point. Roll 1D6. If you get a 1, go to the *Random Encounter Table* at the end of this book. If you survive an encounter, return here to decide which way you want to go.

You are in an east-west corridor with a door at each end. To go through the east door, go to **54**. To go through the west door, go to **22**.

33

Increase your Rogue Points by 1. Ratlings have excellent hearing and a highly developed sense of self-preservation—an almost magical quality. To sneak up on the creature, you will need to make both an SR at your level on the average of your DEX and SPD and an SR at one level higher than your own on LK.

If you fail either SR, the ratling divines your presence and wakes. Go to **65**. If you make both SRs, proceed to **11**.

34

Poor tactical choice—trying to avoid the issue or to skate around it only infuriates O’Ferman. You must pay the full amount by going to **87**. Alternatively, you can attack him at **77**, or try to leap over the gate and run away at **85**.

35

If this is the second time you have come along this corridor, all you find at its end is a locked door. Return to the altar at **10**. If it is your first time here, read on.

The corridor is quite short. It ends at a wide open door that allows a good view into the well-lit room beyond it. Within the room are racks of weapons (up to 5D6 damage) and armour (full suits up to 8 hits) of all sorts. There appears to be no one around. If you decide to take some equipment, write down what you pick up and return to the altar via **48**. If you take nothing, go to **124** and then proceed to **10**.



36

You will need a sword, axe, or dagger to remove some of the hairy material on the pillar. For each combat turn you spend cutting, you will collect 5 WU of the substance (worth around 100 GP). Skilled armourers can use 10 WU of it to make a toughened target shield that is half the weight of the standard model, is resistant to fire, and takes an extra hit. Make a L1-SR on LK for each turn you decide to spend harvesting this lucrative crop.

If you fail any of your SRs, go to **118**. Once you have finished your amateur barbering and are ready to leave this room, go to **67** via **59**.

37 ★

Increase your Rogue Points by 1. For each turn you spend in the pool, you can collect 50D6 coins (half gold, half silver) and 2 jewels (worth between 20 GP and 120 GP). Write down the number of turns you wish to spend gathering the underwater wealth and go to **113**.

38 ★

You have slain O'Ferman. This is worth 50 AP. In a small chest inside the sentry box are 100D6 GP, but nothing else of note. You can now leave through the doorway heading southeast by going to **47**.

39

Foiled from attempting a magical attack, the gargoyle leaps from the wall and stands in front of you, stretching to his full height of about 4 feet and 6 inches. He is clearly intent on visiting his dastardly revenge upon your person, or perhaps he just intends to attack you.

If you wade into the fray with this stone monster, go to **19**. If you have no weapons or armour and think that retreat is the better option, or you just think that retreat is the better option, go back to the altar at **10** via **59**.

40

Having been defeated in combat by O'Ferman the Giant, you have every right to expect to be left to bleed out your life over the dungeon floor. However, gracious in victory, he merely takes all of your money, restores your CON to 5, and deposits you at **47**.

41

Jarek Swifffingers has lived up to his name and defeated you. Despite his description of the fight as "to the death," he chooses not to land a killing blow. Having been victorious, Jarek can now give up his role as Ylsnor's Rogue Champion because the title and job that go with it have fallen to you. Therefore, you may not leave this place, as your character will now have to challenge subsequent visitors to this chamber until bested.

You may use Jarek as a player character if you wish. Roll 6D6 and multiply by 20 to find his total of GP. Apart from his expensive dirk (worth 200 GP), he has no other possessions. Ylsnor will deliver him to his home without any need to wander further in the Under Dark. You should now close the book.

42

Just waving your arms around will not part Snivel, despite his physical inadequacies, from his only worthwhile possession.

You will either have to try to bargain for the idol at **96**, or you will have to follow through with your threats, and attack him, by going to **3**.

43

Adrenn knows his way around the temple and walks at a fair pace even in the near darkness. You will have to be pretty sharp to keep up. Make an SR at your level on the average of your SPD and DEX. You can reduce the SR by one level if you can see in the dark or can cast a quick *Cateyes* spell—remember to make a L2-SR on INT and reduce your WIZ by 6. If the SR is reduced to L0, you must still avoid a fumble on 2D6 to succeed. If you succeed, go to **31**. If you fail, visit **10** and add 1 Rogue Point to your total.

44

The strong room contains seven wooden chests—all of which look identical—and an old oak table with numerous pieces of parchment on it. If you examine the chests, go to **12**. If you look at the parchments, go to **131**.

45

If you have visited this room before, you find nothing in it except for its furniture. Go straight to **90**. If this is your first time here, read on.

As you approach the door, it swings open and allows you entry to the room beyond. An image of a small jade figure shaped like a one-armed troll comes into your mind. You know that your challenge is to obtain this object however you can.

In the far corner of the room—which appears to be more of a cave with rough-hewn walls, an uneven floor, and a low ceiling—is a pile of rubbish. Stretched out amongst the discarded clothes and rotting vegetable matter is a ratling. Seemingly asleep, he remains oblivious to your arrival. You know—with a certainty that can only be a premonition from Ylsnor—that this place, and probably this creature, hold the clue to finding the jade idol. How do you proceed?

If you leave the room without attempting to find what you are looking for, go to **90** via **124**. If try to search the entire room without alerting the ratling, go to **9**. If you try to approach him without waking him, go to **33**. If you decide to talk to him, go to **65**. If you draw a weapon and attack the miserable being, go to **3**.

46

Trying to force a lock lacks the finesse of a truly great Rogue, but it is certainly worth a try. You may add 1 Rogue Point to your total. As you try to exert a little more pressure on the paper knife, it snaps, producing a small metallic ringing sound. You hold your breath, but all remains quiet. Just as you think of getting back in your seat, a small bluish frog-like creature materialises on the desktop. Before you can react, it spits at your face and disappears. The spittle from a Salivix toad is highly toxic and quick working. You were too close to the creature to duck, so you take the attack full in the face. Roll 2D6. On a roll of 8 or more, go to **5**. Otherwise, read on.

The venom starts working as soon as it touches your skin. Excruciating pains lance through your body; you scream out in agony. Just when you feel like you are going to die, Adrenn appears with your weapons and armour. Quick as a flash, he casts a spell; the pain subsides. “You are lucky I got here so soon,” he says. “Another few seconds, and you would have been dead.” But the effect of even this short exposure to the venom is still substantial: your highest Attribute is permanently reduced by 1D6—unless your highest Attribute is WIZ, in which case, the reduction is temporary because the toad’s assault is a purely physical one. Go to **21**, but ignore the part about your Rogue Points.

47

You pass through an ornate archway into a luxuriantly appointed rectangular room. Velvet chaises longues adorned with golden cushions sit at the base of a 20-foot-tall bronze statue of Ylsnor. With an oddly reverential look on his face, Adrenn sits on an elaborately carved high-backed chair. He motions you to take a seat, and, as you do so, a tray of light refreshments appears. "Congratulations. You have survived the Dissembler's great Under Dark," he says. "Before we come to the reckoning, I'd better make sure that you are all right." While you eat and drink, Adrenn heals you of any CON damage and cures you of any poisons you may have been affected by. When you are revitalized, your host opens a book bound in deep purple leather. Then he announces, "Let us look at your tally . . ."

Your journey through the Under Dark is judged by the number of Rogue Points you have. You can add an extra 3 points to your total for every magical item—e.g., a rock sword, a troll idol, Ylsnor's stones (these get double points), an enchanted parchment, and so on—that you have acquired during this adventure. The value of treasure/amount of money you have accumulated will also add to your score. For every 100 GP you have added to your starting monies, you may add 1 Rogue Point to your total. Each spell you cast successfully is also worth a Rogue Point. Finally, every combat you survive earns you an extra Rogue Point.

If you have a total score of less than 15 points, go to **117**. If you have between 15 and 40 points, go to **66**. A score of over 40 points means you should go to **83**.

48

As you walk back up the corridor, any sword, axe, and other sizeable weapon or armour you have purloined vanishes. Anything small enough to be easily concealed about your person (such as a sling or smaller dagger) is unaffected, and you may keep it throughout this adventure. Now return to the altar at **10**.

49

You have decided to take the stones and trust to luck or Ylsnor that you will avoid anything unpleasant. Increase your Rogue Points by 5. Simple mathematics dictates that you have a 1-in-6 chance of taking the stones in the correct order. Roll 1D6.

If you get a 1, go to **29**. If you get anything else, go to **69**.



50

The room is empty except for a few cobwebs.

If you would like to have a look at the pillars, go to **88**. If you would like to leave, go to **16**.

51

If this is the second time you have come along this corridor, all you find is a dead end. Return to the altar at **10**. If this is your first time here, read on.

The corridor ends at the arched entrance of a brightly lit room. Above the archway is a small and rather ugly gargoyle baring his teeth and sticking his tongue out at you. Within the room, piled on top of an ancient-looking table, you can see several small wooden chests and numerous old parchments. A distinct aura of magic is in the air.

If you think this all looks a little too easy, you can return to the office at **21**, but ignore the comments about your Rogue Point total. If you cannot resist the roguish urge to enter the room and discover what is hidden inside the chests and what arcane knowledge can be extracted from the parchments, go to **23**.

52

Time passes. The corridor is silent but for the occasional drip of water from a distant stalactite. Reduce your Rogue Points by 2. Navel contemplation of this sort is not really roguish behaviour. Return to **13** and adopt a more active approach to adventuring.

53

You silently glide into the storeroom, pick up the poniard, and, in one smooth motion, swing the pommel towards the base of Adrenn's skull. The blow never lands. You recall hearing a low, calm voice explaining that you could not be allowed to injure the acolyte, but suggesting that this sort of sneaky activity was highly regarded by the speaker. The next moment, you stand—equipped with the weapons and armour you asked for—looking down the stairway at **14**. Increase your Rogue Points by 3.

54

If you have visited this place before, you find the room empty. Go straight to **67**. If this is your first time here, read on.

You enter a strange and rather claustrophobic room. The roof is lost in shadow, and noise seems to be swallowed up, producing no echoes despite the stony walls and open space. The room is empty except for eight odd-looking pillars, arranged in two rows running north-south, and four doors, one at each major compass point. The nearest of the pillars seems to be covered in some sort of thick furry material arranged in several bands of varying shades of brown or perhaps dark orange. Around its foot, it flares outwards slightly. All in all, this is a very intriguing place.

If you decide that intriguing is all very well, but you would like to slip out of this room as quickly as possible and go back the way you came, go to **103**. If you would like to leave through one of the other exits, go to **67** via **59**. If you would like to take a closer look at the strange pillars, go to **88**. If you search the rest of the room, go to **50**.

55 ★

This is a Random Encounter point. Roll 1D6. If you get a 1, go to the *Random Encounter Table* at the end of this book. If you survive an encounter, return here to decide which way you want to go.

You are in an east-west corridor with a door at each end. To go through the west door, go to **54**. To go through the east door, go to **109**.

56

Picking the lock of the desk with the tip of the letter opener will require considerable DEX and no small amount of LK. Attempt to make a L2-SR on the average of these two Attributes. Alternatively, you can attempt the roll against a relevant talent (such as Thievery or Lock Picking) if you have one.

Success takes you to **18**. Failure means you must go to **14** with the goods Adrenn fetches for you. You may increase your Rogue Points by 1.

57

Sratig and Drobb are essentially goons, and also the worst card players you have ever encountered. You are basically playing against Gorblatt, and he seems to be a better-than-competent exponent of the art of gambling. To simulate your encounter with the leader of the goblin trio, you should roll 1D6 for each character and note down the result. After the first roll, you must bet the amount of GP you wish to wager on yourself to win—the goblins will match anything up to 50 GP per bet. Because you are trying to get a total of twenty-one without going bust, you will keep rolling 1D6 each turn to try to reach exactly twenty-one. You can choose to “stick” at any time, but Gorblatt will keep rolling until he has reached at least twenty. You may add your LK divided by 10 (rounded up) as a modifier, whereas Gorblatt gets none. In the event of a tie, the winner is whoever had the highest number of rolls—a tie in total rolls means that the goblins get your money. After a maximum of six hands of blackjack, the goblins tire of the game and suggest you leave. They cannot give you any clues on which way to head. Go to **140**.

58 ★

You find yourself heading south, going down a corridor with smooth walls and a level floor. The corridor is not as well lit as other areas of the Under Dark, but you can still see reasonably well for some distance, even if the shadows are quite dominant. Out of the corner of your eye, you notice movement up ahead. Ducking down into a darker area of the corridor close to the wall, you are able to make out a figure, perhaps 30 yards away, heading in your direction. He too has adopted a cautious approach and is trying to make himself less visible. Although retreat might seem like a safe option at this point, the corridor behind you has now mysteriously become a dead end.

If you have a missile weapon, you could try to hit your adversary by going to **100**. Alternatively, you might try a spell: write down which one you would like to cast and then consult the *Magic Matrix* at the end of this book for the outcome. If you think that you would like to get a little closer, go to **13**.

59

Increase your Rogue Points by 1 and continue on to your destination paragraph.

60

Carefully, you make your way south from the altar and arrive at the top of an ornate marble stairway. While you are considering what your next move might be, the level of light suddenly increases. A deep voice, coming from the direction of Ylsnor’s statue, says, “You cannot wait to get started, my young friend? Very well, let your adventure begin.” You are not in for an easy ride in the Dissembler’s great Under Dark if you are unarmed. Go to **14**.

61

Increase your Rogue Points by 2. They are all birthstones, and you surmise that, if you take them in the order that they appear in the calendar, you will avoid the trap that must be triggered by some sort of pressure-sensing magic in the talon-shaped stands. Let's just hope you have correctly remembered the birthstone year. Even with your successful SR, there is a small chance you might get things wrong.

If you wish to trust your judgment and luck, go to **105**. If you dislike even these odds, leave by going to **73**, but ignore the first sentence.

62

Jarek will offer to engage in combat with you in one of three ways. If you want to take him on in a straight knife fight, go to **72**. If you regard yourself as more cerebral than that, you could have a battle of mental strength with him by going to **115**. Or, if you are very much a being on the physical plain, you might like to try to best him in a wrestling contest at **74**.

Name: Jarek, L2 Male Human Rogue

STR: 16

CON: 14

DEX: 21

SPD: 12

INT: 12

WIZ: 13

LK: 18

CHR: 14

Combat Adds: +19



63

For every 25 GP you toss in, reduce your Rogue Points by 1, up to a maximum of 4. Jewels do not cost anything in Rogue Points. Feeling the warm glow of embarrassment that accompanies the knowledge that you are amongst the "one born every minute," you must leave by going through the archway in the south wall to **47**.

64

Increase your Rogue Points by 2. O'Ferman is an expert at haggling over price, and you will need to be very cunning and quick-witted to get the better of him. Your negotiation tactics may affect the outcome.

If you are aggressive in trying to reduce the toll, go to **2**. If you adopt a more conciliatory tone, go to **20**. If you are defensive or evasive, go to **34**. Finally, if you decide to whinge and whine to the big man, head to **139**.

65

In an instant, the ratling is awake and alert. His nose twitches and his whiskers quiver. His eyes dart to and fro, and he looks as if he wants to run but realises he is unlikely to get past you unscathed. "Why you disturb Snivel? What you want here? No hurt Snivel?" he says while touching an object attached to a strip of leather around his neck. When he moves his hand away, you see that the object is the jade idol you are looking for.

You could try to negotiate buying the idol from Snivel by going to **96**. If you want to threaten him with physical harm if he does not give up his prize, go to **42**. If you would rather just put the miserable creature to the sword, go to **3**.

66

Almost smiling, Adrenn says, "You have done really quite well, my young friend. Ylsnor will not forget your efforts this day in the Under Dark." With that, you are transported to the finest restaurant you know, The Cooked Goose, where you are treated to a 7-course banquet on the house! When you are dropped back at your dwelling, you discover that all your possessions, even those you thought lost at the beginning of this adventure, have been brought back to you. You are 1,000 AP better off than before and have all the treasure you gathered—minus 5% commission, naturally. You also know instinctively that you are now an aide to the great Dissembler, which means that, on just one occasion, you may save yourself from death at the hands of a trap or other situation where a failed SR should cost you your life—not in a combat situation, though. But once you have called upon Ylsnor's help to save you, you will be just an ordinary Joe again. Well done, you are still alive and that makes you a winner. You may not enter this adventure again. Close the book.

67

Four doors usually lead out of this room, but the particular door that you came in by will vanish as soon as you enter the room, so you may not leave that way.

The north door will take you to **110**. The east door will take you to **55**. The south door brings you to **126**. The west door takes you to **32**.

YLSNOR'S FOUNTAIN	
Dice Roll	Outcome
Doubles	Multiply your current Rogue Point total by 2. If your total is negative, it is twice as negative now!
3, 5, 7, 9	You feel exceptionally optimistic about everything. Add 1D6 to your CHR or LK.
4, 6, 8, 10	You have feelings of impending doom and strange foreboding, which dampen your usual sunny disposition. Reduce your CHR by 1D6.
11	This is considered the Rogue's number and is a very good omen. Raise your CHR, INT, and LK by 1D6. You may not raise your character level, so any increase is limited to the highest figure of your current level—e.g., 9, 19, 29, and so on.

68

The waters of Ylsnor's fountain taste sweet and cool. The pure of heart and steadfast of spirit may sometimes receive gifts by ingesting this particular nectar. Actually, it is pure bloody luck that determines what happens. Roll 2D6. When you are done, leave through the south archway at **47**.

69 *

You begin taking the stones. As you lift the last one from its stand, there is an audible click. Before you can run, the doors have disappeared and a tremendous torrent of water starts pouring into the room from an opening in the ceiling. Already, the water is up to your knees. Unless you can breathe under water, you are going to drown.

If you can breathe under water, go to **86**. If you cannot, then you are going to have to hold your breath and hope the water drains away in time. Attempt to make an SR at your level on the average of your STR and CON. If you are successful, you can join the amphibians at **86**. If you fail, go to **92**.

70

The goblins are none too pleased that you do not want to join them in a friendly game of cards. You will need to make a L3-SR on CHR to persuade them it is nothing personal. If you are successful, head to **140**. If you fail the SR, you must play either poker at **80** or blackjack at **57**. Alternatively, you could attack the goblins by going to **15**.

71

The following table calculates your SR based on your initial offer in GP. It also shows the number of Rogue Points you get if the SR is successful.

If you fail your initial SR, you can make another attempt at one level lower by immediately doubling your starting offer; however, you lose 3 Rogue Points and gain nothing for a successful SR. If you succeed, pay up and go to **128**. If you fail to come to an agreement with Snivel, you lose 4 Rogue Points. You could now threaten him for the idol by going to **42**, or attack him at **3**.

Offer (GP)	SR Modifier	Rogue Points
0 – 25	+ 2 levels	+3
26 – 50	+1 level	+2
51 – 100	No modifier	+1
> 100	-1 level	-1

72 ★

Jarek hands you a dirk (2D6 + 1), which is a lot less flashy than his own. He wears no armour and does not use a shield. You must fight until one of you has a CON of 0 or less. If you are the victor, go to **24**. If Jarek defeats you, head to **41**.

73

Reduce your Rogue Points by 2. This is a bit too safe an option for an aspiring Rogue. The northern doorway has mysteriously vanished, but you can leave by the east door at **32** or the south one at **121**.

74 ★

Wrestling involves removing your shirt and boots, and then getting oiled up before you place your arms around the torso of a similarly attired being. Add 2 to your Rogue Point total. This combat tests all of your physical Attributes, so you must total your STR, CON, DEX, and SPD to give you a wrestling rating somewhat like an MR. Likewise, each contestant gets an extra 1D6 for each level they have attained. Therefore, Jarek's total of 63 gives him 7D6 + 32, but he gets an extra 2D6 for being L2, so he has a total wrestling roll of 9D6 + 32. Run this like a normal combat. The contest is over when the wrestling rating of any contestant drops to 10 or less.

Defeat takes you to **41**. Victory takes you to **24**.

75 ★

Your aim was true! You nailed him! So it is a real shock when the missile you launched hits you squarely in the chest, knocking you off your feet, wounding you badly, and inflicting CON damage. Bladed missiles (such as daggers, arrows, throwing stars, and so on) will do full damage, but no Personal Adds should figure in the total. Stones and other blunt weapons will score half hits and no Personal Adds. Chest armour counts fully as protection, but a full set of armour will only stop half of its total hits—e.g., scale mail will only absorb 4 hits instead of 8 hits.

If you are still alive, dust yourself off and go have a closer look at whatever is farther down the corridor at **13**. If you are rendered unconscious, go to **98**. If you have been killed, this adventure is over for you. Close the book.

76

Unluckily, you have been hit and must take the full 6 hits directly to CON. On the bright side, the dirk has become entangled in your clothing and you, therefore, get to keep it. It is worth 200 GP not only for the jewels on it but also because it is charmed—when used as a missile, if the target is within range, only a L1-SR on DEX is required to hit regardless of the difficulty of the shot. Go to **120**.

77 ★

Despite his size and show of bravado, so few delvers ever dare to take on the big fellow that he is a little “ring rusty,” and you might just take him by surprise. Use your SPD as if it were an MR and assign yourself appropriate dice and Adds. O’Ferman has a SPD of 11, so he gets 1D6 + 6. If you get a higher total than he does, you get your weapon roll—dice and Adds, but no Personal Adds—as an unopposed round of combat. Otherwise, you must fight him normally.

If you kill him outright, go to **38**. If you merely render him unconscious, go to **93**. If you are defeated, but merely rendered unconscious, go to **40**. If you are killed outright, this adventure is over for you. Close the book.



Name: Fergil O’Ferman, L2 Male Human Rogue

STR: 18 **CON:** 15 **DEX:** 21 **SPD:** 11

INT: 13 **WIZ:** 12 **LK:** 22 **CHR:** 16

Combat Adds: +25

Weapons: Fights with a falchion (4D + 4).

Armour: Wears soft leather armour (5 hits).

78

In order to catch out a wily old Rogue like Slevolar the Sly, you will need to be crafty and quick. Attempt to make two L2-SRs, one on INT and the other one on SPD.

If you make both SRs, go to **130**. If you fail one of them, go to **99**. If you fail both of them, head to **111**.

79 ★

This is a Random Encounter point. Roll 1D6. If you get a 6, go to the *Random Encounter Table* at the end of this book. If you survive an encounter, return here to decide which way you want to go.

You are in a corridor that runs east-west. There are doors at each end of the corridor. To go through the door to the east, go to **8**. To go through the door to the west, go to **45**.

80

Sratig and Drobb are essentially goons, and also the worst poker players you have ever encountered. Gorblatt, on the other hand, is quite good, so each hand ends up being a straight contest between the two of you. The minimum bet per hand is always 10 GP—Gorblatt will match your bet up to a maximum of 50 GP. For each hand you play, you get to roll 2D6, but this being a rather roguish pursuit, add the result of the roll to your level number and your LK—or your card-playing talent if you have one. Gorblatt gets 3D6 without level bonus, and his talent for cards is your level number $\times$ 5.

If your total is greater than his, then you win the hand. If his total is greater than yours, then he wins. A tie means that the pot for the hand will be added to that of the next hand. After a maximum of six hands of poker, the goblins tire of the game and suggest you leave. They cannot give you any clues on which way to head. Go to **140**.

81

You leap over the tollgate with balletic ease, but you are not quite quick enough to get past O'Ferman unscathed. He manages to make one wild slash with his falchion, which connects with your disappearing posterior and scores $2D6 + 4$ hits—you may apply armour protection.

If you manage to survive, you run through the archway at **47**, dripping blood while heading southeast. If you are rendered unconscious, go to **40**. If you are killed outright, this adventure is over for you. Close the book.

82

You get your arm around Slevolar's throat and press your weapon against it only to discover that you firmly hold not the aforementioned half-orc conman but a crude wooden statue instead. You hear a voice behind you say, "Good try, old son." Then, before you can turn to look at the speaker, everything in the room vanishes. You find yourself with 2 extra Rogue Points and can add 1D6 to either CHR or INT. Go to **108** to leave this room.

83

Adrenn smiles broadly and says, "You have performed magnificently. Truly you are an example to all Rogues. Your god will wish to honour you greatly." With that, you find yourself at your local temple of Ylsnor, wearing the magnificent robes of the High Priest. Your term of office is seven years, and each year you will receive a stipend of 1,500 GP. You will also get for free all of the spells from your next level rise—only once, mind! And there are still a few of other perks that go with the High Priest role. Firstly, you get the ring of the Kazaia, which acts like a magical staff and will reduce the WIZ cost of spells by half your level number each time you cast one. Secondly, as one of the chief acolytes of Ylsnor, you get a single episode of reincarnation, which means that you will be reborn back at your temple—with a loss of all your possessions and with your Attributes as they were at the beginning of your final day—one hour after you die. Finally, you get a swordbreaker knife, called *Steelslicer*, which gets 3D6 in combat and a starting talent (your current DEX + 2D6) for its use in snapping your opponents' swords.

You have performed spectacularly well and are indeed a winner. You are also 1,500 AP better off and get to keep all of the wealth you have acquired. Well done. You may not enter this adventure again. Close the book and bask in the glory of your success.

84

Your first impression is that the liquid mirror has had no effect on the sword or dagger you pushed through it. But then you realise that a large part of the weapon is missing. Feeling along the blade, it is clear to you that the weapon is still intact, but the part of it that went into the mirror is invisible! Until your next level rise, your use of this weapon will be hampered by a reduction of 1D6 in damage; however, because your opponents cannot see part of the weapon either, it will score double *Spite Damage*—i.e., 2 hits for every 6 rolled—on every odd combat turn. Once you have gained some experience with it in combat (with your next level rise), you will regain the loss of damage and inflict double *Spite Damage* on every combat turn.

Now take your enchanted blade to **129**.

85 ★

O’Ferman is a big man and none too nimble-looking. If you are quick enough, you might just nip past him and have it away on your toes. Attempt to make L1-SRs on SPD and DEX.

If you succeed both SRs, you hurdle the gate and are gone through the archway in the southeast corner at **47** with an extra Rogue Point to show for it. If you fail both SRs, go to **97**.

If you fail only the DEX roll, head to **106**. If you fail only the SPD roll, try **81**.

86

After you spend two to three minutes floating in freezing water, the south door reappears and opens. There is a veritable tsunami leaving the room at high speed, and you are riding the wave. You ride past a rather bemused man clinging to a tollgate in a small square room, then straight out of the far exit, along a short narrow corridor, and through an ornate archway into another room. At its centre, the room has a particularly lumpy bronze statue, which you notice as you are thrown against it at high speed—you sustain 1D6 damage directly to CON.

If you are knocked out, go to **98**. If you remain conscious, you look up and see Adrenn giving you a rather discouraging look from behind his drooping moustache. Proceed to **47**.

87

What kind of Rogue are you? Lose 4 Rogue Points. Hand over the cash. You can then pass the tollgate and head through the archway in the southeast corner by going to **47**.

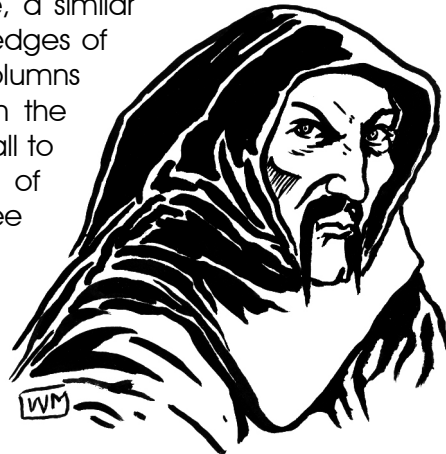
88

The pillars are all about 4 feet in diameter and covered in what appear to be very thick, very tough hairs in brown-orange shades. They remind you of the strange coverings you have seen on more exotic shields worn by the desert peoples of Chandai. As well as being resistant to weapons once treated, you remember that these shields are very, very valuable.

If you would like to cut some of the hairs for pecuniary gain later, go to **36**. If you think you would like to get out of this strange place, head for **16**.

89 ★

You walk through an ornately carved archway into a perfectly round room about 30 feet across. Directly opposite, a similar archway provides an exit to the south. Around the edges of the room, a portico of exquisite pale marble columns creates a sheltered walkway some 6 feet wide. In the centre of the room is a pool with a raised marble wall to match the portico. Within the pool, a fountain of burnished bronze in the shape of a tall poplar tree sprays crystal clear water 10 feet into the air, creating a fine mist that settles over the surrounding rocky floor. As you approach the pool, you notice within it numerous gold and silver coins as well as a considerable number of precious and semi-precious stones. On the lip of the pool, in what must be mithril-inlaid runes, is written: "Welcome to the waters of tranquillity. Make tribute to the great Dissembler and go in peace, brother."



If you do as the writing suggests, and throw some of your wealth into the pool, write down how much or what you throw and go to **63**. If you would like to get hold of some of the money and jewels by wading into the water, go to **37**. If you prefer to fish coins or stones out without getting wet, go to **104**. If you think a nice drink of refreshing water is in order, head to **68**. If you would like to take a closer look around the portico, go to **133**. The northern archway has mysteriously vanished, but you can always leave the room by heading south through the archway at **47**.

90

There are only three exits from the ratling's cavern, as the door that was in the north wall has mysteriously vanished.

For the door to the east, go to **79**. For the door to the west, go to **123**. For the door to the south, go to **110**.

91

You brush your fingertips against the liquid mirror. Immediately, find yourself facing the direction opposite that from which you started. Likewise, your weapon is now on the opposite side to where you usually carry it, the small scar below your right ear is now below your left ear, and your dominant hand is the opposite of what it used to be. In short, you have become the mirror image of yourself. It probably does not surprise you that not only your physical appearance but also your Attributes have been switched around. Your STR, CON, DEX, and SPD have been switched with your INT, WIZ, LK, and CHR, respectively. This means that your STR is now your INT and vice versa, and so on. Recalculate your Personal Adds and possibly update your level, and then move on to **129**.

92

You have drowned. This adventure is over for you. Close the book.

93

While O’Ferman is unconscious, you find 100D6 GP in his sentry box, but precious little else. When he wakes to see you taking his fortune away, he suggests a trade: “An’ you’d be wantin’ to leave my meagre fortune if I was to tell you where a real treasure is to be had on the outside?” As it turns out, he has stashed away, in the guise of a silver belt buckle shaped like a fox’s head, a Kremm battery that stores up to 20 WIZ points and can be recharged each month by the light of a full moon. All you have to do is return his coins and he will give you its location—you can pick it up after you get out of the Under Dark. Whatever your decision, once you are finished here, you can proceed through the archway to the southeast at **47**.

94 ★

Jarek is obviously a bit of a show-off, and it is not too great a challenge to distract him by getting him to talk about his favourite subject: himself.

If you can make a L1-SR on the average of your CHR, INT, and DEX, you manage to manoeuvre yourself behind him while he monologues, subsequently overpowering him. Once you have tied him up, you can go to **24**. If you fail in your attempt, you can take up the offer of single combat at **62**, or you could try to make a break for one of the exits at **17**, or you could just attack Jarek without taking up his formal challenge by going to **141**.

95

You find a total of 40 GP on the bodies. On Gorblatt, you also find a rather nice silver earring shaped like a tiny deck of cards. The earring is called a *stacking charm*; it is worth 50 GP and improves your chances of winning at any card game you are taking part of by allowing you to add an extra 1D6 to your SR or talent roll. If you need a weapon, the goblin scimitars score 3D6 in combat, but only one remains serviceable. The rest of the room is clean. Go to **140**.

96

Ratlings, despite being physically disadvantaged, are quite sharp mentally and have a distinct talent for cunning. You will have your work cut out to make a good deal and leave some gold in your purse. You must make an SR on CHR at a base of L2 modified by the amount you offer. Alternatively, you can attempt the roll against a relevant talent (such as Hagglng or Negotiation) if you have one. Write down your initial offer in GP and go to **71**.

97

Oh, dear! You clip the top of the gate as you leap over it, landing in a heap and doing 1D6 + 3 of damage (armour offers only half protection). You are then too slow to leap up and defend yourself. Although somewhat peeved, O’Ferman can see the funny side of the situation, so—though pressing the tip of his falchion to your throat—he only makes you give him half of the money you are carrying. Get going before he decides he wants the other half. Leave through the archway in the southeast corner at **47** and drop your Rogue Point total by 2.

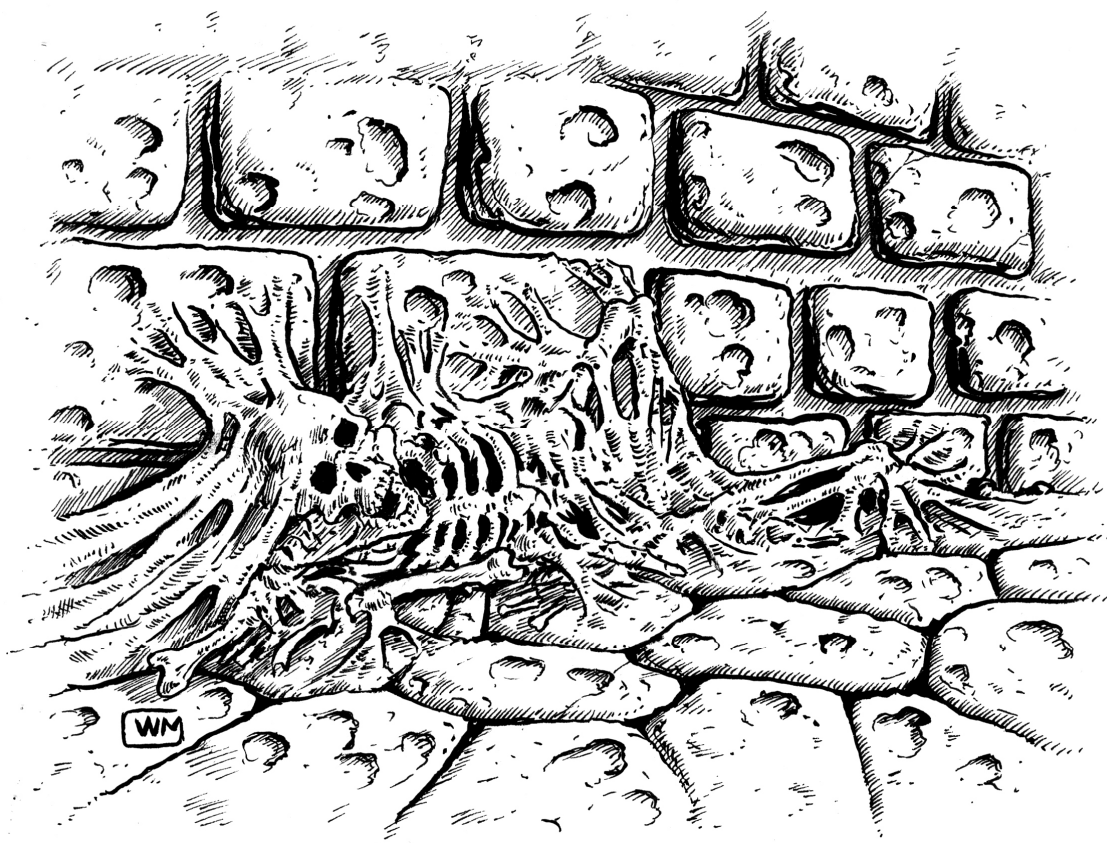
98

You wake to find yourself in your local temple of Ylsnor. You have your equipment, yet none of the money or treasure that you had when you were last in the Under Dark. You also have gained 200 AP. It appears you were knocked out, and that whoever found you, rather than dismember you and feed on your entrails, has shown mercy and had you delivered back to your hometown. You may not enter this adventure again. Close the book.

99

Increase your Rogue Point total by 1. Despite your best efforts, Slevolar either worked out what you were up to or is just a much practiced scoundrel and manoeuvred so that his apparatus stayed between you and him—stopping you from being able to gain the advantage of surprise.

You could still carry out an attack without the element of surprise by going to **123**. Alternatively, you might like to take the risk of playing Slevolar's game at **119**. You could still try to haggle with him for a good deal on spells or any other useful magic he may have by going to **101**. Or you could make your excuses and leave by heading to **108**.



100

A man-sized target at this distance requires a L3-SR on DEX. If you succeed, go to **75**. If you fail, go to **142**.

101

Slevolar is a pretty savvy sort of character. You will need to be very convincing to get the better of him in a haggle over what he might sell in the way of spells. You can use a relevant talent (such as Hagglng or Negotiation) if you have one. If you do not, you can use the average of your INT and CHR as your haggling rating. Use the rating as an MR to do combat versus Slevolar whose rating is of 28. Treat this like a normal combat, including *Spite Damage*; however, the outcome of each haggle turn will reduce haggle rating and not CON.

If Slevolar wins, you may buy up to three spells of L2 through L4 at usual Wizards Guild prices. If you are the victor, Slevolar will offer a 50% reduction in cost on the same number of spells. (You do not need to have the full amount of GP on you. Once you have survived this adventure, Slevolar will take 50 GP and your personal IOU for the remainder.)

After you have decided on your purchases, if any, go to **108** to leave this room.

102

O'Ferman is no mug, so it will take a good deal of cunning to get anything past him. You will need to make a L2-SR on CHR to get away with your subterfuge. For each percentage point below 5% that you try to get away with, you will have to add one more level to the roll.

If you are successful, go to **132**. If you fail, and the big Celt spots what you are up to, you can quickly pay the money you still owe. Go to **87**, but ignore the first two sentences. Alternatively, you can draw your weapon and have at it at **77**.

103

The door you entered by vanishes as you reach to turn its handle. You will have to leave via one of the other three doors. Go to **16**.

104

Because you do not have the little net on the end of a stick that you took to the seaside when you were a little nipper, you will need to be inventive to create something that will do the job at hand.

If you make a L2-SR on INT, you manage to fashion a workable trawling device from your leather bootlaces and an old purse. And as well as retrieving one jewel and 25D6 coins (half gold, half silver) per turn for 3 turns, you also get 2 more Rogue Points. On the fourth turn, the water starts to boil over, and the bubbles obscure your view too much to make further attempts to retrieve more treasure.

Whether you made your SR or not, you will now have to leave via the archway to the south at **47**.

105

You have worked out what you think is the correct order to pick up the stones from their pillars. Even with your superior intellect, there is a small chance you might get it wrong. Roll 1D6.

If you get a 6, go to **69**. If you get anything else, go to **29**.

106

Unfortunately, you clip the top of the gate and land in heap on the far side of the room. You are just quick enough to leap to your feet and draw your weapon in time to meet O'Ferman's attack. Go to **77**.

107

For over a tonne of monster, Lumpn is quite quick on his feet. To dodge past him and go back to the paragraph where this encounter started, you need to make a successful L2-SR on SPD.

If you make the SR, go back to the paragraph where your meeting began, move off as quickly as possible, and be on your way with an extra Rogue Point. If you fail the SR, you take the full force of the attack without any protection except for whatever armour you are wearing, which means that you are probably dead and this adventure is over for you. Close the book. If by some miracle you survived Lumpn's attack undefended, go to the *Random Encounter Table* at the end of this book and continue the battle.

108

Slevolar's place has two exits. The exit in the north wall has mysteriously vanished. The exit in the northeast corner of the room takes you to **126**. The one in the southwest corner takes you to **47**.

109

If you have visited this place before, you find the room empty. Go straight to **120**. If this is your first time here, read on.

You pass through a door and into a round cavern at least 50 feet across, with raised benching around the edges as if it were a venue for some sort of public entertainment. Sitting on a large wooden chest in the middle of the room is a rather cocksure, swarthy young human male, idly sharpening a rather flashy jewel-encrusted dirk. He casts you a contemptuous look and begins to speak: "Are you the great Rogue that Ylsnor has sent to challenge me? Surely not! I realise combat is a gamble, but the odds will be so heavily stacked in my favour, who will take the bet?" Your host, if host is the appropriate title, is Jarek Swifffingers. He is here to offer you the ultimate gamble: a single combat to the death. To accept his offer, you should proceed to **62**. If you would like to engage Jarek in conversation, trying to catch him off guard and disable him, go to **94**. If you would like to run out of either the southern or western exits to avoid conflict, go to **17**.

110 ★

This is a Random Encounter point. Roll 1D6. If you get a 1 or a 6, go to the *Random Encounter Table* at the end of this book. If you survive an encounter, return here to decide which way you want to go.

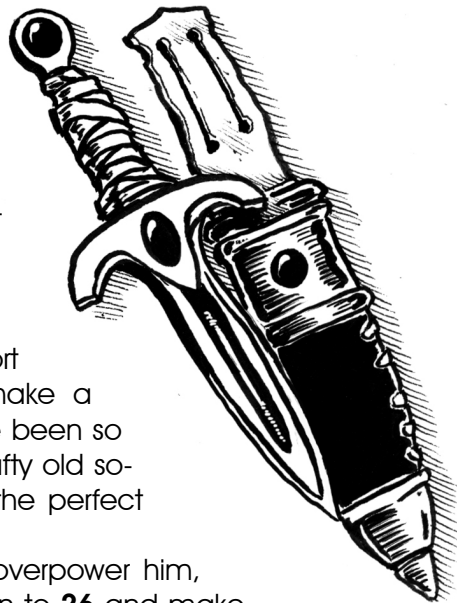
You are at a four-way intersection that branches north, south, northeast, and northwest. You can discern doors at the end of the first three passages, but the last one just seems to head off along more sections of corridor.

To go through the door to the north, go to **45**. To go south, go to **54**. For the door to the northeast, go to **8**. If you want to head along the northwest corridor, go to **129**.

111

Lose 1 Rogue Point. You clearly fail to get into any sort of position from which you might be able to make a surprise assault on Slevolar. Yet you appear to have been so crass and incompetent in your attempt that the crafty old so-and-so has just turned his back and left you with the perfect opening.

If you follow through on your intention and try to overpower him, proceed to **82**. Alternatively, you could always return to **26** and make another choice, but make sure that you go via **124**.



112

You enter a small square room about 20 feet across. A five-bar gate blocks your access to the only other exit in the southeast corner. The gate is painted brilliant white and has a small sentry box next to it. The sign on the gate reads: "O'Ferman's Tollgate. 10% minimum payment."

Just as you finish reading the sign, a tall man, well over 6 feet tall and with striking auburn hair and piercing green eyes, emerges from the sentry box with his hand resting on the pommel of his falchion. Grinning almost manically, he announces in a thick Irish brogue, "This is the only official tollgate in this underground complex. Sanctioned by Ylsnor hi'self, don't you know? To pass on to the exit, you merely have to give me 10% of the coins you currently carry on your person. It's not like you can turn around and go back the way you've come, so why not just pay up and avoid any unpleasantness?"

A quick glance back tells you that the door you came in through has mysteriously vanished, so the only way out is past the tollgate.

If you pay up the 10% this big brute is asking for, go to **87**. If you pay up, but do not come up with the full 10%, write down how much you are willing to pay, work out what percentage of your total coinage this is, and go to **102**. If you want to try to haggle over the price, you should head to **64**. Alternatively, you could tell this fellow that the only way he is going to get his filthy hands on your money is if he takes it from you at sword point. As you draw your weapon, you say, "*En garde!*" and proceed to **77**. Likewise, you could always resort to magic to try to sort him out. Write down your spell (check for success on the *Magic Matrix*) and go to **77**. If you fail to disable him, you will then be at the right place to deal with the attack he will launch at you. If you would like to avoid both the toll and the combat, you might take to your heels, leap over the gate, and run for the exit by going to **85**.

113

If you pick up coins from the pool for 3 turns or less, take your fortune with you out through the south archway to **47**. If you spend longer than 3 turns in the water, you are suddenly aware that the pool is rapidly heating up. You need to get out as quickly as possible.

If you can make an SR at your level on SPD, you avoid any serious heat-related injuries. However, if you fail the roll, for every point you missed your SR by you take 1 hit—doubled if you are wearing metallic leg armour—directly to CON. If you manage to clamber out, with or without being scorched, you manage to hold on to half of your loot. Take it with you through the archway to the south at **47**. If the hits reduce your CON to 0 or less, but do not kill you, go to **25**. If you are killed, this adventure is over for you. Close the book.

114

Despite some initial resistance, the object you use pushes through the surface of the liquid mirror. Once you have pushed the object about 2 feet through the mirror, the mirror vanishes, and when it does, you can clearly see the way ahead.

If you used a sword or dagger to perform this action, go to **84**. If you did not use a bladed weapon, proceed to **129**.

115

Mental combat involves totalling your current INT and WIZ and using it as if it were an MR versus Jarek's total of 25 (3D6 + 13). Your level number acts as if armour. Likewise, Jarek can absorb 2 mental hits per combat turn before his mental combat rating starts to be reduced. The fight is over when your mental combat rating or that of your opponent drops to 0 or less.

If you win, go to **24**. If you are vanquished, go to **41**.

116

The pillars are unremarkable, and each 3-inch-by-1-inch stone rests on a small silver stand shaped like the talon of a bird of prey.

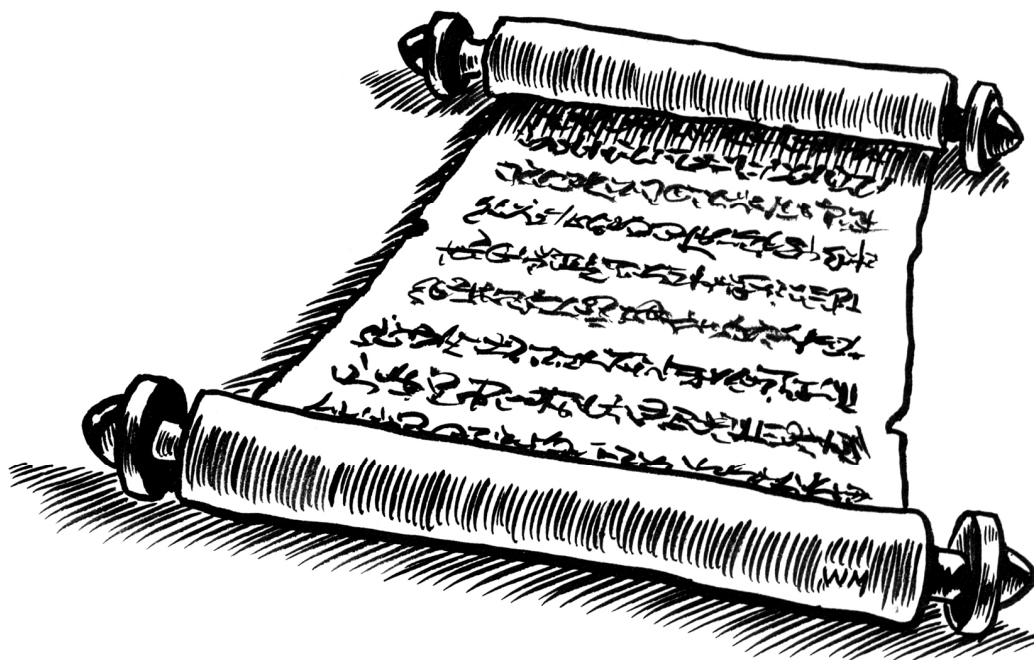
If you can make an SR at your level on the average of you INT and LK, you manage to work out how you may be able to get hold of the stones. Go to **61**. If you fail, you can either leave this room at **73** or take a risk by grabbing the stones and running to **49**.

117

Adrenn looks at you with a disdainful sneer on his face. "Could do better," he says, and with that, you find yourself sitting at your usual table in your local, The Rogue's Rest, with a mug of foaming ale in your hand. All of your possessions, including those you had prior to this adventure, are with you, and you have a bonus of 1,000 AP. You also have the treasure you found along the way—minus a 10% commission, of course. Despite Adrenn's assessment, you are a winner and can hold your head high. You may never again enter this adventure. Close the book.

118

As you hack at the hairy pillar, you strike a little deeper than you intended. You hit something quite solid, and a green, thick blood-like fluid appears. A high-pitched scream is heard above you, but, before you can react, the massive torso of an enormous spider descends on you at great speed. You are crushed to death and subsequently form part of the giant invertebrate's diet. This adventure is over for you. Close the book.



119

It transpires that the ever trustworthy Slevolar is offering a straight—well, straight-*ish*—swap: give up your knowledge of any spell or spells you do not have a use for (up to L3) and gamble for a spell of a higher level. Thus, if you want a L2 spell, you must give up a L1 spell. If you want a L3 spell, you must give up a L2 spell, or two L1 spells. If you want a L4 spell, you must give up a L3 spell, a L2 spell, and a L1 spell, or three L1 spells. Got it? It is really pretty straightforward. The only problem is that the spell you get in exchange is arrived at randomly, hence the need for the roulette apparatus. So, decide which spell or spells you are willing to give up and what level of spell you are going to try to obtain. There are fourteen L2 spells and fifteen L3 spells in the 7th edition T&T Rule Book. To find out which one Slevolar's apparatus picks out for you, roll 3D6, and then count the number you got down the list in the Rule Book until you arrive at your new spell. If you get a number higher than the number of spells in the list, go back to the beginning of the list until you reach the desired figure. There are only six L4 spells, so roll 1D6 to discover which spell of this level you get. You can continue to randomly exchange spells as many as ten times, even using spells you have obtained from Slevolar. However, if you are foolish enough to try an eleventh time, Lumpn the Troll appears. Go to number 12 on the *Random Encounter Table* at the end of this book.

When you are ready to leave, go to **108**.

120

The north door has mysteriously vanished, so only two exits from Jarek's arena remain. If you head east, go to **55**. If you head south, go to **30**.

121 ★

This is a Random Encounter point. Roll 1D6. If you get a 1, go to the *Random Encounter Table* at the end of this book. If you survive an encounter, return here.

You are in a corridor that runs north-south. The door to the north that you have just come through has mysteriously vanished. You have no choice but to head south. Go to **112**.

122

Lumpn is none too bright and more easily distracted than a teenager doing his or her geography homework! Make a L1-SR on CHR.

If you succeed, increase your Rouge Points by 2, receive a bonus of 40 AP, and return to the paragraph that sent you here. If you fail, you will have to fight Lumpn. Return to the *Random Encounter Table* at the end of this book.

123 ★

This is a Random Encounter point. Roll 1D6. If you get a 6, go to the *Random Encounter Table* at the end of this book. If you survive an encounter, return here to decide which way you want to go.

You are in a corridor that runs east-west. To the east, it ends in a door. To the west, the corridor starts to curve in a more southerly direction. To go through the door to the east, go to **45**. If you decide to head westward, go to **58**.

124

Reduce your Rogue Points by 2 and continue on to your destination paragraph.

125

Female dwarfs do not, as a rule, venture into the realm of dungeoneering as often as their male counterparts. They are esteemed for their stamina rather than for their good looks—though there are cultures that consider a beard on a woman as the most desirable of feminine features! A successful L2-SR on CHR will win you 2 extra Rogue Points as well as an ardent admirer. The level of Black-Look's infatuation is such that she gives you a small charm shaped like a swift in flight, which takes you straight to paragraph **47**. Failing the SR means that you must return to the *Random Encounter Table* and fight her.

126 ★

This is a Random Encounter point. Roll 1D6. If you get a 1 or a 6, go to the *Random Encounter Table* at the end of this book. If you survive an encounter, return here to decide which way you want to go.

You are at a four-way intersection that branches north, south, southeast, and southwest. The north corridor ends in a door that can be opened at **54**. The door at the end of the southeast corridor opens at **26**. The door at the end of the southwest corridor can be found at **112**. To go through the archway to the south, go to **89**.

127

Only the desk seems likely to hold anything of interest since it is locked. Fortunately, the lock appears to be quite a simple mechanical one with no magical additions. The letter opener on the desktop should prove useful in gaining you entry.

If you try to pick the lock with this implement, go to **56**. You could try to force the lock using the same object by going to **46**. If you decide to not attempt opening the desk, go to **21**.

128

You have obtained the idol of Lumpn, a one-armed troll hero. It is a minor magical item that increases the holder's CHR by double his or her level number. It will stop all L1 combat magic from working against the holder while still allowing spells to be cast. Now go to **90** to move away from this cavern.

129 ★

You are at a y-shaped junction. One arm heads south and ends in a door that you can go through at **22**. The other arm heads southeast to **110**. North is just a dead end.

130

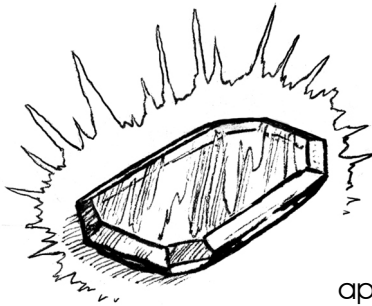
Having manoeuvred behind Slevolar, you grab him around the throat and touch your weapon to his flesh. Unfortunately, what had been the dodgy dealing half-orc Rogue is now just a rough wooden statue. All of his paraphernalia has also vanished. Add 3 Rogue Points to your total. As you turn to go, you are drenched by a brief shower of vile-smelling yellow fluid that has come apparently from nowhere. You should note on your character sheet that you smell of troll's urine for the next 2D6 months—your CHR is temporarily reduced by 6 points and the difficulty of any SRs on CHR you might attempt in order to win over members of the opposite sex is doubled. Now leave by going to **108**.

131

Most of the parchments are either total gibberish or written in languages you cannot read. However, one is intelligible, and it instructs you to eat the parchment so that you will be allowed a single Dear Lord-like question before nature takes its course and the foreign material is ejected. In effect, this will allow you to look ahead to the next paragraph—on just one occasion while in this adventure—and if you do not like what you read, to return to the previous one as if you had never made that choice. Now swallow the parchment and either return to **44** to check out those chests or to the altar at **10**.

132

Increase your Rogue Points by 3 for managing to pull the wool over O’Ferman’s eyes. Pay up what you must, and then proceed past the tollgate and through the archway to **47**.



133

Attempt to make SRs at your level on LK and INT.

If both SRs are successful, go to number 23 of the *Magic Matrix*. If you fail either SR, you find little of interest and return to paragraph **89** to choose differently.

134 ★

The moment you pick up the urukish blade, a demon appears and uses the weapon (6D6 + 8) to attack you. The sword, called *Blackheart*, is yours if you defeat the demon. It will score your LK Adds in dice (up to a maximum of 8) + weapon Adds of your STR Adds (also up to a maximum of 8). If your Adds for either of these Attributes are negative, then that will be the sword’s damage—even if that makes it negative. Anyone who takes the sword from you will face a similar demon with your Attributes, and only if they defeat your demon can they claim the sword as their own. Return to **79** with a bonus of 2 Rogue Points if you survive this battle.

Name: Demon

STR: 20

CON: 20

DEX: 20

SPD: 20

INT: 10

WIZ: 12

LK: 18 **CHR:** -17

Combat Adds: +30

Armour: None

135

This is the magic “sword sharpener.” Although it does not really sharpen your weapon, it will randomly assign some useful magic to it. Roll 1D6.

If you get a 1, a 2, or a 3, your weapon has a *Vorpal Blade* spell that you can activate at any time you wish on just one occasion. If you get a 4 or a 5, your weapon receives an *Unerring Blade* spell that will activate for the next 3 combat turns. If you get a 6, your weapon gets a *Whammy* spell that you can activate at any time you wish on three separate occasions. Return to **89** when you have finished here.

136

The enchanted boot polisher does a superb job, and, within a few moments, your footwear is shiny enough to see your face in. A side benefit is that you will be able, on two occasions, to cast a *Little Feets* spell by clicking the heels of your boots together. Okay, so you do not get back to Kansas, but the spell may come in useful. Return to **10**.

137

You fool! Reduce your Rogue Points by 2. Manticores are notoriously cunning, particularly when it comes to combat situations. Having engaged you in a conversation that makes him seem somewhat dim-witted and downtrodden, he manages to get close enough to launch an unopposed sting attack on you.

If you can make a L3-SR on SPD, you dodge the sting and can return to the *Random Encounter Table* at the end of this book to fight him to the death. If you fail your SR, he stings you for the same number of hits as you failed your SR by—armour counts for protection. If you remain able to fight after this, you can return to the *Random Encounter Table* at the end of this book and fight on. If this renders you unconscious, Malloron will tear you apart and eat you. If you are killed outright, he will do the same. Either way, this adventure is over for you. Close the book.

138

Once you have left the great Under Dark, the curse of Xarxes takes effect. For the next 1D6 years, you will have to be completely honest with other Rogues when having dealings with them that involve selling, trading, or negotiating of any sort. This means that you cannot inflate prices or make untrue claims about goods or materials. In short, unless you get the curse lifted, you will not be able to get the best of any deal for some time to come. This is L5 magic.

139

Excellent tactic! By behaving like a six-year-old who whines on about wanting ice cream despite being told no, you have definitely touched a raw nerve. Make the highest level SR on CHR you possibly can.

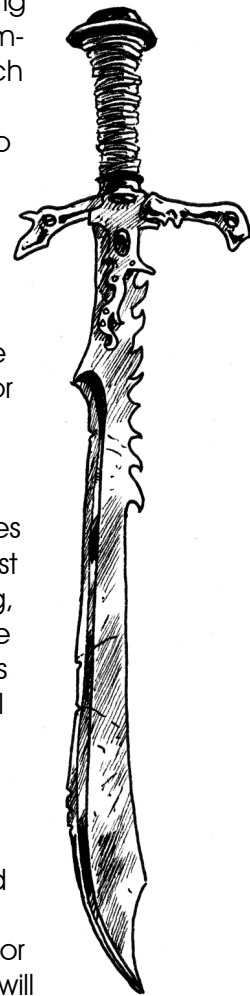
If you fail even at L1, you will have to pay the full amount. Go to **87**, or return to **112** and make a different choice. If you succeed at L1, you will get a 25% reduction—i.e., you should pay 100 GP but now only owe 75 GP. If you succeed at L2, you get a 50% reduction. If you succeed at L3 or higher, you are charged a mere 25 GP. Once you have paid up, head through the archway to the southeast at **47**.

140

You are ready to leave the poker room. The door to the north has mysteriously vanished, so there is definitely no going that way. There are three other doors that you may use. To head west, go to **79**. To head southeast, go to **110**. To head south, go to **6**.

141

As you lunge at Jarek, simultaneously drawing your weapon, everything seems to be happening in slow motion. Caught off-guard, your adversary fumbles and drops his dirk, a look of sheer terror on his face. He is completely defenceless. As the merest hint of regret at killing a fellow Rogue crosses your mind, you notice that you really have not moved at all. Then the world dissolves in an eruption of stars. Your consciousness returns to you in a corridor at **30**. You have lost 2 Rogue Points.



142

You blew the shot. Then a missile rather like the one you just used misses you by only a few feet. You dive for cover that does not exist, and then notice that the missile is not just like yours; it is the exact one you used! Something strange is going on up ahead, and you had better investigate it. Go to **13**.



APPENDICES

RANDOM ENCOUNTER TABLE

To determine what or who you meet, roll 2D6 and check the table below. You will only meet each of these characters/creatures once, so if you repeat a number, re-roll once. If your second roll is also a repeat, then you meet none and should return to the paragraph that sent you here. If you survive your encounter, you should also return to your original paragraph.

2. Chaos Bats ★

A small swarm (1D6 + 2) of these “flying rats” comes straight at you. Each creature has an MR of $2 \times$ your level number. You must make a L2-SR on DEX to count any hits in each combat turn—your combat total will still count towards warding off your attackers. A *Spite* hit will kill one of them. Any hits to CON are poisonous, thus a roll of odds every 5 paragraphs will reduce CON by another point until you die or get some form of healing. The bats will disengage after 5 combat turns regardless of how well they may be doing. Survival is worth 75 AP.

3. Mr. Prestidigitous

Suddenly, the corridor is full of all sorts of different people. They bump into you, dodge around you, and generally get in your way—yet none seem to pose any threat or to be interested in you at all. Your roguish instincts suggest that you are being softened up for something. Try to make an SR at your level on the average of your INT and DEX.

If you are successful, you apprehend a rather scruffy man with lank, greasy hair trying to pick your pocket. While you have a firm hold on his wrist, his features transform into those of Adrenn, who smiles, congratulates you on being so alert, and adds 2 Rogue Points to your total before vanishing along with everyone else. If you fail the SR, you lose 1 Rogue Point and are parted from some item on your person. Roll 1D6. If you get a 1 or a 2, you lose up to 50D6 coins (at least half gold). If you get a 3, a 4, or a 5, you lose your dagger or other backup weapon if you have one. If you get a 6, you lose your main weapon. With that, everyone disappears as quickly as they arrived.

4. Malloron the Manticore

With the body of a lion, the face of a man, and a scorpion’s sting, the Malloron is one of those beings that have a particular line in bringing everyone down. On seeing you, he says in Eeyore-like tones, “On no! I suppose you want to attack and kill me, don’t you?” While you could attack immediately, you could also try to talk to him by going to **137**. He has an MR of $30 + 10$ for each level that you are above L1. He gets an extra 1D6 for his sting (you should roll for it separately as *Spite Damage* from this does double damage), which injects scorpion venom with its usual effects. Defeating him is worth 100 AP, and you can recover 2 doses of venom from the sting.

5. Ratling Warriors ★

From the shadows, three ratlings materialise. They charge at you, brandishing short swords (3D6). Each ratling wears cuirboille armour (7×2 hits), has a CON of 10 and a WIZ of 8, and gets 9 Combat Adds. Due to a previous adventurer cursing them, any *Spite Damage* you score is doubled. Defeating them is worth 60 AP. They have nothing of worth other than their weapons and armour.

6. Galveson the Wise

You discover that what you thought was a statue in the corridor is in fact a weather-beaten elderly man. Dressed in faded buckskin, with his face painted in white and blue, he is every inch the typical shaman. As you approach, he chants softly under his breath, the rhythm of his incantation increasing as you get closer. When you are within a few feet of him, he opens his eyes, stands up, hands you a 2-inch cube of pale hard wood, and, without speaking, turns and walks away from you. The small cube has the word *WISDOM* inscribed on it. The moment you touch the cube, your INT rises by 1D6.

7. Psychic Hummingbirds ★

Yellow and blue birds (1D6 + your level number) appear. They start to flit around your head trying to peck at your eyes. The beating of their tiny wings creates a high-pitched buzzing noise that somehow seems to affect your mental state. Each bird has an MR equal to your level number, but you have to make an SR on INT each combat turn you are engaged with them—starting at L1 and increasing by a level every other combat turn—due to their psychic buzz. Each time you fail an SR, you are so affected by their drone that you cannot fight back, and they get to attack you unopposed for that round (armour will protect). After an unopposed round, you start your SRs back at L1. Because of their size and speed, you can only kill a maximum of two birds per combat round however large your HPT may have been. Escape from them by stealth or speed is impossible, and if you are rendered unconscious, they will simply keep attacking until you are dead. If you survive this encounter, you gain 100 AP.

8. Willem the Gibbon ★

A large piece of rotten fruit hits you square in the face, accompanied by a raucous simian laugh that is coming from farther down the corridor, where a giant gibbon paces to and fro, occasionally standing and beating his chest, an alpha male daring you to approach and do battle over his territory. As you contemplate your next move, he charges. You could hurl a missile (such as a thrown dagger or slingshot) before he has closed in for hand-to-hand blows. He has a WIZ of 7 and an MR of 28 + 10 for each level you have reached above L1. If you defeat him, you get 80 AP.

9. Black-Look the Dwarf ★

A powerfully built dwarf in a suit of mail armour (12 hits) and wielding a murderous-looking heavy flail (4D6 + 4) bars your way ahead. It seems like you have no choice but to fight your way past. As you close in on your opponent, you realise that the dwarf is female. If you are male, you could try to wow her with your manly good looks and dazzling personality by going to **125**. If you are female, or just fancy parting her head from the rest of her, you must fight her. Victory will earn you 70 AP.

Name: Black-Look, L2 Female Dwarf Rogue

STR: 26 **CON:** 24 **DEX:** 17 **SPD:** 11

INT: 14 **WIZ:** 19 **LK:** 21 **CHR:** 9 **Combat Adds:** +28

Spells: Knows all L1 spells.

10. Swarm of Death Hornets ★

A swarm of enormous hornets (1D6 + your level number) starts buzzing around you. The hornets, each 6 inches long and with an MR of $2 \times$ your level number, are trying to sting you. Their MR mainly represents the number of hits you will have to score in order to keep them away from you. Even if their combat total is better than yours, they can only score a hit (sting) when they get a critical strike by rolling a 6. This allows them to inject you with venom that will reduce your CON by 20% of its value at the start of this encounter each time you are stung—i.e., five stings and you will be unconscious. The effect of the venom only lasts 3 combat turns after the sting, so you will have to keep an accurate record of your current CON during the encounter. Moreover, you can only kill one giant insect per combat turn regardless of how high your HPT is—try keeping wasps at bay in the garden with a broomstick and tell me killing more than one at a time is easy!

If you score critical hits, you can destroy as many hornets as you get critical strikes in any combat round. If you are victorious, you get 100 AP + 20 for each time you are stung. If you end up unconscious, the queen hornet will come and lay her eggs in you, and your flesh will form the food source for the next generation—a truly green way of shuffling off this mortal coil!

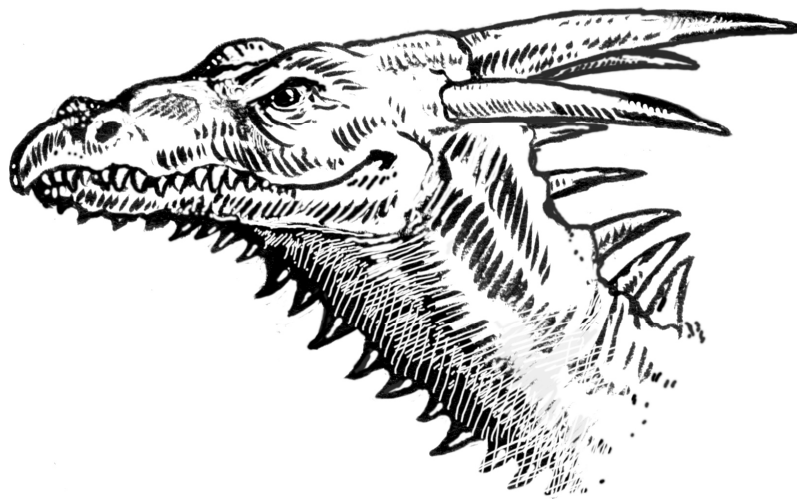
11. Magma Dragon ★

Charging straight at you is a 5-foot-long lizard with razor-sharp teeth and a tough hide of large armour-like plates (8 points of armour). It has an MR of 80 and glows a curious incandescent red as a result of its preference for resting amongst the lava flows of the Under Dark. The tremendous heat that it can retain may damage edged weapons (such as swords) used against it—they will lose 1D6 permanently at the end of each combat turn until their attack dice drop to 2D6. Victory is worth 100 AP.

12. Lumpn the Cave Troll

At a height of 15 feet and sporting a club that looks like a whole tree trunk, Lumpn is a textbook cave troll. An MR of 100 and a 6-point hide make him a formidable foe. You may wonder how tough he would be if he had both of his arms! Defeating him in a straight fight is worth 200 AP.

If you have the jade idol of Lumpn or you smell of troll's urine, he will let you pass unscathed. If you would like to use trickery to avoid a fight with him, go to **122**. If you just want to scarper, go to **107**.



MAGIC MATRIX

PARAGRAPH	Defect Magic	Call Flame	Call Water	Oh-There-It-Is	Oh-Go-Away	Take That, You Fiend	Vorpai Blade	Glue You	Little Feet	Poor Baby	Unerring Blade	Whammy	Blasting Power	Fire at Will	Freeze Pleeze	Rock-a-Bye	Too-Bad Toxin
3	18	✓	✓	?	×	↻	✓	↻	✓	?	✓	✓	✓	✓	✓	↻	?
6	1	?	?	9	?	?	?	?	?	✓	?	?	?	?	?	?	✓
9	10	?	?	20	?	?	?	?	?	✓	?	?	?	?	?	?	?
10	1	?	?	3	?	?	?	?	?	✓	?	?	?	?	?	?	?
15	?	✓	✓	?	✓	✓	✓	×	×	?	✓	✓	✓	✓	✓	↻	?
16	1	×	×	?	×	25	?	?	11	?	?	?	25	×	×	?	?
19	1	×	✓	?	✓	✓	✓	×	×	?	✓	✓	×	✓	×	✓	?
30	18	?	?	14	?	?	?	?	?	✓	?	?	?	?	?	?	✓
32	10	?	?	×	?	?	?	?	?	✓	?	?	?	?	?	?	✓
37	1	?	?	?	?	?	?	?	2	?	?	?	?	?	8	?	×
38	10	?	?	7	?	?	?	?	?	✓	?	?	?	?	?	?	✓
55	1	?	?	×	?	?	?	?	?	✓	?	?	?	?	?	?	✓
58	10	↻	×	×	4	↻	?	×	?	✓	?	?	↻	↻	↻	15	✓
69	10	?	?	16	?	?	?	?	?	?	?	?	?	?	?	?	?
72	?	×	×	?	×	×	✓	×	✓	?	✓	✓	×	×	×	×	?
74	?	×	×	?	×	×	?	×	5	?	?	?	×	×	×	×	?
75	10	?	?	?	?	?	?	?	?	✓	?	?	?	?	?	?	✓
76	18	?	?	?	?	?	?	?	?	✓	?	?	?	?	?	?	✓
77	?	✓	✓	?	×	✓	✓	↻	✓	?	✓	✓	✓	✓	✓	↻	?
79	1	?	?	22	?	?	?	?	?	✓	?	?	?	?	?	?	✓
85	?	?	?	?	?	?	?	6	6	?	?	?	?	?	?	?	?
89	10	?	?	23	?	?	?	?	?	?	?	?	?	?	8	?	✓
94	?	?	?	?	?	?	?	12	12	?	?	?	?	?	?	×	?
110	24	?	?	13	?	?	?	?	?	✓	?	?	?	?	?	?	✓
121	24	?	?	21	?	?	?	?	?	✓	?	?	?	?	?	?	✓
123	18	?	?	19	?	?	?	?	?	✓	?	?	?	?	?	?	✓
126	18	?	?	17	?	?	?	?	?	✓	?	?	?	?	?	?	✓
129	×	?	?	26	?	?	?	?	?	✓	?	?	?	?	?	?	✓
134	10	×	×	?	×	×	×	×	✓	?	✓	✓	×	×	×	×	?
Chaos Bats	?	×	×	?	×	✓	✓	×	✓	?	×	✓	27	×	×	×	?
Rattlings	?	✓	✓	?	28	✓	✓	×	✓	?	✓	✓	✓	×	✓	✓	?
Hummingbirds	?	×	×	?	×	✓	✓	×	✓	?	×	✓	27	×	×	×	?
Gibbon	?	✓	✓	?	×	✓	✓	✓	×	?	✓	✓	✓	×	✓	✓	?
Dwarf	?	✓	✓	?	×	✓	✓	×	✓	?	✓	✓	✓	×	✓	✓	?
Hornets	?	×	×	?	×	✓	✓	×	×	?	×	✓	27	×	×	×	?
Magma Lizard	?	×2	×½	?	✓	✓	✓	×	✓	?	✓	✓	×½	×	×3	×	?

LEGEND

- ✓ Spell is successful
- ×
- ?

Spell does not work

Spell is inappropriate

Go to number on Outcome Table (see below)

↻ Spell rebounds; has full effect on caster

× Spell effect multiplied by indicated number modifier

MAGIC MATRIX OUTCOME TABLE

1

You sense bad magic vibes here.

2

You can work twice as fast now, so you can double your haul for each turn you planned to spend robbing the wishing well. The spell will last long enough to allow every visit you make to be a double helping.

3

In the shadows at the base of the statue of Ylsnor, something glows pale purple. As you inspect it closer, you realise it is a boot-polishing device like the ones you sometimes find in up-market coaching inns.

If you would like to polish your boots, go to **136**. Otherwise, return to **10** and make a new choice.

4

The spell you cast seems to affect you, and you mindlessly charge back the way you have come. Unfortunately, what used to be the corridor has mysteriously become a solid wall of rock! You run into it so hard that you are knocked unconscious. Go to **98**.

5

By sneaking a quick spell on yourself, you get two rounds of wrestling to Jarek's one. You also get an extra Rogue Point.

6

By either increasing your speed or slowing O'Ferman down, you need only make a L1-SR on DEX to dodge past him to **47**. Add an extra Rogue Point to your total.

7

Something glows pale purple in the shadows. From a secret hole in the cavern floor, you retrieve a small amethyst, which is a Kremm battery that will hold up to 10 points of WIZ. Once completely emptied, it can be "topped up" again once per game day.

8

By freezing the water in the pool, you can walk around and find the best items to retrieve without getting wet. You quickly manage to amass 1,100 GP worth of diamonds. Leave the pool by going to **47** with an extra 2 Rogue Points.

9

Your spell reveals a concealed small door in the corridor wall. In the small cupboard beyond it, you find a tarnished, unadorned brass ring. When worn, and only once per dungeon/adventure level, the ring can restore WIZ to your normal level regardless of how low it has become.

10

You sense neutral magic vibes here.

11

By increasing your speed, you manage to outrun the deadly jaws of the giant spider. You leave the room unscathed by going to **67**.

12

By slowing Jarek or speeding yourself, you have no difficulty in overpowering him. Go to **24**.

13

You find a small, empty wooden box hidden in a dark corner of the corridor. By picking the box up, you have activated the curse of Xarxes, which will only take effect after you have left this adventure. To find out what the curse entails, you must visit **138** before leaving the Under Dark.

14

Your spell reveals a blue leather purse, called the Purse of Plenty. It can hold valuables up to 1,000 coins, but will always only weigh 20 WU.

15

Your spell seems to affect you, and you fall into a deep sleep. Roll 1D6.
If you get odds, go to **98**. If you get evens, you wake at **129**.

16

Your spell reveals, in the ceiling, a small hidden niche that contains a valve. By turning the valve, the room starts to empty straight away and you do not have to make any SRs to prevent drowning. Proceed to **86**.

17

You uncover a drinks vending machine that was magically hidden against one of the corridor walls at this intersection. The sign on it says that you can have a single bottle of water for free. Roll 1D6 to see what is dispensed when you press the button.

If you roll a 1 or a 2, you get an Ylsevan, which casts a *Poor Baby* spell that repairs 1D6 + 4 of CON. If you roll a 3 or a 4, you get Hard Water, which increases STR by 1D6 for 6 turns. If you roll a 5 or a 6, you get Perrian, which increases LK by 50% for the rest of this adventure.

18

You sense good magic vibes here.

19

You find an apple that contains a *Too-Bad Toxin* spell. You may save this tasty morsel until you need it.

20

Concealed under the nest of the ratling, you find a pair of throwing stars, which get normal damage rolls (4D6), are half the usual weight (5 WU), and have double the usual range (20 yards). They are enchanted so that you will always be able to find them—whether you will be able to retrieve them is another matter.

21

A pair of ancient-looking bone dice appears in the dust of the corridor floor. On picking them up, you discover that they are enchanted so that you must roll them (2D6) on every sixth turn. If you fail to roll doubles, a random Attribute (1 = DEX, 2 = SPD, 3 = INT, 4 = WIZ, 5 = LK, 6 = CHR) is reduced by 1 point permanently. You can only discard them at the end of this adventure.

22

You find an urukish scimitar with a ruby embedded in the pommel and a jet-black blade. It looks to be a fine weapon.

If you take the weapon, you should go to **134**. If you decide it may be too good to be true, return to **79** via **59**.

23

In one of the marble columns, you have discovered a slot into which you might be able to fit a bladed weapon.

If you decide to take a chance, and insert a sword, dagger, or spear, go to **135**. Alternatively, you can return to **89** and make another choice.

24

You detect bad magical vibes close by.

25

The short delay you take to cast your spell is the last mistake you get to make. The amount of magical damage you do to the huge arachnid is a mere pinprick to the creature. You are crushed to death under the vast bulk of the spider's abdomen. This adventure is over for you. Close the book.

26

Your spell uncovers a hidden compartment in the wall of the corridor. Within it is a finely wrought silver bracelet, called the Vulpine Chain, which magically slips around your wrist and fastens itself to it—you cannot remove it by physical means. The bracelet allows you to take the form of a fox whenever you wish. As a fox, you will have an MR equal to the sum of your STR, CON, and CHR, and you will retain your ability to speak and cast magic. However, whether you want to or not, you will have to make the transformation at least once per day for 1D6 hours, and domestic chickens will be disquieted by your presence and may even attack you while the bracelet is on your wrist. A L7 spell is holding this piece of enchanted jewellery.

27

You blast all of the flying pests from the sky. Have an extra Rogue Point for a demonstration of smart spell-casting craft.

28

Your spell is highly effective, and all three ratlings flee from you at top speed.

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Rapscallion

You have always sacrificed a little of your hard won gold to the god of the Rogues, Ylsnor, and in return you have enjoyed more than your fair share of good fortune. Today, just as you think your luck has run out, your deity snatches you from death's jaws, but now you are expected to entertain the great Dissembler. Take on his challenge, and prove his faith in you is well founded, and the rewards may be great. Fail him, and you may never have the opportunity to pay homage to him again...



Rapscallion is a Solitaire Adventure module for play with Tunnels & Trolls. Only Rogue characters of 1st to 3rd Level may explore its 142 adventure paragraphs. It has been written with the 7th/7.5th Edition of the Rule Book in mind, though it will adapt to earlier Editions.

