

Crypt of the Wolf Prince



A Tunnels and Trolls™ Solo Adventure
Written by Dan Hembree

Crypt of the Wolf Prince



A Solitaire Adventure for use with Tunnels and Trolls™

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Rules of the Crypt

Crypt of the Wolf Prince is meant for a single, newly created, first level character of any type with up to 20 personal adds. This solo was designed for Humans, Dwarves, Elves, Hobbs, Leprechauns, or Fairies. The trials to be faced in *Crypt of the Wolf Prince* will tax all of your characters abilities. Consequently, well-rounded characters have the best chance of survival. You may bring any weapons, armor, or equipment you wish but to keep things fair you should keep track of how many weight units you are carrying (1 coin = 1 weight unit; 10 weight units = 1 pound). Three ready-to-run characters are provided at the end of this book if you don't have the time or desire to create your own. *Crypt of the Wolf Prince* was designed using the 7.5 edition *Tunnels and Trolls™* rules, but can be played with any edition (see below).



Special Note: *Crypt of the Wolf Prince* is just the first in a series of solo adventures to be set in the ruined city outside the town of Cheapham. You could use a single character through all of the adventures as long as he/she survives. Over time the adventures will become more complex and difficult. If you enjoy this adventure, keep an eye out for the continuing series.

Abbreviations: 1D6: the result of rolling one six-sided die; SR: Saving Roll; MR: Monster Rating; STR: Strength; INT: Intelligence; CON: Constitution; WIZ: Wizardry; DEX: Dexterity; LK: Luck; SPD: Speed; CHR: Charisma; CBT: combat total; AP: Adventure Points; wu: Weight Units; gp: gold piece; sp: silver piece; cp: copper piece.

Light Sources: Underground tombs and ancient temples are generally dark. You will be given a fully fueled lantern at the start of this adventure. A key advantage of a lantern is that it can be set down to search and to fight while still providing light. When you are equipped with a lantern, therefore, you may consider both hands to be free to use a weapon and shield or two weapons once combat begins unless otherwise stated.

Combat and Monsters: Some of the creatures you encounter will be wielding weapons and wearing body armor. However, do not double the armor value of any foes you encounter even if they are considered warriors. When you defeat an armed and armored opponent, you may be given the opportunity to take their equipment. If the option is not provided, then assume the equipment was ruined in combat or is of very poor quality and worthless.

Ranged Attacks: If you have a ranged weapon ready (bow, dagger, spear, axe, etc.), you may be given the opportunity to use it before starting hand-to-hand combat. Ranged attacks are typically allowed unless your attacker has the element of surprise or is already in range of hand

weapons when combat begins. Resolve all ranged attacks with a L2-SR on DEX (easy range) unless otherwise noted.

Magic use: Casting of first level spells is allowed in this solo. If you have the option to cast a spell you will be directed to the Magic Matrix. You will regain Wizardry (or Strength if using 5th edition) points expended from spell casting in specific paragraphs.

Special Damage: You will face many instances where your character takes damage from accidents or other mishaps in which armor offers either no protection or protection only to certain parts of the body (head, hands, arms, etc.). These situations are noted in the adventure text. An additional form of special damage you may sustain or inflict is Spite Damage as described in the 7.5 edition T&T rules. Whenever a '6' is rolled in combat, take 1 point off of MR or CON regardless of armor protection. This special damage applies to you as well as the monsters you are fighting. Other types of special damage (poison, paralysis, blindness, etc.) may occur when multiple '6s' are rolled by a monster in a single combat turn.

Running away: If you are losing a fight you may be given the option to run away. To do so, make a L2-SR on SPD unless otherwise noted. If you make the SR, you will be directed to a new paragraph. If you fail the SR, then you must stay and fight but your opponent will typically be given a free attack against you. You may try to escape as many times as you want in a battle.

Random encounters: Certain paragraphs will ask you to check for random encounters which will occur on a roll of 1 on 1D6. When you do have a random encounter, you will be directed to the Random Encounter table at the end of the book. Be sure to make note of your current paragraph so that you can return after the encounter is resolved.

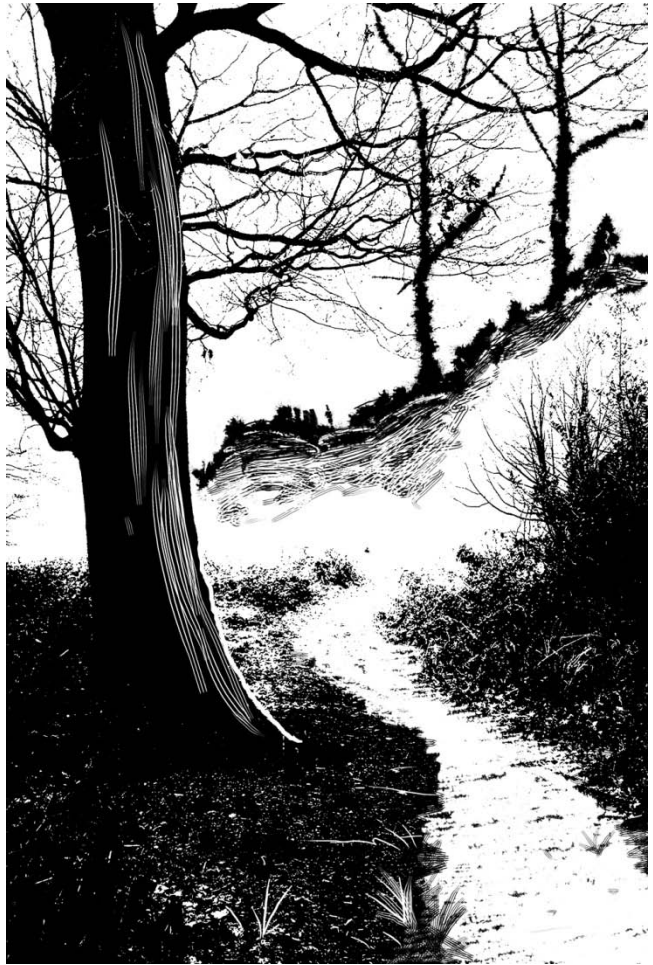
Saving Rolls: You will make saving rolls on a number of your attributes depending on your decisions. If you are using Talents, feel free to substitute one of your Talents for an attribute if it fits the situation.

Adventure Points: When you award yourself APs for fighting monsters, take the MR value in APs unless otherwise specified. When fighting multiple individuals of the same creature, take APs equal to the MR x the number of individuals. Keep track of all APs earned through saving rolls. Additional APs will be awarded for surviving the adventure and exploring the crypt.

Using Older Editions: If you are using an edition of T&T other than 7.5, one of the primary impacts will be on weapon dice and adds as well as armor values. Details for all weapons and armor are given in the text, so you will not need the rulebook to use them. The Monster Ratings were determined with the assumption that the number of dice does not decrease as the MR is reduced, only the number of adds. Using the straight 5th edition rules, therefore, the battles may be a bit easier. There are two additional standard Attributes in the 7.5 rules: Speed (SPD) and Wizardry (WIZ). If you do not use these Attributes you may substitute Dexterity (DEX) and Luck (LK), respectively, for any Saving Rolls on these scores. Talents are included as well, but only at the player's discretion; all Saving Rolls in the adventure are attribute-based.

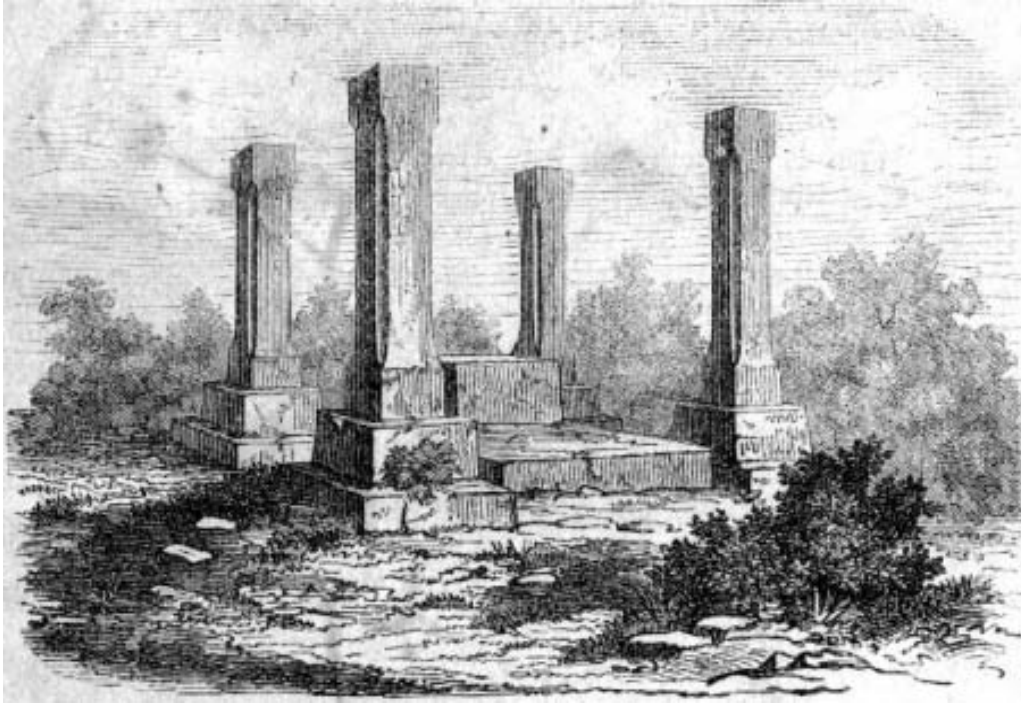
Introduction

The many ruins of a vast and ancient city that lay a few miles outside the town of Cheapham have always been subjects of stories and legends. But while most people in the town have a story to tell, none has ever traveled to the site of the ruined city itself. A few adventurers have made the trek, but none of them have ever returned to Cheapham. You have heard tales of great wealth to be taken from the crumbling remains of temples and palaces. In particular the locals talk about a great warrior, known only as the Wolf Prince, who was buried in a tomb at the edge of the city. He is said to have been laid to rest with a great hoard of gold; the spoils of his lifetime of conquest. While the locals have warned you over and over again about the price paid by those that travel to the ruins, the hope of striking it rich and getting out of this backwater is too strong to ignore.



You gather your belongings and head out of town. As you make your way past a small farm, a grizzled old man comes out from a barn and approaches you. “I take it you’re on your way to the ruins?” The old man looks you over rather critically then hands you a lantern. “You’ll need it,” he says in a gravelly voice. “You can repay me if you come back.” Without saying another word the old man turns around and walks back toward the barn. You examine the lantern. It is fully fueled and appears to be well maintained. You shout your thanks to the old man (or not) and pack the lantern away before continuing on your way.

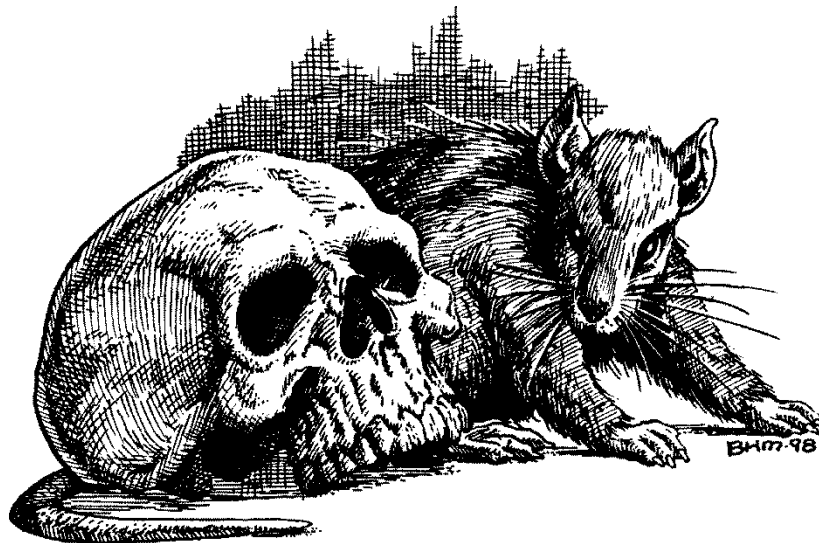
After a few miles of walking down the main road, you spot the overgrown trail leading into the woods. You travel through the woods for over an hour before you spot the first of the ruins. Standing on a low hill are four large stone columns set in a square. Large rectangular blocks are scattered about the hillside. You carefully make your way through the rubble to the top of the hill. The columns are fashioned from marble and look like the work of skilled masons. They show the passage of time, however, as their surfaces are deeply pitted and covered with lichen. You look over the rest of the hilltop and find the foundation of an outer wall and the broken remains of more columns. Whatever building was here was large and elaborate. That means that whoever built the structure had gold and plenty of it. Perhaps some of that gold is still here



just waiting to be found. Looking just a bit more closely at the columns you see the worn image of a wolf's head carved into the stone. This must be the tomb the villagers were talking about!

With the hopes of finding long-lost treasure you set about searching the hilltop much more thoroughly. Make a L1SR on IQ or LK to see what you find. If you succeed, **go to 76**. If you fail, **go to 42**. If you cast a spell, write down the name of the spell, make a note of this paragraph number, and **go to 111**.

1. You start to poke through the pots, urns, and bowls sitting on the shelf. Most are either empty or contain the desiccated remains of food, bones, or ashes. As you push aside a large bronze bowl you see something move. In the blink of an eye a six-foot-long centipede scuttles out into the light from the back of the shelves. The giant centipede moves at a surprising speed darting straight for your throat! You must fight to survive. The centipede has a MR of 25 (3+13) and its thick exoskeleton can take 2 hits. You have no time to use a missile weapon but you may cast a spell any combat turn instead of attacking with a weapon by writing down the name of the spell, making a note of this paragraph number, and **going to 111**. However, if the centipede is still alive and fighting after the spell is cast it will get a free attack against you. After the first combat turn you may try to run out of the room by making a L1SR on DEX or SPD. If you make it, **go to 47**. If you fail, the centipede gets a free attack against you. You may try to run at the end of each combat turn, but the centipede will get a free attack against you each time you fail. If you manage to kill the centipede, **go to 9**. If your CON is reduced to 0 or less, then your life of adventure ends here.

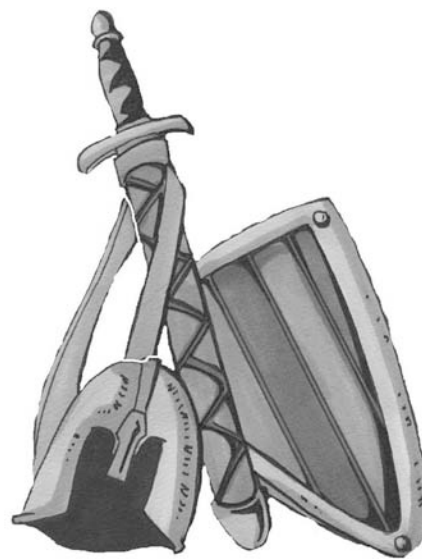


2. The chamber is suddenly filled with numerous squeaks. From across the room you see a huge swarm of rats running directly toward you! Before you can react, your feet and lower legs are engulfed by the disgusting creatures. Make a L1SR on DEX to avoid being bitten. If you are wearing knee high boots you may make the SR a second time if you fail. If you make the SR, the rat swarm rushes away into some unseen crevice and vanishes. If you fail the SR, you receive several bites and scratches and take 2D6 hits. Armor will absorb the damage as long as you are wearing a full suit or at least have leg armor. **Return to your previous paragraph** unless the rats manage to reduce your CON to 0 or less. If that's the case then this is the end.

3. You call yourself an adventurer? You leave the ruins and return to town. You might as well sell your weapons and buy a plow. **The end.**

4. You channel all of your will against your opponent and shout "Be gone!" If the sum of your INT, LK, and CHR is greater than the MR of your foe, then it retreats away from you. You can now run from the fight without needing to make a saving roll or you may get one free attack against your opponent before it turns and fights once again. If your INT, LK, and CHR is less than the MR of your opponent, then it continues to attack with renewed ferocity. **Return to your previous paragraph.**

5. You quickly open your backpack and look through the contents. What could be useful against living stone? If you picked up a stone idol, **go to 97**. If not, **go to 66**.



6. The gas fills your lungs and you start to cough uncontrollably. The vase falls from your hands and crashes to the floor breaking into hundreds of pieces and spilling leaves and twigs everywhere. You soon follow the vase and end up sprawled on the floor desperately trying to breathe. Take hits to your CON equal to the amount that you missed the roll (armor does not absorb any damage). If your CON is reduced to 0 or less, then your adventure and life ends here. If not, you manage to struggle to your feet and carry on despite the pain of your burning lungs. You take a few painful breaths and have a look at what spilled out of the now broken vase. **Go to 57.**

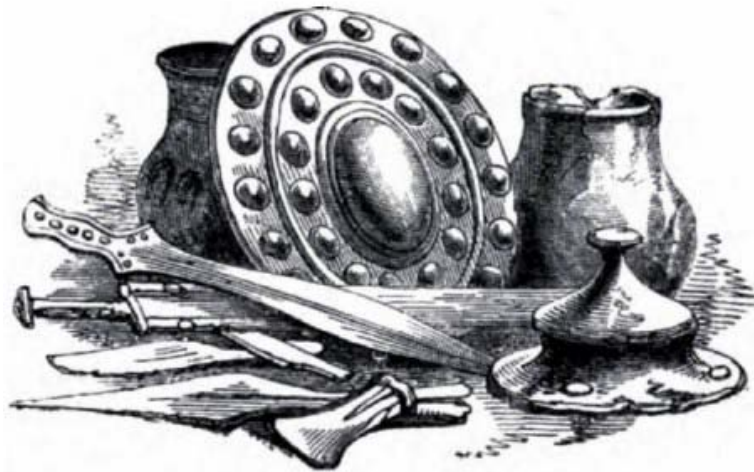
7. Make a L1SR on DEX or SPD. If you make it, you manage to slip by the stone wolf and out the open door. **Go to 35.** If you fail, the stone wolf is too quick for you and blocks your path forcing you to fight. **Go to 85.**

8. You laugh at the now stationary statue and go back to looting the gold from the mummy. Roll four times on the **Gold Treasure Table** and collect your treasure the **go to 62.**

9. The giant centipede falls to the floor in a twitching heap. You place your foot on its head and press down firmly until you hear a satisfying CRUNCH. Looking around the room, you see that the fight has taken its toll on the ancient artifacts. All of the clay items have been smashed to pieces. There are two bronze bowls that are still intact, however. They are heavy and bulky but could be worth a few gold pieces apiece (3 gp, 50 wu each). If you have not done so already, you can search the rest of the room and **go to 110.** If you cast a spell, write down the name of the spell, make a note of this paragraph number, and **go to 111.** If you return to the entry chamber, **go to 25.**



10. You start to rummage through the different containers along the wall. They are all covered in dust and cobwebs. You find a lot of dried and barely recognizable food, rotten fabric, corroded bronze weapons, and other worthless items. But you also find a few nice prizes for your effort. Roll three times on the **Random Treasure Table**. Collect your treasure, and then make a L1SR on LK. If you make the roll, **go to 27**. If you fail the roll, **go to 31**.



11. The wolf is several paces away so you decide that there is still time to strike it from afar. You concentrate and unleash your magical attack on the stone wolf. Calculate or roll for the damage done by your spell and make a note of the number of hits you scored. You have barely just enough time to ready your weapon to defend yourself before the lumbering stone monster is upon you. **Go to 85**.

12. You enter a small square chamber. The walls are covered in spider webs and the air is much drier here. You think you can make out some faded murals painted on the walls behind the spider webs. Placed against the wall opposite the open archway you walked through is a stone altar. It is a large, but simple structure composed of five stone pillars supporting a thick stone slab. Standing on the slab is a piece of polished black stone, carved into the shape of a wolf's head. In front of the altar is a solid stone bench. Sitting on the left side and center of the bench are two clay vases. But what really catches your attention is the corpse lying to the right side of the bench. The body is sprawled out on the floor with its arms extended out toward the smashed remains of another clay pot. Scattered around the shards of pottery are what look like various dried fruits. If you investigate the body, **go to 30**. If you investigate the bench with the clay vases, **go to 22**. If you investigate the altar, **go to 39**. If you search the walls for hidden alcoves or doors, **go to 29**. If you cast a spell, write down the name of the spell, make a note of this paragraph number, and **go to 111**. If you leave the room, **go to 25**.

13. With a clean swipe of your weapon, the top of the vase comes cleanly off and falls to the floor. You look back into the vase and see that the leaves and twigs can now be easily scooped out. **Go to 57** to see what you have found.

14. As you cast the spell you realize that the floor is entirely covered in stone tiles, so the spell has no effect. You have barely just enough time to raise your weapon to defend yourself before the lumbering stone monster is upon you. **Go to 85**.

15. Make a L1SR on LK. If you make the roll, **go to 26**. If you fail, **go to 83**.

16. The gas fills your lungs and you start to cough uncontrollably. You end up sprawled on the floor desperately trying to breathe. Take hits to your CON equal to the amount that you missed the roll (armor does not absorb any of the damage). If your CON is reduced to 0 or less, then your adventure and life ends here. If not, you manage to struggle to your feet and carry on despite the pain of your burning lungs. You take a few painful breaths and have a look inside the vase. Your heart sinks as you see that it is empty. If you have not done so, you may look in the open cavity in the bench and **go to 70**, open the center clay vase and **go to 69**, or pick up the center clay vase and **go to 53**. If you would rather leave the other vase alone or, if you have already checked both vases, **go to 36**.

17. Make a L1SR on IQ or LK. If you make the roll, **go to 96**. If you fail, **go to 43**.

18. You shake aside the fear, grip your weapon and charge the wolf. The stone wolf somehow senses your impending attack and leaps toward you, meeting your charge half way. **Go to 85**.

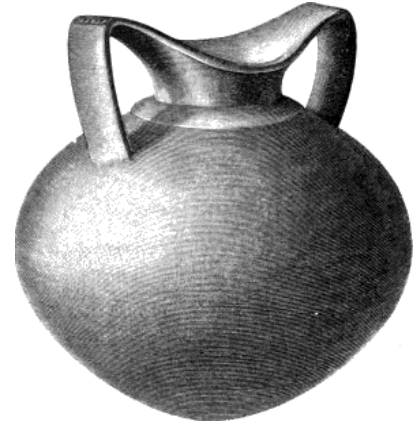
19. You decide not to risk awakening the stone beast again and leave the mummy alone. Roll two times on the **Gold Treasure Table** to see what you collected from the mummy before you were interrupted then **go to 62**.

20. You reach out and place your hand against the side of the stone wolf. The stone is cold to the touch and smooth but unremarkable. **Go to 62**.

21. You hear a sharp hiss from near your feet. You look down to see a three-foot-long viper coiled up on the floor near your left foot. You start to slowly back away, but the viper strikes. The viper has a MR of 20 (3D+10). If the viper rolls two 6s during a single combat turn then you have been poisoned. Make a L1SR on your current STR or take an additional 1D6 hits directly to your CON (armor does not help). You can cast a spell any combat turn instead of attacking with a weapon by writing down the name of the spell, making a note of this paragraph number, and **going to 111**. However, if the viper is still alive and fighting after the spell is cast it will get a free attack against you. You may also try to run from the viper at the end of each combat turn by making a L1SR on DEX or SPD. If you make it, **go to 99**. If you fail, then the viper catches you and gets a free attack before you have a chance to fight back. If you manage to kill the viper, **return to your previous paragraph**. Otherwise your adventure ends here.



22. You walk up to the stone bench in front of the altar. It appears to have been carved from a single block of stone. When you brush aside some dust you see that the sides are highly polished. Sitting on the left side and in the center of the bench are two, plain clay vases. The vases have narrow necks and broad bases. You notice that each is capped by a lid. The vases are set firmly into hollows carved into the top of the bench. On the right side of the bench you see an empty hollow. Looking inside, you only see an empty space although there does appear to be some wax coating the rim of the opening. If you open the clay vase on the left, **go to 75**. If you pick up the clay vase on the left, **go to 91**. If you open the center clay vase, **go to 69**. If you pick up the center clay vase, **go to 53**. If you decide to leave both of the vases alone or, if you have already checked both, **go to 36**. If you cast a spell, write down the name of the spell, make a note of this paragraph number, and **go to 111**.



23. You undercover a small alcove in the wall to the left of the steep stairs. There is something inside! You look inside to see what is there. Roll once on the **Random Treasure Table** to see what you found. In the time you spent searching, you regain 1 WIZ. You should also check for a random encounter. If you roll a 1 on 1D6, make a note of this paragraph number and go to the **Random Encounter Table**. **Return to 25**.

24. You manage to hold your breath and avoid breathing in any of the gas. The gas soon dissipates and you take a nervous breath. The air is acrid, but not toxic. With a sigh of relief you look into the vase but see that it is empty. If you have not done so, you may look in the open cavity in the bench and **go to 70**, open the center clay vase and **go to 69**, or pick up the center clay vase and **go to 53**. If you would rather leave the other vase alone or, if you have already checked both vases, **go to 36**.

25. You are in a small empty chamber. The floor is paved with small slate tiles; although the tiles are cracked and covered in dirt and debris. The walls are made of large, closely set blocks that look like they were made by a master stonemason. Now they are covered in cobwebs and soil is visible through the slowly opening seams between the blocks. There are open archways in the walls leading to the left and right. Set in the wall in front of you is a large stone door. Behind you is a steep set of stairs leading up to a small opening through which warm and welcoming sunlight beckons you. If you go left, **go to 88**. If you go right, **go to 12**. If you examine the door, **go to 82**. If you have not already done so, you may search for hidden objects and **go to 38**. If you go up the stairs toward the sunlight, **go to 112**. If you cast a spell, write down the name of the spell, make a note of this paragraph number, and **go to 111**.

26. As you reach for the idol, you suddenly notice a very thin wire running across the altar in front of the idol just above the stone slab. Having spotted the wire, you simply reach over it and pluck the idol from the altar. **Go to 40.**

27. You happily pack away your treasure and resume your investigation of the chamber. **Go to 62.**

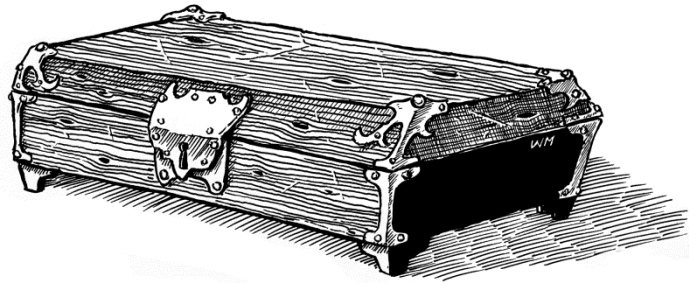
28. A chunk of stone suddenly breaks free from the ceiling and falls on your head. Make a L1SR on LK to avoid injury. If you are wearing complete set of armor which includes a helmet or if you simply have a helmet you make may the SR again if you fail the first time. If you make the saving roll, the stone glances off of your head or helmet leaving your ears ringing, but you suffer no damage. If you fail the saving roll, you take 1D6 hits directly to you CON. **Return to your previous paragraph** unless the falling stone reduces your CON to 0 or less. If that's the case then this is the end.

29. You set about searching the walls for hidden alcoves or doors. In order to do so, you have to brush aside thick, sticky layers of spider webs. As you search, you mostly uncover more of the once brightly colored murals depicting what appear to be elaborate religious rites and offerings dedicated to a large wolf. As you examine yet another part of the wall you suddenly notice several medium-sized spiders in the webs darting toward your intruding hands. Make a L1SR on SPD to avoid them. If you are wearing a complete suit of armor or gauntlets, then you may make the roll again if you fail the first time. If you make the roll, **go to 61.** If you fail, **go to 74.**

30. You cautiously approach the body. Whoever it was, he is clearly dead. You see a bit of bone peeking out from the ends of several fingers. The body is dressed in a rotting suit of leather armor. You kneel down beside the body to get a closer look. The face is turned toward you and you see an expression of panic frozen on the dried-up flesh. The smashed pot next to the corpse looks similar to the ones sitting on the bench in front of the altar and it does indeed appear to have contained dried fruit. If you roll the body over and search it for useful items, **go to 73.** If you leave the body alone, **go to 36.**



31. As you move to check one last coffer for treasure, the floor suddenly gives way beneath your feet. The seemingly solid paving stones crack and break apart sending you toppling into the darkness below. You soon crash against hard packed earth. Make a L1SR on LK or DEX. If you make the roll you land on the bare



floor of the pit and lose 1D6 CON (armor does not absorb any damage). If you fail the roll, you also manage to impale your leg on a spike and instead lose 2D6 CON (again, armor does not absorb any damage). If this reduces your CON to 0 or less, then this is **the end**. If you survive the fall, you are eventually able to climb the rough stone walls of the pit. **Go to 62.**

32. With one last solid blow you create a crack in the stone neck of the wolf statue. The crack quickly spreads through the weakened rock and the head of the wolf drops to the floor with a resounding thud. Without a head, the body stands motionless; a mere statue once again. You stand with your weapon ready for several minutes waiting for the monster to attack again, but it eventually becomes clear that whatever power brought the statue to life is gone. You laugh at the broken head of the wolf statue and go back to looting the gold from the mummy. Roll four times on the **Gold Treasure Table** at the end of the book and collect your treasure. **Go to 62.**

33. You boldly approach the mummy lying at rest on the stone slab. Judging from the number of items stacked around the body, this must have been an important person; perhaps a great warrior or even a king. The mummy is dressed in a heavy breastplate, helmet, and greaves. A large shield lies by its side as well as a spear and a sword. This is a rich find indeed! As you draw nearer, however, your light shows you the disappointing effects of time. The weapons and armor appear to have been made of bronze and are heavily corroded. They look as if they would crumble to dust if you even touched them. But your disappointment is short-lived as you inspect the mummy further. The gold jewelry adorning the mummy is in almost perfect shape. Even after the leather and bronze rotted, the gold still holds its magnificent luster. If you take the gold jewelry, **go to 71**. If you decide to leave the mummy and its gold alone, **go to 62**. If you cast a spell, write down the name of the spell, make a note of this paragraph number, and **go to 111**.

34. You suddenly smell something terrible. You spin around half expecting to see an ogre or a troll standing behind you but there is nothing there. The smell begins to make you nauseous and the room begins to spin. You are engulfed in some kind of noxious gas. Make a L1SR on STR. If you make the roll, you manage to shake off the effects of the gas. If you fail, you take 1D3 hits directly to your CON (armor does not help). If you survive, **return to your previous paragraph**. Otherwise your adventure ends here.

35. You swiftly dodge the snapping jaws of the stone wolf and run out of the open door. You hear the thump of the wolf's heavy feet on the floor as it chases after you, so you run through the entry chamber and race up the stone steps back out into the sunlight above. You stop once you reach the surface and look back. There is no way that the statue could fit up the narrow steps and out the partially collapsed entrance. You feel safe; for now. Roll twice on the **Gold Treasure Table** to see what you managed to take from the mummy before you were interrupted, then **go to 112**.

36. Regain 1 point of WIZ and check for a random encounter. If you roll a 1 on 1D6, make a note of this paragraph number and go to the **Random Encounter Table**. If you have not done so already, you may investigate the body and **go to 30**, investigate the bench with the clay vases and **go to 22**, investigate the altar and **go to 39**, or search the walls for hidden alcoves or doors and **go to 29**. If you cast a spell, write down the name of the spell, make a note of this paragraph number, and **go to 111**. If you leave the room, **go to 25**.

37. You stand your ground against the giant stone monster despite the fact that your instincts are screaming RUN! Just as you are about to obey, the wolf turns around and walks back toward its pedestal. It climbs up onto the stone, circles twice, and then sits. You wait for the creature to move, but it once again looks like an ordinary statue. **Go to 86**.

38. You start to search the floor and walls hoping to find some hidden treasure. Make a L1SR on LK or IQ. If you succeed, **go to 23**. If you fail, **go to 92**.

39. You walk past the stone bench in order to get a better look at the altar. The stone slab and pillars are all made of the same type of polished stone. As you clear away some of the dust and grime, small and large crystals gleam and sparkle in the light. With the amount of dust covering the idol sitting in the center of the altar, it too looks as though it has sat there for a very long time. The stone of the idol is blacker than any night you have ever seen. The carving is crude, but it is unmistakably the image of a wolf's head. If you pick up the black idol, **go to 15**. If you search the altar for traps, **go to 17**. If you leave the idol and altar alone, **go to 36**. If you cast a spell, write down the name of the spell, make a note of this paragraph number, and **go to 111**.

40. You carefully pluck the idol from the altar. The idol is quite heavy for its size. Wiping away most of the dust, you see that the stone is well polished. The carving depicts a snarling wolf bearing some rather sharp teeth. The idol is not made of gold or silver, but it might be worth something to an antiques dealer back in town. You pack away the idol and turn to investigate the rest of the room. **Go to 36**.



41. You walk to all four corners of the room looking to see if there is anything lurking in the darkness or any riches tucked away out of sight. As you check the last corner, you catch sight of a horrid looking creature crouching against the wall. It is an unholy thing, with grey and purple, blotchy flesh and bright red eyes. Your light reveals muscle, organs, and bone showing from great tears in the creature's ragged clothing and skin. The ghoul bares a mouth full of sharp teeth and suddenly leaps toward you! The ghoul has a MR of 30 (4+15). If you have a missile weapon ready you may use it by making a L1SR on DEX. You'll have just enough time afterward to draw another weapon before the ghoul reaches you.



Alternatively you have a chance to cast a spell before the ghoul attacks. If you do so, write down the name of the spell, make a note of this paragraph number, and **go to 111**. You may also try to run from the ghoul by making a L1SR on DEX or SPD. If you make it, **go to 54**. If you fail, then the ghoul catches you and gets a free attack before you are forced to fight. You may try to run at the end of each combat turn, but the ghoul will get a free attack against you each time you fail. You can cast a spell any combat turn instead of attacking with a weapon by writing down the name of the spell, making a note of this paragraph number, and **going to 111**. However, if the ghoul is still alive and fighting after the spell is cast it will get a free attack against you. If you defeat the ghoul, **go to 59**. If your CON is reduced to 0 or less, the ghoul begins its feast and this is **the end**.

42. As you search the hilltop moving rocks and pushing aside brush, your foot suddenly encounters empty air rather than solid ground. You stumble then tumble down a steep slope banging your head on a large rock in the process. Reduce your CON by 1 (armor will not absorb the damage). You finally come to a stop in a dusty heap in a dark chamber barely lit by sunlight filtering down from above. After your head clears, you dig your lantern out of your backpack, strike flint to steel and make a nice warm light to see by. **Go to 25**.

43. You carefully inspect the altar, but find nothing but dust and filth. If you pick up the black idol, **go to 15**. If you leave it alone, **go to 36**.

44. Your weapon glows brightly as you cast Vorpal Blade upon the cold steel. You may double the number of dice you roll in the next combat turn. **Return to your previous paragraph**.

45. You manage to hold your breath and avoid breathing in any of the gas. The gas soon dissipates and you take a nervous breath. The air is acrid, but not toxic. With a sigh of relief you start to poke through the remains of the smashed vase to see what was inside. **Go to 57**.

46. You focus on the wolf's head idol and see that it does indeed glow with magical energy. **Return to your previous paragraph.**

47. You spring out of the way as the centipede lunges for you and run out through the archway. You hear the clicking of the centipedes many armored legs on the floor as it chases after you, so you run through the entry chamber, up the stone steps and back out into the sunlight above. You stop once you make it outside and look back but there is no sign of the centipede. Perhaps it is waiting for you in the darkness below? You feel safe for now but decide it would be good to escape this place before the centipede comes out to finish you. **Go to 112.**

48. You sort through the random gear in your backpack. You spot the stone idol in the shape of a wolf's head, but brush it aside. Nothing looks useful. You suddenly look up and see the stone wolf bearing down upon you. You grab a weapon and prepare to defend yourself. **Go to 85.**

49. You manage to hold your breath and avoid breathing in any of the gas. The gas soon dissipates and you take a nervous breath. The air is acrid, but not toxic. With a sigh of relief you look into the vase but see that it is empty. If you pick up the vase, **go to 91.** Otherwise you may leave the vase alone and, if you have not already done so, you may either open the center clay vase and **go to 69** or pick up the center clay vase and **go to 53.** If you decide to leave both of the vases alone, or if you have already checked both, **go to 36.**

50. The wolf is still several paces away so you decide that there is still time to strike it from afar. You ready your weapon and let fly. Make a L1SR on DEX. If you make the SR, your weapon takes a nice chunk out of the statue. Roll for damage, subtract 5, and make a note of the number of hits you scored. If you fail, your weapon sails into the darkness beyond the advancing statue. Regardless of the outcome, you have barely just enough time to draw another weapon to defend yourself before the monster is upon you. **Go to 85.**

51. The gas fills you lungs and you start to cough uncontrollably. You end up sprawled on the floor desperately trying to breathe. Take hits to your CON equal to the amount that you missed the roll (armor does not absorb any damage). If your CON is reduced to 0 or less, then your adventure and life ends here. If not, you manage to struggle to your feet and carry on despite the pain of your burning lungs. You take a few painful breaths and start to poke through the remains of the smashed vase to see what was inside. **Go to 57.**

52. A crossbow bolt flies down from a hole in the ceiling above your head and strikes your left shoulder. Take 4D+0 hits to your CON reduced by any body armor that you are wearing (but not shields). If you still live, you reach across the altar to pick up the idol once again, but much more slowly this time. **Go to 40.** If your CON is reduced to 0 or less, then this is **the end.**

53. You grab the vase and start to lift it out of the bench. You feel a little resistance at first, almost as if the vase was stuck, but with a little force it comes out. As soon as the vase is free, you are engulfed in a cloud of yellow gas that pours out of a cavity beneath the vase. You cough and gag as the gas begins to seep into your nose and mouth. Make a L1SR on STR. If you make the roll, **go to 77**. If you miss the roll, **go to 6**.

54. You swiftly evade the clutching claws of the ghoul and run out of the open door. You hear the ghoul screaming as it chases after you, so you race through the entry chamber, up the stone steps, and back out into the sunlight above. You stop once you make it to the surface and look back, but see no sign of the ghoul. There is no way that the unholy creature would come out the tomb in the light of day. You feel safe for now, but you had better be far from this place before sundown. **Go to 112**.

55. You walk to all four corners of the room looking to see if there is anything lurking in the darkness or any riches tucked away out of sight. Your luck holds out and lying on the floor in one corner you find something mixed in with the dirt and detritus. Roll once on the **Random Treasure Table**, collect your treasure, and then **go to 62**.

56. You have misjudged the amount of force need to break the vase. When your weapon hits, the entire vase smashes to pieces and falls out of the bench. As soon as the vase falls free, you are engulfed in a cloud of yellow gas that pours out from a cavity within the bench. You cough and gag as the gas begins to seep into your nose and mouth. Make a L1SR on STR. If you make the roll, **go to 45**. If you miss the roll, **go to 51**.

57. You have found a variety of dried leaves, twigs, and cones. They all give off a rather strong aroma. You sort through the plant debris to see if anything of value might be hidden among the leaves. Make a L1SR on IQ. If you make the roll, **go to 81**. If you fail, **go to 93**.

58. You channel all of your will against the wolf statue and shout "Be gone!" If the sum of your INT, LK, and CHR is greater than 40, then the stone wolf retreats away from you. You can now flee the room out of the open door if you wish and **go to 35** or you may get one free attack against the stone wolf before it turns and fights and **go to 85**. If your INT, LK, and CHR is less than 40, then the stone wolf charges. **Go to 85**.





59. The ghoul falls to the floor in a heap. It almost seems to sigh contentedly as it dies. You move away from the creature as quickly as you can and resume your search of the room. **Go to 62.**

60. You try to stand your ground, but all of your instincts scream RUN! You have no choice but to obey. As soon as you start to flee, the stone wolf charges. Make a L1SR on DEX or SPD. If you make it, you manage to slip past the wolf and out the open door. **Go to 35.** If you fail, then you are forced to fight. **Go to 85.**

61. The spiders try to reach your exposed flesh and bite, but you manage to pull your hands away and smash them before they get a chance. You continue your search a bit more carefully, but find nothing other than more paintings. **Go to 36.**

62. Regain 1 point of WIZ and check for a random encounter. If you roll a 1 on 1D6, make a note of this paragraph number and go to the **Random Encounter Table**. If you have not done so already, you may now approach the body on the stone slab and **go to 33**, investigate the wolf statue by **going to 78**, go through the containers along the wall and **go to 10**, or search the room's dark corners by **going to 107**. If you cast a spell, write down the name of the spell, make a note of this paragraph number, and **go to 111**. If you choose to leave the room through the open door, make a note of this paragraph number in case you want to return and **go to 25**.

63. The door opens with a loud scraping and cracking sound as though a seal has been broken. Stale and putrid air pours out of the space beyond. From your flickering light, you can see a couple of large objects inside, but there is no sound and nothing moves. If you enter the chamber, **go to 67**. If you decide not to enter the chamber yet, **return to 25** but make a note of this paragraph number so that you may return here again if you wish to enter.

64. The gas fills your lungs and you start to cough uncontrollably. You end up sprawled on the floor desperately trying to breathe. Take hits to your CON equal to the amount that you missed the roll (armor does not absorb any of the damage). If your CON is reduced to 0 or less, then your adventure and life ends here. If not, you manage to struggle to your feet and carry on despite the pain of your burning lungs. You take a few painful breaths and have a look inside the vase. Your heart sinks as you see that it is empty. If you pick up the vase, **go to 91**. Otherwise you may leave the vase alone and, if you have not already done so, you may either open the center clay vase and **go to 69** or pick up the center clay vase and **go to 53**. If you decide to leave both of the vases alone, or if you have already checked both, **go to 36**.

65. You sense no magic in the area. **Return to your previous paragraph.**

66. You sort through the random gear in your backpack. Nothing looks useful. You suddenly look up and see the stone wolf bearing down upon you. You grab a weapon and prepare to defend yourself. **Go to 85.**

67. You step through the now open doorway into the dark chamber. The room is quite large. The light from your lantern just barely illuminates the space; the corners are still dark and hidden. To your right is a large stone slab. Sitting on the slab is a mummified body. The flame of your lantern reveals that the mummy is adorned in gold jewelry. You also see a number of weapons and various types of armor lying upon the body. To your left is a large statue of a wolf standing by the opposite wall. The wolf is sitting on a stone pedestal and looks in the direction of the mummified body. The wall in front of you is lined with various vases, urns, and small stone chests. If you investigate the body, **go to 33**. If you investigate the wolf statue, **go to 78**. If you go through the containers along the wall, **go to 10**. If you search the room's dark corners, **go to 107**. If you cast a spell, write down the name of the spell, make a note of this paragraph number, and **go to 111**. If you leave the room, make a note of this paragraph number in case you want to return and **go to 25**.

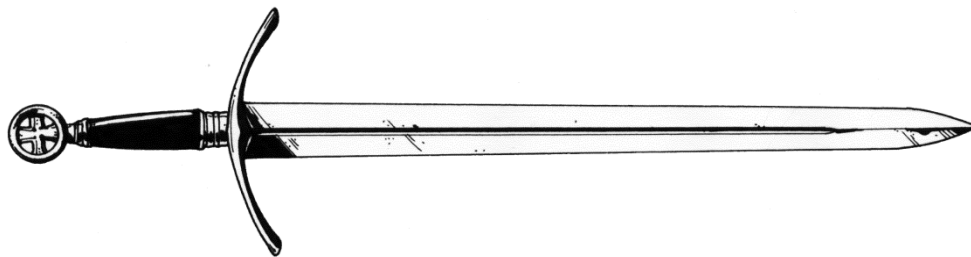
68. You spot the stone idol in the shape of a wolf's head sitting in your pack. Suddenly an idea flashes through your mind. You pick up the idol and hold it in front of you, showing it to the advancing stone monster. The stone wolf stops. It stands motionless for several moments. You stand there, holding the idol trying desperately to keep your nerve. Make a L1SR on IQ or LK. If you make it, **go to 37**. If you fail, **go to 60**.

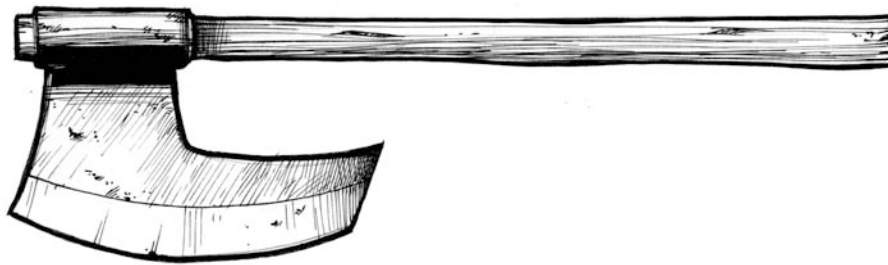
69. You carefully remove the lid from the clay vase in the center of the bench. As soon as you raise the lid, you are hit with a pungent but sweet aroma that rises from inside the vase. Looking inside, you see that the vase is filled with various leaves, twigs, and cones. You immediately notice that the neck of the vase is far too narrow for your hand to fit through to grab any of the plants. If you pick up the clay vase and pour out the contents, **go to 53**. If you try to break off the top of the vase with your weapon, **go to 108**. Otherwise you may leave this vase alone and, if you have not already done so, you may either open the left clay vase and **go to 75** or pick up the left clay vase and **go to 91**. If you decide to leave both of the vases alone, or if you have already checked both, **go to 36**.

70. Looking inside the cavity, you see that it is filled with gleaming stones of various shapes, sizes, and colors. There must be a small fortune in semi-precious stones inside! Go to the **Random Gem Table** at the end of this book and roll three times to see what you have found. You happily pocket all of the gems and then take another look the stone bench. If you have not done so already, you may open the vase you removed from the bench and **go to 94**, open the center clay vase and **go to 69**, or pick up the center clay vase and **go to 53**. Otherwise, **go to 36**.

71. You reach down and start to remove the gold jewelry from the neck, arms, and fingers of the ancient mummy. The fabric covering the body cracks and breaks as you remove the gold and you see the dried and shriveled remains of flesh beneath. As you start to pocket the gold, you hear a sharp CRACK from behind you. You spin around expecting the worst. You see the stone wolf that had been standing on the pedestal, cold, dust covered, and immobile, now slowly stalking toward you. The massive stone paws thump on the paving stones. Once again, a loud CRACK breaks the silence of the tomb as the weight of the stone wolf shatters another paving stone. The sheer impossibility of this stone creature moving toward you almost paralyzes you with fear. The monster will be on you in moments. What do you do? If you try to run out the door, **go to 7**. If you draw your weapon and charge the stone wolf, **go to 18**. If you use a missile weapon to attack the wolf, **go to 50**. If you cast a spell, write down the name of the spell you wish to cast, make a note of this paragraph number, and **go to 111**. If you reach into your backpack for something else to use, **go to 5**.

72. Your weapon glows brightly as you cast Vorpall Blade upon the cold steel. You may double the number of dice you roll in the next combat turn. You have just barely enough time to prepare your weapon to defend yourself before the lumbering stone monster is upon you. **Go to 85**.





73. You hold your breath and roll the body over. Once you do, you see a broad axe (4+0, 17 STR, 8 DEX, 100 gp, 150 wu) on the floor that was lying beneath the body. You search the body and find 5 silver coins in a belt pouch and a sack containing some rotten food and two torches. Take what you want and **go to 36**.

74. The spiders are too quick for you. They climb onto your hands and arms, find some exposed flesh, and sink their fangs into your skin. Your blood burns as they inject their venom. The spiders are motionless while they do their evil work, so you smash them while you have the chance. You take 1D6 hits to your CON from the spider's bites but armor does not absorb any of the damage. If you survive, you continue your search a bit more carefully, but find nothing other than more paintings. **Go to 36**. If your CON is reduced to 0 or less, then this is **the end**.

75. You carefully remove the lid from the clay vase on the left side of the bench. You feel a little resistance at first, almost as if the lid was stuck, but with a little force it comes off. As soon as the lid is free, you are engulfed in a cloud of yellow gas that bursts out of the vase. You cough and gag as the gas begins to seep into your nose and mouth. Make a L1SR on STR. If you make the roll, **go to 49**. If you miss the roll, **go to 64**.

76. You find a narrow opening leading down into the hill underneath some thick bushes. After a bit of trimming you clear the bushes enough to reveal a set of steep and worn stone steps. The passage is choked with cobwebs and leads down into darkness. A damp and musty smell rises up from the space beyond. If you light your lantern and descend the stairs, **go to 25**. If you'd rather not enter such a creepy looking place, **go to 3**.

77. You manage to hold your breath and avoid breathing in any of the gas. The gas soon dissipates and you take a nervous breath. The air is acrid, but not toxic. With a sigh of relief you pour out the contents of the vase onto the floor to have a closer look at what's inside. **Go to 57**.

78. You walk up to the statue of the sitting wolf. It is a massive sculpture, standing well above your own head. The details of the sculpture are quite impressive. The artist captured every line and curve of the canine form. Here and there, however, you see signs of the stone's age where parts have fallen off or flaked away. The face of the wolf is frozen in a snarl, eyes narrowed and teeth bared. In the shadows cast by your light, it is quite an unnerving sight. If you touch the

wolf statue, **go to 20**. If you decide to leave it alone, **go to 62**. If you cast a spell, write down the name of the spell, make a note of this paragraph number, and **go to 111**.

79. You cast your spell and look around, but your magic reveals nothing deliberately hidden from sight. **Return to your previous paragraph.**

80. You cast Will-o-Wisp and summon a small light that begins to float around your head adding a small amount of illumination to the chamber. **Return to your previous paragraph.**

81. As you sift through the plant material you find one twig with leaves that catches your eye. You learned about this plant in your youth; it has curative powers if dried and then chewed! Each leaf will restore 2 CON when chewed. There are three leaves on the twig, however, it is only useful once per day. You carefully pack away your find and consider what to do next. If you have not done so already, you may open the clay vase on the left and **go to 75** or pick up the clay vase on the left and **go to 91**. Otherwise, **go to 36**.

82. You walk up to the stone door to get a closer look. The door is massive and there are no obvious signs of handles or even hinges. You wonder how such a door could be opened. If you try to push open the door, **go to 101**. If you decide to leave it alone, **return to 25**. If you cast a spell, write down the name of the spell, make a note of this paragraph number, and **go to 111**.

83. As you reach across the altar to take the idol, your arm catches against something for a moment and then you hear a sharp TWANG! Make a L1SR on LK or DEX. If you make the roll, **go to 98**. If you fail, **go to 52**.

84. From above your head you hear an angry shriek. You shine your lantern upward and see angry rat-like faces staring down at you. There are 1D6 giant bats roosting in the ceiling above. Each is the size of a fox and bears viscous looking fangs. They immediately swoop down and attack! Each giant bat has a MR of 10 (2D+5). The bats are fast and nimble and can each avoid 2 hits each combat turn. You can cast a spell any combat turn instead of attacking with a weapon by writing down the name of the spell, making a note of this paragraph number, and **going to 111**. However, if the bats are still alive and fighting after the spell is cast they will get a free attack against you. You may also try to run from the bats by making a L1SR on DEX or SPD. If you make it, **go to 99**. If you fail, then the bats catch you and get a free attack before you are able to fight back. You may try to run at the end of each combat turn. If you manage to kill the bats, **return to your previous paragraph**. Otherwise your adventure ends here.



85. The stone wolf has a MR of 40 (5D+20) and its stone hide can absorb 5 hits. The stone wolf will continue to fight until it is destroyed. Because your opponent is made of stone, if the stone wolf rolls two or more 6s in a single combat turn your weapon shatters against the hard stone. You may draw another weapon and continue to fight or you may choose to flee. In fact, you may choose to make a run for it at the end of any combat turn. If you do decide to run from this fight, make a L1SR on DEX or SPD. If you make it, you manage to slip by the stone wolf and out the open door. **Go to 35.** If you fail, you don't make it and the stone wolf gets a free attack against you. You can cast a spell any combat turn instead of attacking with a weapon by writing down the name of the spell, making a note of this paragraph number, and **going to 111.** However, if the stone wolf is still alive and fighting after the spell is cast it will get a free attack against you. If you continue to fight and manage to defeat the stone wolf, **go to 32.** If your CON is reduced to 0 or less, then the stone wolf crushes you beneath its heavy paws and this is **the end.**

86. You stand with your weapon ready for several minutes waiting for the stone monster to start moving again, but it eventually becomes clear that whatever power brought the statue to life is gone. Take 20 AP for stopping the living statue without having to fight. If you go back to looting the gold from the mummy, **go to 8.** If you decide to leave the mummy alone, **go to 19.**

87. Your opponent stops dead in its tracks looking dazed and confused as your enchantment takes hold. You know the effects of this spell are temporary and that you only have seconds to decide your next action. You may either make one free attack on your opponent or automatically succeed in running away with no saving roll required. **Return to your previous paragraph.**

88. You enter a long rectangular room. The smell of earth is strong in here and the walls are covered in a thick coating of soil and moss. Set against the wall to your right is a tall set of stone shelves containing clay pots, bronze bowls, and small statues. If you investigate the items on the shelves, **go to 1.** If you search the rest of the room but leave the shelves alone, **go to 110.** If you cast a spell, write down the name of the spell, make a note of this paragraph number, and **go to 111.** If you return to the entry chamber, **go to 25.**



89. The stone wolf stops dead in its tracks. You know the effects of this spell are temporary and that you only have seconds to decide your next action. Do you run or attack? If you run out of the open door, **go to 35**. If you attack, **go to 85** and make one free attack before the stone wolf can defend itself.

90. As you cast the spell you realize that the floor is entirely covered in stone tiles, so the spell has no effect. **Return to your previous paragraph.**

91. You grab the vase and start to lift it out of the bench. The vase lifts out of the bench rather easily and it is surprisingly light. As soon as the vase is free, you see that there is a small cavity in the bench below where the vase was set. You set the vase down on the floor and consider what to do next. If you look in the cavity, **go to 70**. If you have not done so, you may open the clay vase you just removed and **go to 94**. Otherwise you can leave the vase and cavity alone and, if you have not already done so, you may either open the center clay vase and **go to 69** or pick up the center clay vase and **go to 53**. If you decide to leave both of the vases alone, or if you have already checked both, **go to 36**.

92. You find nothing except small animal bones and dung. You look around the room again and hope there is something more valuable in this ancient hole. In the time you spend searching, you regain 1 WIZ. You should also check for a random encounter. If you roll a 1 on 1D6, make a note of this paragraph number and go to the **Random Encounter Table**. **Return to 25**.

93. You sift through the plant material but find nothing of value hidden among the smelly leaves and cones, not even a copper. You scatter the bits and pieces of dried plants in disgust and consider what to do next. If you have not done so already, you may open the clay vase on the left and **go to 75** or pick up the clay vase on the left and **go to 91**. Otherwise, **go to 36**.

94. You carefully remove the lid from the clay vase. You feel a little resistance at first, almost as if the lid was stuck, but with a little force it comes off. As soon as the lid is free, you are engulfed in a cloud of yellow gas that bursts out of the vase. You cough and gag as the gas begins to seep into your nose and mouth. Make a L1SR on STR. If you make the roll, **go to 24**. If you miss the roll, **go to 16**.

95. As you scan the room for magical energy you see that the wolf's head idol on the stone altar is glowing brightly. You sense no other magic in the area. **Return to your previous paragraph.**

96. As you inspect the altar, you suddenly notice a very thin wire running across the altar in front of the idol just above the stone slab. If you reach over the wire and pick up the black idol, **go to 40**. If you leave the idol alone, **go to 36**.

97. Make a L1SR on IQ. If you make it, **go to 68**. If you fail, **go to 48**.

98. A crossbow bolt flies down from a hole in the ceiling above your head. Through skill, luck, or divine intervention it strikes the surface of the altar instead of you and shatters against the stone. You reach across the altar to pick up the idol once again, but much more slowly this time. **Go to 40**.

99. You turn and run back toward the stairs. You scramble up the steep steps and back out into the welcoming sunlight. Looking back quickly you see no sign of pursuit. You feel safe for the moment, but you decide that you had better leave quickly before the creature comes up to finish you off. **Go to 112**.

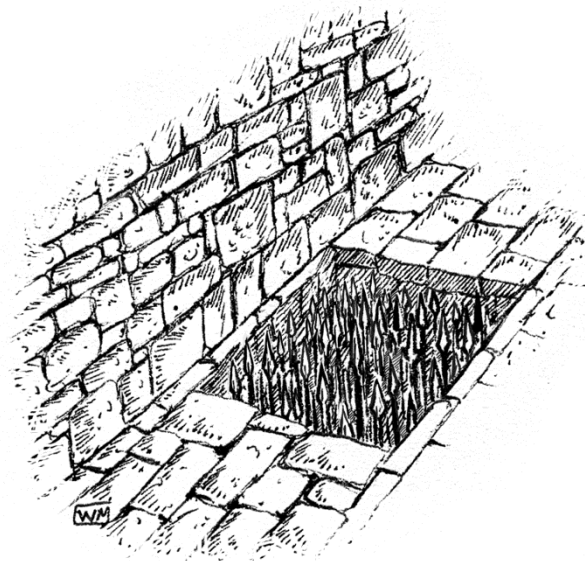
100. You carefully place your hand upon the door and cast Knock Knock. Unfortunately, there is no obvious effect on the door and it remains closed. **Return to your previous paragraph**.

101. You put your hands against the surface of the stone door and give it a push. It does not budge. You put your shoulder against the door and really start to push. Make a L1SR on STR. You can try to make the roll three times. If you make the roll, then **go to 63**. If cannot do it in three tries, then **return to 25** but you may not try to open the door again.

102. You place your hand upon the door and cast Lock Tight. The door is now briefly magically locked. **Return to your previous paragraph**.

103. As you scan the room for magical energy you see that the wolf statue is glowing brightly. You sense no other magic in the area. **Return to your previous paragraph**.

104. You cast your spell and look around. You notice that a section of floor near the vases, urns, and chests along the far wall is glowing. A quick examination reveals that the floor is weaker here, an obvious pit trap. You make a mental note of its location and turn your attention back to the rest of the room. Since you know where the pit trap is you will not fall into it and may disregard any instructions to the contrary. **Return to your previous paragraph**.



105. You find a loose piece of wood and cast Hocus Focus. The wood glows briefly as the enchantment takes hold. You now have a makeshift wand. **Return to your previous paragraph.**

106. You hear a dull crunch of a boot on sand. Looking to your right you see a goblin that was trying to sneak up on you. As soon as your eyes meet his, the goblin shouts an unintelligible war cry and charges. If you have a missile weapon ready you may use it by making a L1SR on DEX. You'll have just enough time afterward to draw another weapon before the goblin reaches you. Alternatively you have a chance to cast a spell before the goblin attacks. If you do so, write down the name of the spell, make a note of this paragraph number, and **go to 111**. The goblin has a MR of 25 and is wielding a short sword and buckler and wearing soft leather armor. With its weapons and armor, the goblin gets 3D+13 in combat and can take 8 hits. You can cast a spell any combat turn instead of attacking with a weapon by writing down the name of the spell, making a note of this paragraph number, and **going to 111**. However, if the goblin is still alive and fighting after the spell is cast it will get a free attack against you. You may also try to run from the goblin by making a L1SR on DEX or SPD. If you make it, **go to 99**. If you fail, then the goblin catches you and gets a free attack before you are forced to fight. You may try to run at the end of each combat turn, but the goblin will get a free attack against you each time you fail. If your CON is reduced to 0 or less, then this is the end. If you are able to defeat the goblin, you may take its short sword (3+0, 7 STR, 3 DEX, 35 gp, 30 wu) and buckler (3 hits, 2 STR, 10 gp, 75 wu). The leather armor is rather dirty, smelly, and now bloody so you leave it alone. A search of the corpse also reveals a 50' coil of hemp rope (5 gp, 100 wu) and a pouch containing 10 sp. **Return to your previous paragraph.**



107. You walk toward the darkness surrounding you, seeking the limits of the large chamber. Make a L1SR on LK. If you make the roll, **go to 55**. If you fail the roll, **go to 41**.

108. You raise your weapon and try to break off the neck of the clay vase. Make a L1SR on DEX. If you make the roll, **go to 13**. If you fail the roll, **go to 56**.



109. You concentrate on your opponent and unleash your magical attack. Calculate or roll for the damage done by your spell, make a note of the number of hits you scored, then **return to your previous paragraph**.

110. You check the walls and floor of the room. After scraping a little of the dirt off of the wall opposite the shelves you see the remains of a large mural. You scrape off a bit more of the grime and can make out a line of human figures carrying pots, bowls, animals, weapons, and other goods toward a man lying on a stone altar. In the time you spend searching, you regain 1 WIZ. You should also check for a random encounter. If you roll a 1 on 1D6, make a note of this paragraph number and go to the **Random Encounter Table**. If you have not already done so, you may investigate the items on the shelves and **go to 1**. If you cast a spell, write down the name of the spell, make a note of this paragraph number, and **go to 111**. If you return to the entry chamber, **go to 25**.

111. Magic Matrix

Paragraph	Spell												
	Call Flame	Call Water	Dem Bones Gonna Rise	Detect Magic	Hocus Focus	Hold That Pose	Knock Knock	Lock Tight	Oh Go Away	Oh There It Is	Take That You Fiend	Vorpal Blade	Will-o-Wisp
Intro	NA	NA	NA	65	105	NA	NA	NA	NA	79	NA	NA	80
1	109	109	90	NA	NA	87	NA	NA	4	NA	109	44	NA
9	NA	NA	NA	65	105	NA	NA	NA	NA	79	NA	NA	80
12	NA	NA	NA	95	105	NA	NA	NA	NA	79	NA	NA	80
21	109	109	90	NA	NA	87	NA	NA	4	NA	109	44	NA
22	NA	NA	NA	65	105	NA	NA	NA	NA	79	NA	NA	80
25	NA	NA	NA	65	105	NA	NA	NA	NA	79	NA	NA	80
33	NA	NA	NA	103	105	NA	NA	102	NA	79	NA	NA	80
36	NA	NA	NA	95	105	NA	NA	NA	NA	79	NA	NA	80
39	NA	NA	NA	95	105	NA	NA	NA	NA	79	NA	NA	80
41	109	109	90	NA	NA	87	NA	NA	4	NA	109	44	NA
62	NA	NA	NA	103	105	NA	NA	102	NA	79	NA	NA	80
67	NA	NA	NA	103	105	NA	NA	102	NA	104	NA	NA	80
71	11	11	14	103	NA	89	NA	NA	58	NA	11	72	NA
78	NA	NA	NA	103	105	NA	NA	NA	NA	79	NA	NA	80
82	NA	NA	NA	65	105	NA	100	102	NA	79	NA	NA	80
84	109	109	90	NA	NA	87	NA	NA	4	NA	109	44	NA
85	109	109	90	NA	NA	87	NA	NA	4	NA	109	44	NA
88	NA	NA	NA	65	105	NA	NA	NA	NA	79	NA	NA	80
106	109	109	90	NA	NA	87	NA	NA	4	NA	109	44	NA
110	NA	NA	NA	65	105	NA	NA	NA	NA	79	NA	NA	80

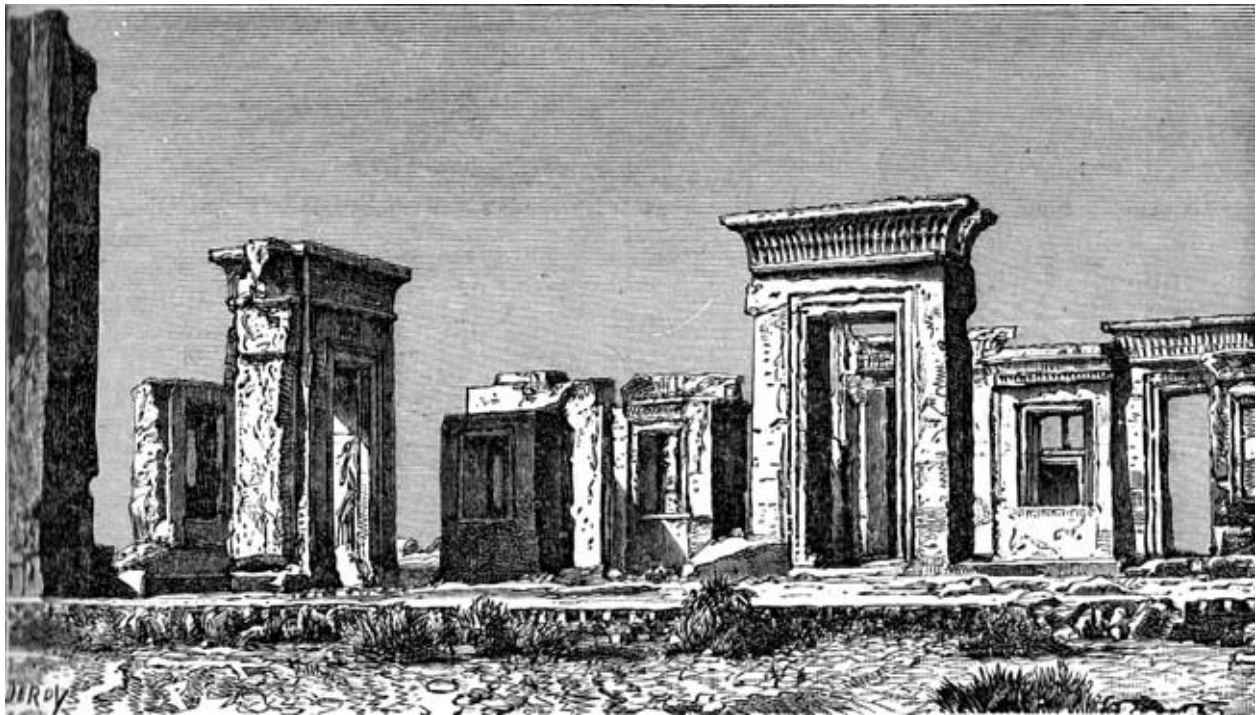
NA = The spell has no effect. Deduct WIZ for casting the spell and return to your previous paragraph.

= Go to the paragraph number indicated. Be sure that you have recorded your previous paragraph number.



112. You stand beneath the sunlit sky once more. You breathe in the fresh air until your lungs can hold no more. As your eyes become accustomed to the brightness of the sun, you look around from your high vantage point on the hill. Ruins extend across the landscape as far as you can see. Crumbling walls and ancient foundations peek through the tall grass. On another hill in the distance you see more tall columns rising to the sky. Who knows what other riches lay just below your feet? You shoulder your pack and smile. Only time will tell. **The end.**

Congratulations, you have survived. In addition to Adventure Points earned for any foes defeated, and saving rolls made, you also receive an additional 50 AP for each room that you explored.



Random Encounter Table: Roll 1D6, consult the table below, and go to the paragraph indicated. Be sure that you have recorded the number of the paragraph that sent you here since you will (hopefully) need to return there after resolving the encounter. Each event or encounter can only occur once. If you roll a duplicate, nothing happens and you can immediately return to your previous paragraph.

1. Go to 28.
2. Go to 21.
3. Go to 34.
4. Go to 84.
5. Go to 2.
6. Go to 106.



Random Treasure Table: Roll 1D6 and consult the table below. Only one of each item may be found. If you get a duplicate result, you find 2D6 gold pieces.

1. Small figure of a warrior holding a spear carved from ivory (15 gp).
2. Jade bracelet (10 gp)
3. Silver spoon (5 gp)
4. Fine glass vessel (2 gp)
5. Gold nugget (20 gp)
6. Silver necklace (30 gp)



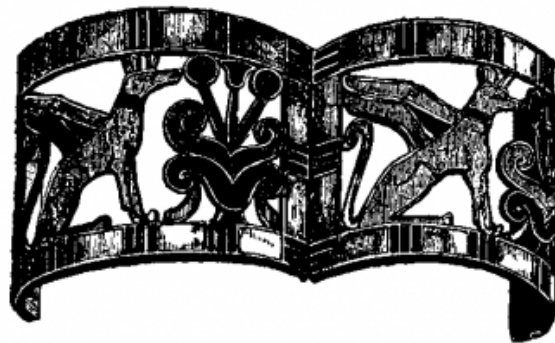
Random Gems Table: Roll 1D6 and consult the table below. Then roll 1D6 to see how many of each gem that you find.

1. Turquoise (5 gp)
2. Agate (5 gp)
3. Onyx (10 gp)
4. Jasper (10 gp)
5. Amethyst (15 gp)
6. Garnet (15 gp)



Gold Treasure Table: Roll 1D6 and consult the table below. Only one of each item may be found. Duplicate rolls result in finding 5D6 gp worth of gold leaf.

1. Gold face mask (100 gp)
2. Gold necklace (50 gp)
3. Gold bracelet (40 gp)
4. Gold ring (30 gp)
5. Gold armband (50 gp)
6. Gold crown (200 gp)



Pregenerated Characters

Name: Vordra Risnor

Kindred: Human Female

Type: Warrior

Level: 1

ST 17

IQ 10

DEX 14

LK 17

CON 11

SPD 10

CHR 10

WIZ 6

ADDS +12

Talents: Wilderness Survival (LK+5)

Weapons: Short saber (3+1, ST 7, DEX 5, 30 wu, 40 gp)

Haladie (2+4, ST 2, DEX 4, 15 wu, 25 gp)

Armor: Soft Leather (5 hits, ST 7, 75 wu, 50 gp)

Equipment: Backpack, small sack, 2 torches, flint and steel (19 wu total)

Treasure: 3 gp, 2 sp

Weight Carried/Weight Allowed: 139/1700

Background: Raised in a tribe of nomadic warriors, Vordra was taught the ways of weapons from an early age. Her skill with a sword, however, pales in comparison to her ability to live off of the land and survive in the harshest conditions. Over time the success of Vordra's tribe led to idleness. After conquering a large town, the tribal leaders decided to settle there and live off of the spoils of their conquests. Vordra soon grew bored with the tedious nature of this new life, so she took to the road on her own in search of adventure and fortune.

Name: Sath Sul
Kindred: Human Male
Type: Rogue
Level: 1

ST 12	IQ 12	DEX 14	LK 14	
CON 11	SPD 9	CHR 9	WIZ 10	ADDS +4

Talents: Roguery (LK+6)
Stealth (DEX+2)

Magic: Hold That Pose

Weapons: Short sword (3+0, ST 7, DEX 3, 30 wu, 35 gp)
Dirk (2+1, ST 4, DEX 4/10, 16 wu, 18 gp)

Armor: Soft Leather (5 hits, ST 7, 75 wu, 50 gp)

Equipment: Backpack, small sack, 2 torches, flint and steel (19 wu total)

Treasure: 5 gp, 2 sp

Weight Carried/Weight Allowed: 140/1200

Background: Sath was the son of a noble and destined for greatness. However, Sath's interest in the secrets of the dark arts and his tactics for acquiring those secrets led to the downfall of his family. While attempting to steal a court Wizard's book of spells, Sath was discovered by the castle guards and thrown into the dungeon. The offended Wizard had Sath's father stripped of his lands and title and the entire family was sent into exile. Sath soon escaped the castle dungeon and fled into the wilderness. Sath has since pledged his life to acquiring the power to make his revenge upon those that ruined his family fortune.

Name: Adnroth Issnal
Kindred: Human Male
Type: Wizard
Level: 1

ST 10	IQ 17	DEX 13	LK 14	
CON 11	SPD 13	CHR 5	WIZ 16	ADDS +4

Talents: Intuition (WIZ+5)

Magic: First level Wizard Spells

Weapons: Bank (2+3, ST 1, DEX 1, 20 wu, 18 gp)
Bank (2+3, ST 1, DEX 1, 20 wu, 18 gp)

Armor: Soft Leather (5 hits, ST 7, 75 wu, 50 gp)

Equipment: Backpack, small sack, 2 torches, flint and steel (19 wu total)

Treasure: 2 gp, 2 sp

Weight Carried/Weight Allowed: 134/1000

Background: Adnroth was abandoned as a baby, obviously considered too hideous for life among civilized people. Hidden away in the swamps, Adnroth was raised by an old hag who said she found him beneath a cypress tree. Adnroth was taught the ways of magic and took to them quickly, demonstrating a keen intellect and remarkable magical prowess. His connection with the arcane has given Adnroth a sixth sense, keeping him out of harm's way more often than not.

The ruins of a vast and ancient city that lay just a few miles outside the town of Cheapham have always been the subjects of stories and legends. But while most people in town have a story to tell, none have ever made the trek to the ruined city. A few desperate adventurers have made the journey, but none have ever returned.

You have also heard the tales of great wealth to be taken from the crumbling remains of ancient temples and palaces. In particular the locals have spoken of a great warrior prince who was buried in a tomb at the edge of the city. The legend says that he was buried with a great hoard of gold. The townspeople have warned you about the price paid by those that travel to the ruins, but the reward for success is very tempting.

Do you dare enter the...

Crypt of the Wolf Prince

This solitaire adventure is suitable for a single, newly created, first level character of any type with up to 20 adds. You may use any weapons, armor, or equipment you can afford. Missile weapons and magic use are also allowed. Three pregenerated characters are provided if you do not have the time or desire to create your own.

Crypt of the Wolf Prince is designed for use with the *Tunnels and Trolls*[™] game system. You will need the T&T[™] rules to play this game.

