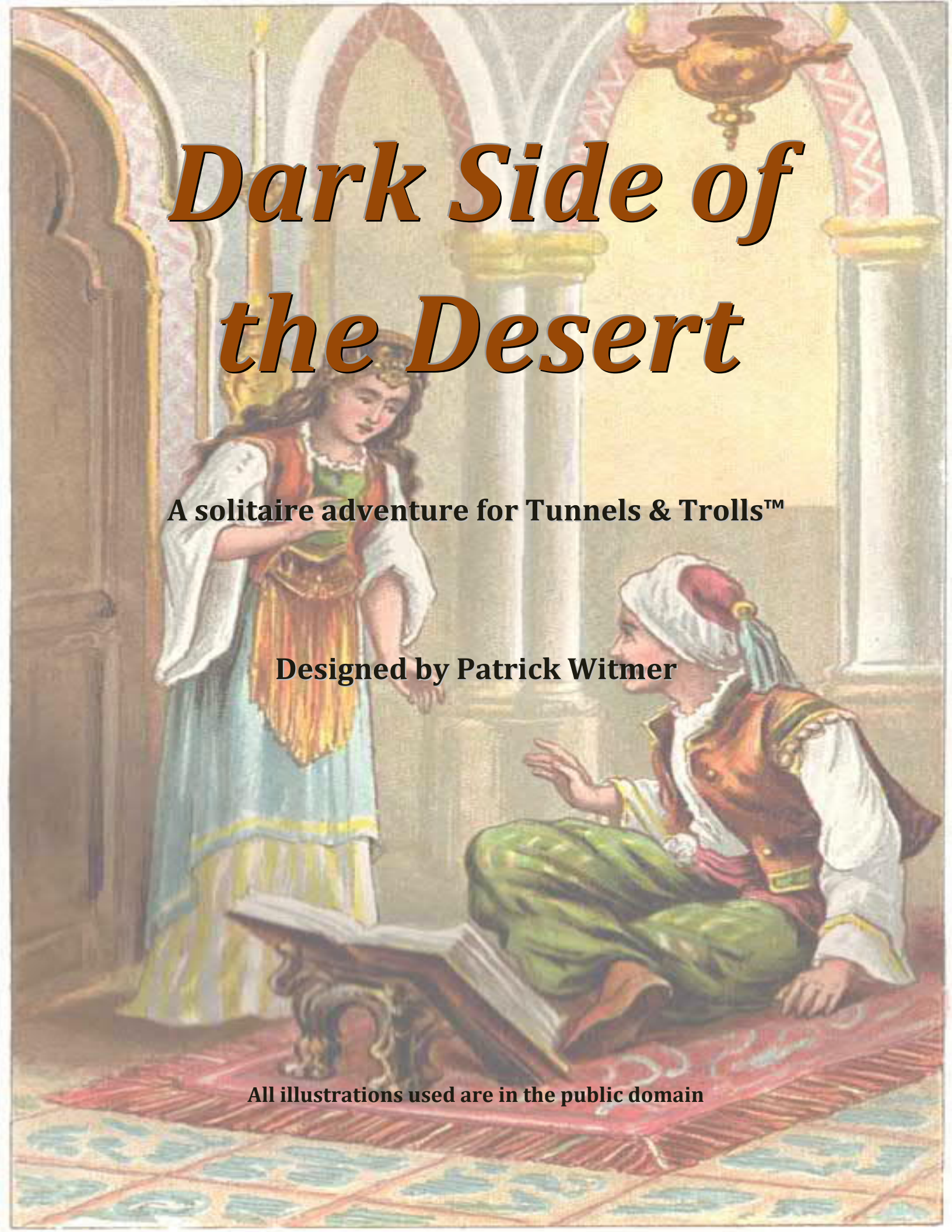




Dark Side of the Desert

A solitaire adventure for Tunnels & Trolls™

Designed by Patrick Witmer

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Introduction

Within the desolate Bric-Cact Desert lies the isolated town of Branis. Founded upon an oasis, this border town in Annelsia is the only civilization found along the trek between the rumored wild people of Sanris in the north and the aristocrats at Caer Annelsia in the southern shores. Ruled by a corrupt mayor appointed by his sister the Countess Belinda Gratia, ruler of Annelsia, Branis has become a dangerous town for both locals and travelers. However, you somehow find your way into this remote settlement looking for work and new adventures. But you will need all your wits about you! The Bric-Cact can easily take its toll upon you, the sands sapping your strength and leaving you lost within the

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This is a mini-solo adventure for single characters of any kindred. You should be no higher than level 4 and have no more than 70 combat adds. Though designed for 5th edition Tunnels & Trolls, feel free to play using another edition, adapting as needed (e.g., Krimm or Power instead of ST for spellcasting).

Wandering Personalities: On occasion, you may encounter a wandering person instead of a wandering monster. Roll a die, and consult the Wandering Persons table in the back of the solo. If you have not determined the languages known for your character, you should do so now. If not, note that you are at least fluent in the native tongue of your kindred (*Common* for humans, *Elvish* for elves, etc.).

Magic Matrix: In cases where magic is allowed (paragraphs marked with an asterisk *), consult the Magic Matrix in the back of the solo. This includes combat spells used in encounters and with wandering persons! If you do not find your spell in the matrix, then assume it has no effect (ST is still lost). Curative spells and potions may be used any time outside of combat. In cases where you may become invisible in combat but no paragraph result is given, instead reduce the enemy combat total by half.

Rest & Recovery: Due to the heat of the desert air, ST is recovered at a rate of 1 every 3 paragraphs, though 1 paragraph is still considered 1 turn.

When you are ready to begin, turn to paragraph 1.

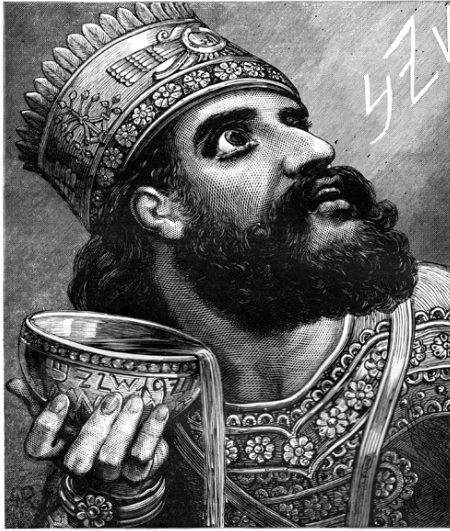


- 1: You glance around the large tavern from the bar, observing the other patrons in the Bric-Cact Inn. A comely woman moves from table to table carrying mugs both empty and full of mead, ale, grog, and other assorted beverages. A number of reddish-brown cacti sit atop most of the tables and the bar of the tavern-inn. A few men are gambling in some form at the back corner of the tavern room. Do you ask for a drink (turn to 25), join the gamblers in the corner (turn to 50), speak to the bartender (73), purchase provisions (4), recruit some mercenaries (80), or depart from the Bric-Cact Inn (turn to 33)?
- 2: Roll one die. If you roll 1, turn to 72. If you roll 2, turn to 21. If you roll 3, turn to 19. If you roll 4, turn to 33. If you roll 5, turn to 58. If you roll 6, turn to 79.
- 3: At the end of this tunnel, you find a large cavern filled with rustic wooden furniture. An old man appears to have taken residence here. If you have killed the old man before, his corpse still lies rotting here and you find nothing new; turn to 8. Otherwise, read on. "What are ya doin in my home, dagnabbit! I put them scorpions there for a reason!" If you wish to speak with the man, turn to 10. If you wish to depart as quickly as you came, return to 8. If you wish to cast a spell or attack him, turn to 45.
- 4: "Our cook whips up some fine rations, and packs them up real nicely for those needin' to trek the Bric-Cact Desert. If you'd like to buy some, they're only 20 gold pieces." Buy as many as you wish or can carry (they weigh 10 apiece), and turn to 1.
- 5: *Within the alley, there appears to be nothing but garbage and scorpions. If you're a magic-user, you may choose a spell and consult the Magic Matrix. If your spell fails, return to 33. If you do not or cannot use magic, try a L2-SR on IQ. If you make it, turn to 12. If you fail, nothing happens. If you come back to try again, you'll have to make the SR at level 3 from now on. Return to 33.
- 6: In the middle of the camp, you approach the crystalline, serpentine statue. The crystalline altar appears to be quite fragile, but your weapon does not break it nor does it budge if you try to steal it. If you have a **Medallion of Tyros**, turn to 52. If you do not, you leave it be; turn to 22.
- 7: You find yourself in the desert. The heat is sweltering and the only shade appears to be small reddish-brown cacti strewn about. You find it difficult to determine your whereabouts. The exhaustion from heat takes a toll on your body. Consume 1 days worth of provisions for each in your party. If you do not have any provisions, then you starve. Note this on your character sheet. Make a L1 SR on CON. If you were starving the previous day, make a L2 SR instead. If you were starving the previous two days, make a L3 SR, and so on. If you succeed, take 1 hit from your CON. If you fail, take 1 hit from your CON and 3 from your ST. If your ST reaches zero, you perish in the desert from a heat stroke. Roll starvation checks for any hirelings too (but you cannot willfully starve them if you have food). If you survive or had provisions, roll one die and turn to the following: 1 turn to 33, 2 turn to 30, 3 turn to 11, 4 turn to 64, 5 turn to 2, 6 turn to 75.

- 8: You stand safely on one side of the scorpion pit. The pathway to the exit is no longer passable in this visit only, however, as there appears to coincidentally been an avalanche of the dune over the entrance. Before you is a tunnel that forks left and right. To go left, turn to 55. To go right, turn to 3.
- 9: *The Bric-Cact Bandits notice your presence in the camp. They brandish their weapons and sweep towards you! If you have a **Serpentine Emerald** from this camp encounter, turn to 16. Otherwise, read on. Roll one die to determine how many bandits attack you. Each has an MR of 15 and carries a **Serpentine Ring** (100 g.p.). If you survive, turn to 6.
- 10: Make a L2-SR on CHR; if you can speak *Wizard Speech*, make a L1-SR on CHR. If you fail, the old man mutters a quick incantation and you find yourself now outside within the desert somewhere; turn to 7. If you succeed, turn to 56.
- 11: You stumbled across a rocky cave embedded into a sand dune. If you enter, turn to 34. Otherwise, turn to 7.
- 12: *You managed to find a hidden door of some kind under the rubbish in the alley. However, it appears to be locked. If you wish to try magic, choose a spell and consult the Magic Matrix. If your spell fails, turn to 33. If you choose not to or cannot use magic, you may force the door open by making a L1-SR on ST. If you succeed, turn to 23. If you fail, turn to 33.
- 13: You fly into the air to escape from the approaching bandits. They are so distraught by the destruction upon their altar that they neither give chase nor attempt to shoot you down with arrows. Turn to 7.
- 14: If you have an **Agolgi Flower**, turn to 15. Otherwise, read on. "Welcome, welcome, traveler," says a scantily clad woman behind a large wooden counter. "I have many types of poisons that you may find useful in your adventures. Anyone you would like to purchase, can be yours, at only 150% of the list price. What say you?" You can either purchase any poison from the manual at that price, or you may attempt to haggle with the alchemist by turning to 76. If you wish to leave, turn to 33.
- 15: You hand the alchemist an **Agolgi Flower**. "Welcome, back, traveler," says the scantily clad woman from behind her shop counter. "I am so glad you were able to find this rare flower for me. For such a rare find, I give you a 50% discount on all of my poisons. But, only for this one visit. Also, I can sell you one rare potion I have just made for 300 gold pieces. It is a wondrous scent that when applied will charm any man or woman." Record 100 a.p. and now you can purchase any poison from the manual at 50% of that price. You may also purchase the **Wondrous Scent** for 300 g.p., which will allow you to automatically succeed at (only) one CHR saving roll. If you wish to leave, turn to 33.

16: *The Bandits are stunned by the destruction of their Serpentine altar. You may make one free round of combat before their disorientation passes. Roll one die to determine how many bandits attack you. Each has an MR of 15 and carries a **Serpentine Ring** (100 g.p.). If you survive, turn to 22.

17: If this is your first visit to the mayor's manor, read on. Otherwise, turn to 20. The master of the house grants you entrance into the mayor's manor. You notice how plush and grandiose the foyer is compared to the Bric-Cact Inn. It isn't long before a heavysset man enters the room, dressed in silky robes and adorned with jewelry. "Greetings, traveler, I am Mayor Tomas Gratia. You may know my



sister, the Countess Belinda Gratia. You may kiss my ring." The mayor holds out his hand and you reluctantly kiss his ring lest you run into trouble. "I am told you are looking for work. Well indeed, I find strangers to be the best for the odd job here and there. In particular, I need of someone to help trim some of the bandit problem we have been having here recently. I dare not spare any of my guards for this task. It is a dangerous place we live in. If you can bring me six **Serpentine Rings** as proof of your task, I shall reward you appropriately. Now leave me be. I have a bath awaiting." You are escorted out of the manor. Turn to 33.

18: Make a L2-SR on DEX. If successful, turn to 37. If you fail, turn to 26.

19: *You stumble upon a bandit camp. There is a strange serpent-like, crystalline statue resting on an altar in the middle of the camp, and a number of the bandits are leisurely lying about under the shade of their awnings. If you wish to cast a spell, choose one and consult the Magic Matrix. Otherwise, make a L2-SR on DEX. If you succeed, turn to 81. If you fail, turn to 9.

20: A heavysset man dressed in a gold-laced cloak and a yellow and crimson tunic enters the foyer. "Oh it is you, again, traveler. No I care not what your name is. Have you the six **Serpentine Rings** I asked for as proof of your thinning of the bandits?" If you do not, the mayor scoffs, "What are you wasting my time for then, hooligan!" You are escorted out of the manor (turn to 33). If you have the rings, erase them from your character sheet. Mayor Tomas is pleased with your success and rewards you 300 gold pieces and 100 a.p. "Bring me six more rings and I shall reward you again!" calls out the mayor as you leave the manor. Turn to 33.

21: You encounter a small caravan composed of an old dwarven man and what appears to be his wife riding at the front of a covered wagon pulled by horses. Make a L2-SR on CHR. If you can speak Dwarvish, make a L1-SR instead. If you fail, the caravan carry forth, slightly frightened of your presence; turn to 7. If you succeed, the dwarf couple makes you an offer, "Greetings, fellow traveler. I am a traveling merchant. Sansibal is the name, and fine artifacts are not lame. Would you care to make a purchase?" If you do, turn to 74. If not, turn to 7.

- 22:** You managed to wipe the camp of all bandits. Within the remaining tents and bodies of bandits, you find 300 gold pieces, provisions for 3 days, and 3 vials of curare (poison). In addition, you may roll once on the Treasure Table in the Tunnels & Trolls manual (coins are in gold pieces). Turn to 7.
- 23:** *You enter what appears to be a storage cellar. The overhead door closes behind you and appears to be stuck. A large number of wine and ale barrels are filled within the large room. A tall set of stairs leads up to a door above. If you have been here before, the room is empty; you exit upstairs—turn to 1. Otherwise, you hear a strange buzzing sound coming from behind one of the barrels. It is the Inn’s Guard sleeping and snoring on the job! If you wish to sneak past him, turn to 18. If you wish to kill him in his sleep, turn to 26. If you wish to cast a spell, choose one and consult the Magic Matrix.
- 24:** *You find yourself standing in front of a pit full of scorpions. This scorpion den is blocking your path. If you wish to leave the cave, turn to 7. If you wish to cast a spell, choose which one and consult the Magic Matrix. If you have a rope, you may attempt to cross the scorpion den by lassoing one of the stalagmites; make a L1-SR on DEX. If you succeed, turn to 8. If you fail, you may make another attempt. If you fail the second attempt, you lost your rope into the scorpion den below; turn to 7.
- 25:** “Here ya go, stranger,” says the bartender as he hands you another mug of ale and you pass him 10 gold pieces. You take a swig, which is only a small reprieve from the sweltering heat in the tavern. “Hot isn’t it,” says the bartender, “That’s the way it is here in the Bric-Cact Desert, traveler. If you’re lookin’ for cool weather, ya best be heading northwest to the wild country that is Sanris, or south to the shores of this land Annelsia.” The bartender nods matter-of-factly and begins wiping a few mugs with an already soiled rag. Turn to 1.
- 26:** *The guard awakens and brandishes a weapon in your direction. “Halt, thief!” he calls out. He has an MR of 40. If you cast any offensive spells, apply their effects now. If you survive, you find 300 gold pieces in his purse, a **Serpentine Ring** (100 g.p.); and a strange vial whose label reads “*Drink Me. I Heal 6 CON. 6 Doses.*” You can also search the cellar for any stored valuables; roll once on the Treasure Table in the Tunnels & Trolls manual (coins are in gold pieces). Turn to 37.
- 27:** Roll one die If you rolled a 1, you lost your entire bet. If you rolled a 2, you win back half of your bet. If you rolled a 3 or 4, you won back your entire bet and break even. If you rolled a 5, you won twice your bet. If you rolled a 6, you won three times what you bet. If you wish to continue gambling, deduct your wager (up to 500 g.p.) and start at the beginning of this paragraph. If you are finished gambling or have run out of money, turn to 1.



28: You are standing in the central square of Branis. This town is quite small, with few amenities, what with its remote location within the Bric-Cact Desert. You may visit the Bric-Cact Inn (turn to 1), visit the Temple of Tyros (turn to 36), visit the mayor's manor (turn to 17), visit the blacksmith (turn to 59), visit the alchemist (14), or head out into the desert (turn to 7). There is also a rather large alley between the Inn and another residence. If you wish to inspect it, turn to 5. If you wish to depart Branis completely, you may pay 500 gold pieces to join the next caravan as a passenger (close the book); or you may join one as a mercenary and earn 500 gold pieces, 500 a.p., but this character may not return to this solo ever again (close the book).

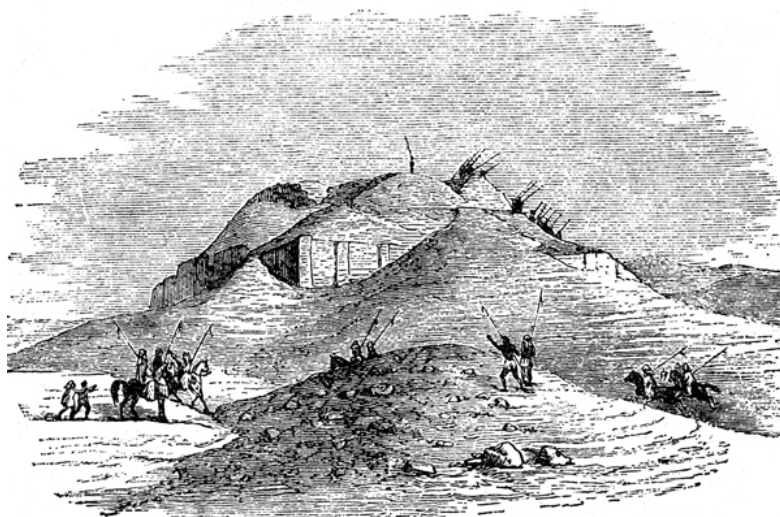
29: "We only take blood as an offering here," says the lone priestess. If you still wish to make an offering, take half of your current CON in wounds (round down) and half your current ST spent (round down) and you are given a token: a **Medallion of Tyros**. Regardless, turn to 36.

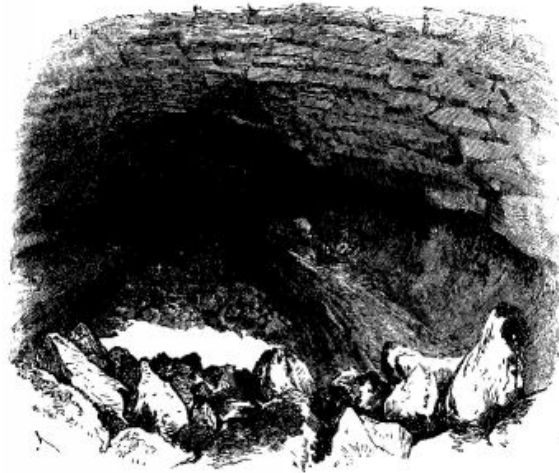
30: You encounter a rather large merchant caravan headed to Branis. Make a L1-SR on CHR. If you fail, they pleasantly greet you but otherwise pay you no mind. You may follow them directly to Branis by turning to 33. Otherwise, turn to 7. If you succeed the saving roll, they ask you to join them as an escort guard. If you choose not to, you may still follow them to Branis (turn to 33). If you choose to escort them, turn to 63.

- 31:** “I must thank you for finding Sorn. It didn’t matter to me whether he was dead or alive, I suppose, just so long as I had some closure. And also, not to sound too cold-hearted, but to find another apprentice. At any rate, as my thanks, you may use that **Agon Coupon** at any time and as much as you would like to purchase equipment from me at 75% of the list price.” Turn to 59.
- 32:** You find the young man is already dead. His identity matches that of Sorn Dar in the **Missing Poster**. You find on his remains an **Agon Coupon**. Gain 300 a.p. and turn to 7.
- 33:** Roll one die. If you rolled even, consult the Wandering Personality table. Once the encounter is complete or you rolled odd, turn to 28.
- 34:** There is no light within this cave. If you can cast *Will-o-Wisp* or have a light source, do so now and continue to 24. Otherwise, you can attempt to travel forward by turning to 53. If you wish to exit the cave, turn to 7.
- 35:** You stand safely on one side of the scorpion pit. The pathway to the exit is no longer passable in this visit only, however, as there appears to coincidentally been an avalanche of the dune over the entrance. Before you is a tunnel that forks left and right. An avalanche blocks the path to the left. To go right, turn to 3.
- 36:** This temple is but a small mud-brick building. An altar sits at the far end of the building, composed of a statue atop a dirt mound littered with incense. “We worship the earth-god Tyros here, stranger. What can I do for you?” asks a priestess robed in earthly tones. If you wish to make an offering, turn to 29. If you seek healing, turn to 43. If you wish to speak with the priestess, turn to 48. If you wish to leave, turn to 33.
- 37:** You reach the door at the top of the stairs. You enter into what appears to be the Bric-Cact Inn. “What? How did you...that blasted guard can’t do a damn thing. Asleep on the job is he?” yells the bartender in anger. He leaves you be as he stomps a rampage down into the cellar. This might be a good time for you to leave! Take 300 a.p. for surviving the encounter and turn to 33.
- 38:** You (and your party) find yourself in a small dungeon under the guard barracks with all of your equipment intact but all of your gold confiscated. They provide you food and drink, but there appears to be no trial. Make a L1-SR on LK. If you succeed, they let you out for good behavior (turn to 33). If you fail, another day passes (turn to 42).
- 39:** You give the priestess your **Serpentine Emerald** as proof of destroying the altar of the bandits. “Oh, this is good news indeed, traveler. Tyros shall be pleased by such a champion as yourself. Take this reward, and if you are to destroy any more altars, feel free to bring me such proof again.” The priestess gives you 200 gold pieces, 100 a.p., and provisions sufficient to last 3 days. Turn to 36.

- 40:** “That’ll teach ya, young snappa to mess with success!” With that, the old man motions some incantation and you find yourself in the desert. Gain 100 a.p. and turn to 7.
- 41:** Your magic reveals a glowing rope latticework attached against the wall of the cave. The dirt covering it somehow camouflaged it from your sight earlier. You easily traverse past the scorpion pit to the other side; turn to 8.
- 42:** Make a L1 SR on CON. If you fail, you come down with illness during your incarceration. Reduce your ST by 1 due to fatigue. If your ST is reduced to zero, you perish. If you survive, turn to 38.
- 43:** “If healing is what you seek, then a fee is what we seek. We must still pay for protection to the Branis Guards, unfortunately,” says the lone priestess. “20 gold pieces per point of CON restored.” If you pay, deduct the gold and restore your CON the appropriate amount. Regardless, turn to 36.
- 44:** Apply the doubling effect of your *Vorpal Blade* for only a single turn upon one previously non-enchanted blade. If it was already enchanted with this spell or another, nothing happens. Turn to 47.
- 45:** This old man appears to be a third level wizard, though his name you do not yet know (ST 24, IQ 19, LK 11, CON 17, DEX 16, CHR 18). You have now begun a duel with a wizard. He has enchanted robes that absorb 7 hits and is armed with a wooden quarterstaff (2d+0). Roll one die for you and one for the wizard. Whoever has the higher roll will strike first. If you strike first, turn to 60. If he strikes first, turn to 47.
- 46:** You sneak into the middle of the camp, unnoticed by the bandits. The crystalline altar appears to be quite fragile, but your weapon does not break it nor does it budge if you try to steal it. If you have a **Medallion of Tyros**, turn to 51. If you do not, the noise you make disturbs the bandits; turn to 9.
- 47:** If the old man’s ST is less than 10, turn to 68. Otherwise, he casts a second level *Take That, You Fiend* (ST 10) at you. If this kills you, close the book. If it reduces your CON to 1 to 5, turn to 40. Otherwise, turn to 61.
- 48:** If you have a **Serpentine Emerald**, turn to 39. Otherwise, read on. “We are simple worshippers because we seek to be close to the earth, founded by the High Priest Amosin Dar. To the god on Mount Tyrosi,” says the priestess. “Perhaps you may help us with this. There is an unnatural evil emanating from the desert. I can feel it. The Bandits worship a Serpentine goddess Rasptikiya, and setup their camps within the desert under her cursed protection. Perhaps you can find one of their altars in the desert and destroy it. To do so would strengthen our own resolve against such a force.” You agree to perform this deed reluctantly. Turn to 36.

- 49:** You have killed a local guard of Branis! You find a **Serpentine Ring** (100 g.p.) on the body of the soldier. A witness calls you out on the killing, but there is no evidence. Even though he was obviously corrupt, you have become a suspicious character in the eyes of the guards, and this will be reflected in future guard encounters. Deduct 100 a.p.'s and turn to 28.
- 50:** As you ask the gamblers if you can join their game, a few of the tavern patrons quickly leave the table. It appears there is room for you after all. Write down how much money you wish to wager, up to 500 gold pieces, deduct it from your treasure, and turn to 27.
- 51:** You place the **Medallion of Tyros** onto the statue and it immediately begins to crumble. Within its remains, you find a green emerald with a serpent emblem worth 200 gold pieces (note **Serpentine Emerald** on your character sheet). Unfortunately, your actions have been noticed by the bandits! Turn to 9.
- 52:** You place the **Medallion of Tyros** onto the statue and both immediately begin to crumble. Within the remains, you find a green emerald with a serpent emblem worth 200 gold pieces (note **Serpentine Emerald** on your character sheet). Turn to 22.
- 53:** *Make a L3-SR on LK. If you succeed, you almost stumble into a pit within the darkness. You realize you cannot move forward; turn to 7. If you fail, you stumble into a pit within the darkness. You feel strange creatures crawling about your skin. If you wish to cast a spell, do so now and consult the Magic Matrix. If you cannot or do not wish to, make a L2-SR on IQ to find a way out of the pit. If you succeed, you escape; turn to 34. If you fail, take hits from your CON equal to by how much you failed the rolled, for falling back into the pit. You may make another attempt at a L1-SR on ST to attempt to climb out of the way you may have found. If you succeed, turn to 34. If you fail, you fall back within the pit and the strange creatures consume you with poison. If you have **Scorpion Anti-Venom**, you may make another L1-SR on ST. If you fail again or do not have anti-venom, then you have perished; close the book.





- 54:** You use your magic to fly safely across the scorpion den pit. Turn to 8.
- 55:** *At the end of the tunnel, you find a metallic door bolted against the cave wall. If you were previously here this visit only, the door is blocked by an avalanche. If you wish to cast a spell, choose one and consult the Magic Matrix. Otherwise, you may try to pick the lock or force the door by making either a L2-SR on DEX or a L3-SR on ST. If you succeed, turn to 69. If you fail, a mechanism within the door explodes. You take one die in hits, and the door is buried by a minor collapse of the cave; turn to 35.
- 56:** If you have spoken with the old man before, he tells you to quit bothering him and teleports you to the desert; turn to 7. Otherwise, read on. You tell the old man of your travels and quests. "Oh, quite the adventurer, are ya? My name is Zab. I'm a wizard, but I prefer to live in solace in the desert and study my magic. You've entertained me with your tales a little bit I must say. I'm a bit surprised. But alas, we must cut this visit short as I have much research to do." Zab casts an incantation and you find yourself invigorated. You gain 300 a.p., raise your ST by 2 and restore it to your maximum if you sustained any losses previously. He teleports you back out into the desert; turn to 7.
- 57:** *The old man's limp body lies bloody upon the floor of the cave. He was worth 300 a.p. If you wish to desecrate his remains, you may take his enchanted robes (6 Hits) and his wooden quarterstaff (if you are a Wizard in need of an ordinarie staff). You find a magic vial in his purse labeled "RESTORES ONE DIE OF STRENGTH POINTS PER DOSE". It appears to contain enough for 3 doses. You also find a chest, but it appears to be locked. If you wish to cast a spell, choose one and consult the Magic Matrix. If not, you may make a L1-SR on IQ. If you succeed, turn to 77. If you fail, you have set off a magical trap on the chest. The explosion sends you reeling; take one die worth of hits and turn to 8 if you survived.



58: *Roll one die and consult the table below, then turn to 7 once the encounter is complete.

1 – You are bit by a scorpion and poisoned! Take 1 Hit and make a L1-SR on CON every turn thereafter for one die worth of turns unless you use **Scorpion Anti-Venom**. For every failed SR you take 1 Hit.

2 – You encounter a Wandering Person making a trip to another settlement. Consult the Wandering Personality table in the back of the solo.

3 – You encounter a Bric-Cact Bandit (consult the Wandering Personalities table for the encounter details).

4 – You stumble upon an oasis. Increase your provisions by 3 days. If you lost any ST or CON due to starvation or heat exhaustion, restore those lost points only.

5 – You find someone's cache tucked under a rock next to a cactus. You may roll once on the Treasure Table in the Tunnels & Trolls manual (coins are in gold pieces).

6 – You learn a little bit more about the desert and how to survive. Gain 50 a.p.

59: You stand in a large smithy shop, full of finished weapons and armor of a variety of kinds. The smith at work speaks to you while swinging his hammer loudly, "Greetings, friend. Anything you care to buy? Please take a look." If you wish to make a purchase, you may buy weapons or armor of any kind in the manual at 150% of list price. If you wish to speak with the Blacksmith, turn to 70. If you wish to leave the smithy shop, turn to 33.

60: *You can only initially attack with magic or missile. If you wish to cast a spell, choose one and consult the Magic Matrix. If you wish to fire a ranged weapon, he is only 10 yards away; turn to 65.

61: *If you wish to use magic, choose your spell and consult the Magic Matrix. If you wish to fire a missile weapon, the Wizard is at point-blank range so you lack the ample space to prepare such an attack; turn to 68.

62: You stand safely on one side of the scorpion pit. The pathway to the exit is no longer passable in this visit only, however, as there appears to coincidentally been an avalanche of the dune over the entrance. Before you is a tunnel that forks left and right. To go left, turn to 69. To go right, turn to 3.

63: *You join the caravan as an escort mercenary, with promises of gold upon your arrival in Branis. Roll one die and consult the table below.

1 – The journey was uneventful. You arrive in Branis 400 gold pieces wealthier and 100 a.p. more experienced. Turn to 33.

2 – You chase one of the merchant's children off into the desert, thinking you will perform a good deed. Make a L2-SR on IQ. If you fail, you become lost yourself (turn to 7). If you succeed, you find the child and return to the caravan. Gain 50 a.p. and re-roll on this table.

3 – You encounter a group of Bric-Cact Bandits. Roll one die to determine how many bandits attack you. Each has an MR of 20. You also have the assistance of 2 other mercenaries this combat. (Roll up 2 level 1 Warriors per the normal rules including purchasing armor, except give them each Scimitars for free.) If you survive, you gain 30 a.p. and a **Serpentine Ring** (100 g.p.) per bandit killed, regardless of the assistance (each of any hirelings receive 30 apiece too). Re-roll on this table again.

4 – The caravan stops overnight at an oasis. You acquire an extra day of provisions (the rest are shared among the caravan) and restore any ST or CON lost due to starvation or heat exhaustion. Re-roll on this table again.

5 – You get in an argument with one of the merchants, and they fire you as an escort mercenary. You may still follow them to Branis (turn to 33) with no payment reward, or go back into the desert (turn to 7).

6 – A desert storm hits the caravan. The dust is overwhelming and many goods are lost. You take 2 hits off your CON yourself in the process from the scouring sand. If this does not kill you, re-roll on this table again.



- 64:** If you have been to this paragraph before or already found Sorn Dar, turn to 58. If you have a **Missing Poster**, read on, but if you do not, turn to 58. You find the limp body of a young man leaning against a cactus. If you can cast *Poor Baby*, do so now. Otherwise, make a L1-SR on LK. If you succeed or cast the spell, turn to 71. Otherwise, turn to 32.
- 65:** You are aiming at a target that is considered large and at near range. Make a L4-SR on DEX. If you missed, it is now his turn to attack; turn to 47. If you succeeded, the wizard must take the full hits of your ranged weapon plus adds (minus 7 for the enchanted robes he is wearing). If you did not manage to kill him, turn to 47. If he is dead, turn to 57.
- 66:** Determine the number of hits of damage for your *Take That, You Fiend*. It will only inflict the level of the spell multiplied by your IQ in hits. If this has managed to kill the wizard, turn to 57. If not, turn to 47.
- 67:** If you cast *Whammy*, triple the effectiveness of any weapon not previously enchanted for one turn, then turn to 47. If you cast *Freeze Pleeze* or *Blasting Power*, apply the damage; if this kills the wizard, turn to 57, otherwise turn to 47. If you cast *Double-Double*, double the attribute of your choice for 1 combat turn and then half that attribute for the following combat turn; turn to 47.
- 68:** The old man fights with a wooden staff (2 dice + his adds). You may use whatever weapon you have, plus your own adds in continuous melee combat. A magical dweomer from the old man keeps your own magic from functioning in this room at the moment. If you kill him, turn to 57. If he kills you, close the book. If he reduces your CON to 1 to 5, turn to 40.
- 69:** The metallic door is open to the Bric-Cact Desert before you. If you wish to exit into the desert, turn to 7. Otherwise, you may backtrack by turning to 62.
- 70:** If you have an **Agon Coupon**, turn to 31. If you were given a **Missing Poster** already, the Smith Agon ignores you and continues hammering. Otherwise, read on. The smith stops swinging his hammer for a moment to speak to you, "Oh, a talkative one, eh? Well, I'm not use to people being friendly and all, so I appreciate it. The life of a filthy smith I guess. Sams Agon is the name. Pleased to meet you. At any rate, perhaps you can help me with something." The smithy tells you that his apprentice has been missing for some time now in the desert. "I would have given him up for dead, but he's a tough young lad, that Sorn. Maybe you can find him." You tell Sams that you will gladly keep an eye out for his young apprentice. He hands you a **Missing Poster** with an illustration of the young man Sorn Dar (note the item on your character sheet). Turn to 59.
- 71:** You find the young man is still alive and easily revived with a bit of water. He awakens with renewed strength to tell you his name is Sorn Dar and he has had no strength to move until now. As a gift of thanks, he gives you an **Agon Coupon** and a **Pickling Poniard** (2 dice + 10; any poison applied lasts one extra turn even if it hits its mark; 900 g.p.) before he makes his way back home to Branis. Gain 300 a.p. If you follow him to Branis, turn to 33. Otherwise, turn to 7.

72: You find a rare plant. It appears to be an **Agolgi Flower** according to local flora. You take the flower and continue on your journey. Turn to 7.

73: You exchange a bit of small talk with the bartender, and then ask him of any news of work in town. "I'm sure if you be lookin' for work, the mayor be the one to ask," says the bartender. Turn to 1.

74: Feel free to purchase any of these items, and then turn to 7 when finished. You may only purchase up to one of each this encounter.



Dust-mottled Cloak (1,000 gold pieces) – This cloak will protect you from heat exhaustion. You can only lose CON from starvation while in the desert, but never lose any ST.

Bric-Cact Potion (250 gold pieces) – This potion has one dose that will recover your body completely from starvation and heat exhaustion (restore your CON and ST losses that were caused by desert travel only).

Desert Dervish Leather (2,000 gold pieces) – This leather armor suit was created specifically as protection against Bric-Cact Bandit-forged weapons. It provides protection of 6 Hits against normal attacks, but 12 versus Bric-Cact Bandits (this is doubled again for Warriors).

Desert Rations (100 gold pieces) – These provisions only weigh 5 and provide enough nutrition and meals for 7 days.

Cacti Compass (4,000 gold pieces) – This magical compass helps prevent you from getting lost in the desert. Any time you make a roll at Paragraph 7, on an odd number you may choose to turn straight to 33.

Scorpion Anti-Venom (170 gold pieces) – This vial contains one dose that will cure any poison from the venom of scorpions.

75: *You have been wandering the desert for many hours attempting to find what you are looking for. If you wish to cast a spell, choose one and consult the Magic Matrix. Otherwise, make a L3-SR on IQ. If you succeed, turn to 78. If you fail, turn to 7.

76: Make a L4-SR on CHR. If you succeed, she will sell you any poisons at 100% of list price, for this visit only. If you fail, she makes you another offer. "If you can bring me the rare **Agolgi Flower** from the Bric-Cact desert, I may be willing to give you a significant one-time discount. After all, this flower is very rare. And so intoxicating I might add." Regardless, turn to 14.

- 77:** You find the mechanism to open the magical chest. Inside, you discover a **Helmet of the Scorpion** which gives you a bonus +1 CON as long as it is worn and can take 2 hits in damage from any source (poison, physical, or magical). In addition, there are many volumes of spellbooks. You may choose one spell of any level to learn to memory if you are a Rogue or Wizard (or Warrior-Wizard), even if it is of a higher level or requirements than you can currently cast. Although, you will not be able to cast it if you do not have the IQ or DEX or ST requirements. In addition, you may roll once on the Treasure Table in the Tunnels & Trolls manual (coins are in gold pieces). Turn to 8.
- 78:** If you were looking for an **Agolgi Flower**, you may immediately turn to 72. If you were looking for Sorn Dar and had not found him already, turn to 64. If you were looking for a Serpentine altar, turn to 19. If you were looking for the way to Branis, turn to 33.
- 79:** *You encounter a scantily clad woman, adorned with over a dozen snakes coiling around her body. "Brave hero of Annelsia," says the woman, "I am Rasptikiya, goddess of the desert and the serpent. Will you not worship me and all of my beauty?" If you choose to do so, destroy any **Medallion of Tyros** you may be carrying, lose 1 CHR permanently, but gain a **Serpentine Emerald** (200 g.p.). She vanishes as if she were a mirage; turn to 7. If you choose not to worship her, she attacks you (MR 150). If you have a **Medallion of Tyros**, reduce her MR to 75 and you may make one free round of attack in the beginning of combat as the power of that deity holds her back temporarily. If you survive, she vanishes as if a mirage; turn to 7.
- 80:** You find a few worthy mercenaries in the tavern that are available for hire. It will cost you 2 gold pieces per attribute point they have (counting only the 6 attributes from 5th edition T&T) to initially recruit them. Once in your party, they require 25% of the value of all loot acquired (even if you must pay them in gold pieces for a gem you obtained, or even if you later trade in said treasure item for a bonus) and receive an equal share of all adventure points awarded (splitting the normal rewards for paragraph a.p.'s and MRs among the party). If you renege on the deal, they will abandon you immediately and you cannot recruit any more hirelings within this solo. You can, however, dismiss these mercenaries as you please without consequence. All SR's are still only made by you to determine success or failure (unless otherwise specified), and you cannot take the hirelings treasure or equipment unless they perish.
- Roll one die. On a 1 or 2, you find a warrior. On a 3 or 4, you find a rogue. On a 5 or 6, you find a wizard. Roll up the hireling as you would a new character including their equipment. You may have a total of 3 hirelings. Roll the die again to determine his or her class. You may roll only up to 3 times here until your next visit to the desert. When you are finished, turn to 1.
- 81:** You sneak into the bandit camp. If you wish to approach the altar, turn to 46. If you wish to escape while you can, turn to 7.

Wandering Persons Table

Roll one die and consult the table below. If you roll a named person that is no longer alive, you encounter no one. Deal with the wandering person, then return to the paragraph that sent you here.

1. Rabilis the Trader (MR 75) – This ugly half-orc trader sells a number of goods to passersby. However, he is a bit selective of his clients since his prejudice finds many races to be repulsive. Make a L2-SR on CHR. If you speak *Orcish*, make a L1-SR. If you succeed, Rabilis will buy any items from you at 75% of their value, or sell any general supplies to you at 125% of their value. If you fail the SR, he ignores you. He will only combat you if provoked.
2. Bric-Cact Bandit (MR 30) – You are accosted by a short fellow dressed in a brown tunic and bandana wrapped around his head. His mask only reveals his eyes. Make a L3-SR on CHR. If you speak *Hobbit*, make a L2-SR. If you succeed, the bandit speaks a few expletives towards you and continues on his way. If you fail or wish to provoke him, the Bandit attacks you. If you kill him, you find him in possession of a **Serpentine Ring** (100 g.p.) you may take.
3. Branis Soldier (MR 50) – You are accosted by a scandalous soldier of the local guard. If you have killed a guard before, the Branis Soldier immediately attacks you. Otherwise, make a L1-SR on CHR. If you succeed, he asks for a bribe in the amount of 100 gold pieces to let you pass; return from whence you came. If you fail the roll, refuse to pay, or cannot, he throws you into the local jail (turn to 38). You may choose to fight him instead. If your CON is reduce to 1 to 5, you are thrown into jail (turn to 38). If your CON is 0 or below, you are dead; close the book. If you survive the battle, turn to 49.
4. Coralisin the Sorceress (ST 27; IQ 18; CON 18; DEX 24; LK 14; CHR 21; quarterstaff) – She is a level 3 Wizard. Make a L2-SR on CHR. If you can speak *Elvish*, make a L1-SR. If you succeed, she offers to teach you one spell of Level 1 to 3 (of your choice) for half the normal rate (Rogues included). If you fail the SR, she greets you politely then carries on. If you provoke her, she will fight, casting a Level 1 *Take That You Fiend* each round of combat (2 ST) until her ST is 3.
5. Amosin Dar (MR 100) – He is the founder of the temple in Branis. Make an L2-SR on CHR. If you have a **Medallion of Tyros**, make a L1-SR. If you succeed, he offers to restore your ST and CON to its maximum for 100 gold pieces. If you fail the SR, he greets you politely then carries on. If you have an **Agon Coupon**, he recognizes you as the one who found his son Sorn within the desert. He offers to restore your ST and CON for free (do not perform the Saving Roll).
6. Desert Villager (MR 15) – One of the locals of Branis. Make a L2-SR on CHR. If you can speak *Common*, make a L1-SR. If you succeed, the villager tells you about some of the local news, geography, and dangers; gain 50 a.p. If you fail the SR, the villager is offended by your lack of customs. Make a L2-SR on IQ. If you succeed, he concedes and lets you pass. If you fail, he enters into a brawl with you.

Magic Matrix

	OT	RB	HH	FM	KK	OG	TT	VB	CS
5	¶12	□	□	□	□	□	□	□	□
9	□	1-3	[20]	□	□	1-4	†	†	†
12	□	□	□	□	¶23	□	□	□	□
16	□	× 2	1-5	¶13	□	× 2	× 2	× 2	†
19	□	¶9	¶81	¶81	□	¶9	¶9	□	¶9
23	□	¶26	¶37	¶37	□	¶26	¶26	¶26	¶26
24	¶41	□	□	¶54	□	□	□	□	□
26	□	1-5	[20]	□	□	1-4	× 2	[10]	†
33	□	1-3	†	□	□	1-4	†	†	†
53	□	□	□	¶34	□	□	□	□	□
55	□	□	□	□	¶69	□	□	□	□
57	¶77	□	□	□	¶77	□	□	□	□
58	□	1-3	†	□	□	1-4	†	†	†
60	□	•	[40]	□	□	□	¶66	¶44	¶67
61	□	•	[40]	□	□	□	¶66	¶44	¶67
63	□	1-3	[20]	□	□	1-4	†	†	†
75	¶78	□	□	¶78	□	□	□	□	□
79	□	•	[30]	¶7	□	1-2	× 2	[20]	1-3

- † = The spell takes effect.
 × 2 = The spell works with double effect.
 • = The spell rebounded on you and took full effect.
 □ = The spell does not work; no effect. Return to the paragraph where you cast.
 [XX] = The spell must be cast with at least XX Strength for it to take effect.
 #-# = Roll one die. The spell works if you roll within the range indicated.

OT: Oh There It Is
 RB: Rock-a-bye
 HH: Hidey Hole
 FM: Fly Me
 KK: Knock Knock

OG: Oh-Go-Away
 TT: Take That, You Fiend!
 VB: Vorpall Blade
 CS: Combat spells that include Freeze Pleeze,
 Blasting Power, Whammy, Double-Double