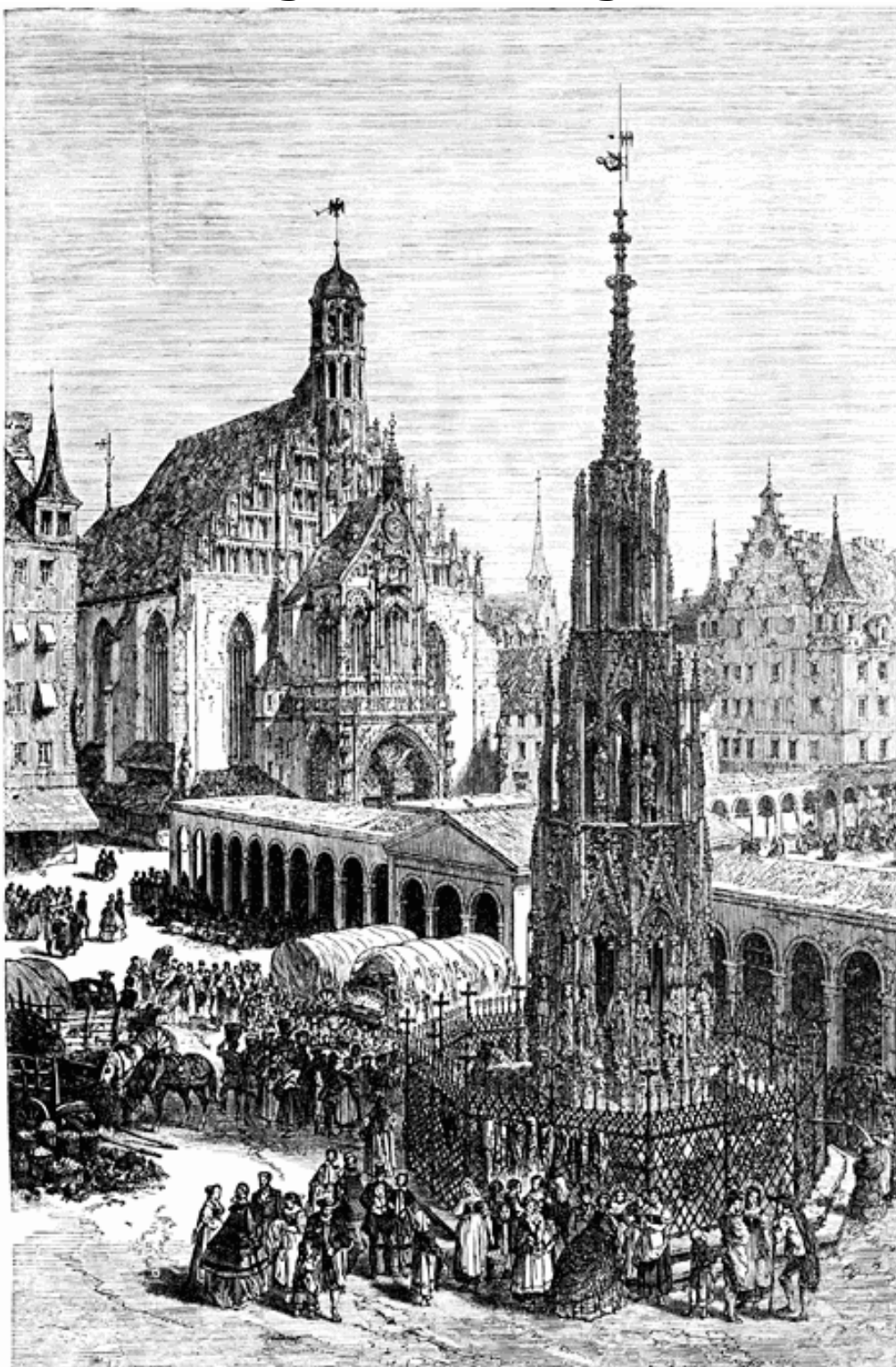


Khazan City Chaos

A solitaire adventure for Tunnels and Trolls

By Stuart Lloyd



Khazan City Chaos

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Many thanks to Nicky Elliott for her help and support.

This solo was written using the [ADVELH](#) program. Many thanks to Xhoromag for creating it.

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Khazan City Chaos

Welcome to Khazan City Chaos! This solo is designed for a level 1-2 Human, Elf or Dwarf who may be a warrior, wizard, rogue, paragon, leader, ranger or citizen (although playing as a citizen is a challenge) with no more than 30 adds. In this scenario, you must enter Khazan City to find great riches, but be warned! You might make your fortune in a day but you could also lose it in a minute.

Rules for this solo

DARO and TARO

When rolling 2d6, all doubles add and roll over (DARO) and when rolling 3d6, all triples add and roll over (TARO).

Talents

Below is a list of talents that may be used in TnT solo adventures written by me. You may add the bonus of any talent you have when making a saving throw if you see the name of the talent in parentheses after the saving throw instruction. For example, 'Make a L1SR on STR (Labouring, Smithing) means that you must make an SR on strength and add your bonus for labouring if you have it and smithing if you have it (so you may get the bonuses from more than one talent as they may involve overlapping skills).

The talents that will be used in my TnT solos are:

STR: Labouring, Climb, Swim, Smithing, Break bonds, Wrestling, Power strike, Charge!, Smash weapon.

CON: Survival, Iron stomach, Healing, Poison resistance, Disease resistance, Ascetic, Resist heat and cold, Tireless.

DEX: Acrobatics, Pick lock, Sneak, Riding, Balance, Use rope, Escape artist, Disarm opponent, Thievery, archery, throwing.

SPD: Dodging, Sprint, Quick draw, Unconscious defence, Arrow catch, Deflect missile.

INT: Appraise, Strategy, Plant lore, Artifice, Alchemy, Decipher script, First Aid, Symbol lore, Religion lore, Architectural lore, Search, Spot weakness.

WIZ: Sense magic, Intuit danger, Sense wizard, Synchronicity, Blindsense, Hypnotism, Sense changeling, Fae law, Divination, Gut feeling, combat prediction, Willpower.

LK: Gambling, Just what I need, Narrow escape, Wild guesswork, Unlikely encounter, Coincidence, Impossible shot, Impossible hit.

CHA: Persuasion, Disguise, Calm animal, Con, Haggle, Intimidate, Etiquette, Amazing performance, Rousing speech, Taunt.

Combat

Before combat, you may *either* cast one spell that can be used before combat (see below) *or* use a ranged weapon. To hit your opponent, you must perform a L2SR on DEX (crackshot, archery (if using bows), throwing (if using a thrown weapon)).

Stunts in combat

Combat isn't just all about wearing down your opponent's MR while trying to stop them hitting you. In a TnT RPG, you can suggest your own stunts to the GM who can work with you to find out the result. However, you can't do that in a solo, so instead you will have stunts suggested to you. If you fight a combat, you may be given the option of performing certain stunts. These stunts are saving throws against a particular attribute (and possibly talent) which may produce an extra effect in your favour. You may decide to perform a stunt at the end of each combat round after the damage has been dealt. You may perform a stunt whether you win or lose the round. You then make the saving roll. If you succeed, you get the effect listed. If you fail, you take points of spite damage equal to the level of the saving roll as your opponent takes advantage of your failure. You may try the same stunt again on the same opponent, even if you succeed, but each time, the saving roll level increases by 1 as they become wise to your tricks (If you fight multiple opponents, it still increases even if you try the same stunt on a different opponent as they can all see what you are up to).

Most of the time, the reason why you get the effect of the stunt is not given. You come up with the story of what you do to pull off such an effect – a saving roll on INT that allows you to automatically inflict 1 point of spite damage per round may come from you spotting a chink in your opponent's armour. A saving roll on STR that makes your opponent miss two rounds of combat may be because you slammed your staff into their belly and winded them. You come up with the action.

For example, Malaros the wizard is fighting an orc who is much bigger and stronger than him. However, he manages a L2SR on INT to spot a weakness in the orc's defence. This means that in every round after, Malaros can inflict 1 point of spite damage each round. In the next round he rolls his dice and loses, but he still gets in his 1 point of spite damage. Then he tries the same trick. Now it is a L3SR on INT, but he succeeds again and from now on, he will inflict 2 points of spite damage per round.

Also, sometimes, monsters may try stunts on you! Watch out for that!



Spells

Below is the list of spells from the TnT 7.5 Core Rulebook and when you may use them. There are some spells that may be used before combat, some that may only be used when named in the text, some that may be used at any time and some that may only be used on a willing target (as you are playing a solo, however, these will almost never be used). Some spells may be used in other circumstances. For example the call flame spell may be used in place of a tinderbox.

Level 1 (INT + DEX 10)

Spells you may use before combat: Dem Bones Gonna Rise, Hold that Pose (target loses 1st combat round), Oh Go Away (counts as winning against a *single* foe. Otherwise, one foe does not take part in combat for 2 rounds – one to flee, one to get back), TTYF, Vorpall Blade,

Spells you may use on another, willing target (not too useful): Creme de la Kremm, Teacher, Suppress Kremm,

Spells you may use on any paragraph you are not fighting or performing a saving roll: Hocus Focus,

Spells you may only use when the text demands: Detect Magic, Know your foe, Lock Tight, Oh There it is, That's a Natty Beard, Who's There?, Will o Wisp,

Other notes:

Call flame: Can be used in place of a tinderbox or when lighting a fire.

Call water: Can be used in place of a waterskin or when putting out a fire.

Knock Knock: Can be used when there is a saving roll to pick a lock.

Level 2 (INT + DEX 12)

Spells you may use before combat: Glue You, Hidey Hole, Little Feets, Spirit Mastery (can then use the enslaved monster to fight another monster. If the hero's characteristics go below the MR of the monster, they must fight the monster then), Unerring Blade, Unlucky Bees, Whammy.

Spells you may use on another, willing target (not too useful)

Spells you may use on any paragraph you are not fighting or performing a saving roll: Dura Spell Battery, Poor Baby.

Spells you may only use when the text demands: Cateyes, Ding a Ling, Find Object, Mirage, Omnipotent Eye,

Other notes:

Hidey Hole: Doubles an attribute for the purposes of hiding or sneaking SRs.

Little Feets: Doubles an attribute for the purposes of running SRs.

Level 3 (INT + DEX 15)

Spells you may use before combat: Befuddle (If multiple opponents, target fights another one for 3 turns, otherwise no action for 3 turns), Blasting Power, Fire at Will, Firestorm of Protest (only used on multiple opponents – you may flee while they argue), Freeze Please, Rock a bye (puts 1 target out of action, may flee), Shield Me,

Spells you may use on another, willing target (not too useful)

Spells you may use on any paragraph you are not fighting or performing a saving roll: Healing Feeling

Spells you may only use when the text demands: Devoted Rain Cloud, Dis-Spell, Find Person, Firestorm of Protest, Fly me, Hard Stuff, Slush-Yuck.

Other notes:

For What it's worth: Caster can use this whenever there is an SR that the appraise skill could be used for. They will automatically pass it.

Level 4 (INT + DEX 19)

Spells you may use before combat: Double Double, Protective Pentegram (may cast two more spells on self or flee unharmed), Smog,

Spells you may use on another, willing target (not too useful)

Spells you may use on any paragraph you are not fighting or performing a saving roll: Too Bad Toxin

Spells you may only use when the text demands: Dum Dum, Upsidaisy

Other notes:

Double Double: Can be used for any SR. The halving only lasts on the next paragraph.



Level 5 (INT + DEX 24)

Spells you may use before combat: Breaker Breaker, Mind Pox, Trollgod's Blessing, Zingum (escape combat),

Spells you may use on another, willing target (not too useful)

Spells you may use on any paragraph you are not fighting or performing a saving roll: Resist Magic (lasts the gamebook, may not restore WIZ while in operation),

Spells you may only use when the text demands: Dear Lord, ESP, Second Sight, Zingum,

Other notes:

Level 6 (INT + DEX 30)

Spells you may use before combat: Blue Shirt of Life, Reversal of Fortune,

Spells you may use on another, willing target (not too useful)

Spells you may use on any paragraph you are not fighting or performing a saving roll:

Spells you may only use when the text demands: Mystic Visions, Porta Vision,

Other notes:

Level 7 (INT + DEX 37)

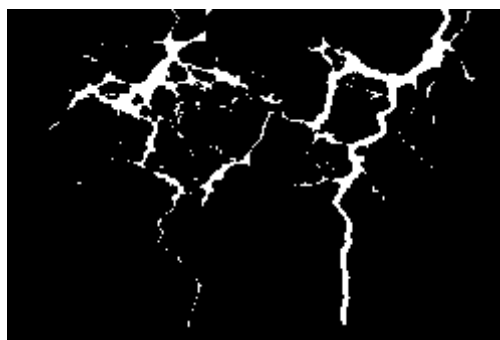
Spells you may use before combat: Zappathingum

Spells you may use on another, willing target (not too useful)

Spells you may use on any paragraph you are not fighting or performing a saving roll:

Spells you may only use when the text demands: Invisible Wall

Other notes:



Level 8 (INT + DEX 45)

Spells you may use before combat: Zapparmour

Spells you may use on another, willing target (not too useful)

Spells you may use on any paragraph you are not fighting or performing a saving roll: Patterns of Cosmic Fate

Spells you may only use when the text demands: Imafrawg

Other notes:

Imafrawg – can be used to automatically succeed at any disguise SR.

Zombie Zonk – can be used on the body of an opponent after combat.

Level 9 (INT + DEX 54)

Spells you may use before combat: Death Spell #9, Medusa, Yerafrawg (auto win against 1 opponent)

Spells you may use on another, willing target (not too useful)

Spells you may use on any paragraph you are not fighting or performing a saving roll: Mortal Source

Spells you may only use when the text demands: Pygmalion

Other notes:

Level 10 (INT + DEX 64)

Spells you may use before combat: Hellbomb Burst, Smaller is Smarter,

Spells you may use on another, willing target (not too useful)

Spells you may use on any paragraph you are not fighting or performing a saving roll:

Spells you may only use when the text demands: Blow Me To..., Wizard Speech

Other notes:

Level 11 (INT + DEX 75)

Spells you may use before combat: Bigger is Better, Blow You To (auto win, no treasure)

Spells you may use on another, willing target (not too useful)

Spells you may use on any paragraph you are not fighting or performing a saving roll:

Spells you may only use when the text demands: Cut the Cord, Ghostly Going

Other notes:

Level 12 (INT + DEX 87)

Spells you may use before combat: Banishing (only against demons), Invisible Fiend, Summon,

Spells you may use on another, willing target (not too useful)

Spells you may use on any paragraph you are not fighting or performing a saving roll:

Spells you may only use when the text demands: Nefarious Necromancy, Omniflex,

Other notes:

Level 13 (INT + DEX 97)

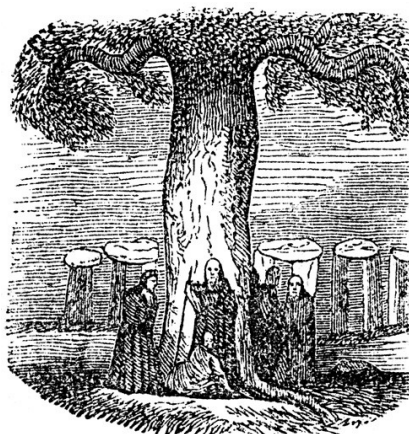
Spells you may use before combat:

Spells you may use on another, willing target (not too useful)

Spells you may use on any paragraph you are not fighting or performing a saving roll: Born again

Spells you may only use when the text demands:

Other notes:



The find object spell

You may try to cast the find object spell on any paragraph where you do not have to fight or perform a saving roll (or any paragraph with a *) to locate the lost items of jewellery once you are in the city. If you manage to cast the spell, make a note of the paragraph that you are on and turn to [43](#).

Recovering WIZ

You may recover 1 point of WIZ on any paragraph that does not involve a combat or a saving roll. If there is an * by the paragraph number, you may restore your WIZ to its initial level (this will be due to a long period of time passing over that paragraph).

Adventure points in a solo

The number of adventure points you are awarded in a solo depends on the following factors.

Monsters defeated = MR

Saving rolls = Dice roll x SR level

Casting magic = WIZ points expended.

Completion of adventure = number allocated.

Playing as a citizen

This is something that you should only do if you really want a challenging game. To make the challenge a little easier, if you decide to play a citizen, you may take any or all of the following benefits:

If any of your attributes were rolled up to be under 10, you may raise them to 10.

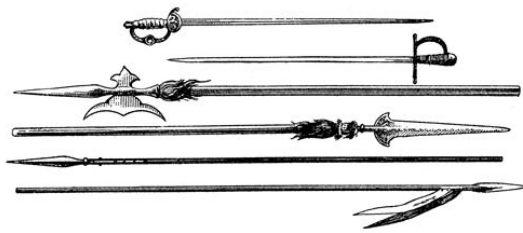
You may take the local knowledge (Khazan City) talent in addition to your other talents. You can add the bonus of this talent to any INT, CHA and LK saving roll as long as you are in Khazan City as you have grown up there, know your way around and you are well liked by the locals.

You may raise the bonus of any or all of the talents you have to +6.



Equipment

If you have used this character in a previous adventure, you have all the equipment and gold that you had from the previous adventure. Otherwise, you may start the adventure with any weapons and equipment in the Equipment list from the 7.5 core book.



Treasure

If you are a starting character, you have 3d6 x 3d6 x 3d6 x 3d6 gold pieces and then roll ten times on the jewels table to determine what great haul they have amassed from previous adventures.

Jewels

2 A large uncut crystal worth 100gp and roll again.

3 A medium sized cut ruby worth 300gp.

4 A big cut aquamarine gem worth 250gp.

5 A small cut topaz worth 200gp.

6 A large uncut crystal worth 100gp.

7 A semi precious stone (e.g turquoise, tiger eye, carnelian, zircon) worth 50gp.

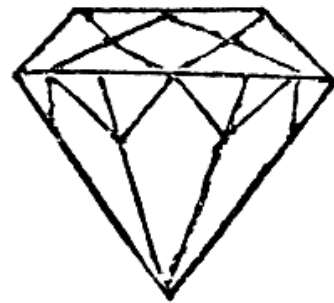
8 A small cut diamond worth 100gp.

9 A medium uncut emerald worth 200gp.

10 A medium cut opal worth 250gp.

11 A medium sized cut sapphire worth 300gp.

12 A small cut diamond worth 100gp and roll again.



Introduction

You never thought that as an adventurer could be so boring. Oh, you've had exciting times delving into dungeons, fighting strange beasts and discovering great treasures, but why does there have to be such a long period of boredom in between?

You have spent weeks traipsing through the forest, following the Charother River in the attempt to get to the City of Khazan and spend your hard won gold frivolously like all adventurers should. However, you forgot just how long it took. Why do monsters and evil wizards have to build their dungeons so far from civilisation? It's very inconsiderate. You have not seen another soul for days.

Dusk is approaching. You wander along the river bank, lost in your thoughts until the smell of roast pork brings you back to your senses.

First comes the smell of pork. Then comes the sound of a crackling fire and of conversation. As quietly as you can, you make your way towards the smell and the noise so that you can eavesdrop on the conversation.

From behind a bush, you can see two rough men in leather jerkins and carrying swords sitting near a fire where they are roasting some pork. They are drinking ale from bottles and tossing them casually into their camp site when they are finished. There are half a dozen tents in the clearing, clearly indicating that there are more inhabitants of the camp.

'Why did the boss have to leave us here and go to Khazan? "Guard the camp" he says. Guard it against what? There's no one out here.'

'Too right.' Complains his companion. 'I would have enjoyed a few day's comfort, but instead I'm stuck in the forest. I bet the boss will lie about the money he got from selling those royal treasures too so he'll give us a smaller share.'

'Well, maybe we could help ourselves to some of that huge pile of money that we took from that nobleman and his retinue instead...'

You have heard enough. Huge piles of money? Royal treasures? It's time to claim them for yourself...

Turn to 1

You surprise the men. You may take an extra action before this combat. The two bandits each have a MR of 12 (2d6 +6). They each have quilted armour which absorbs 3 hits.

Stunts:

L1SR on INT (find weakness): Inflict 1 point of spite damage on one bandit each round from now on.

L2SR on STR (charge!): Inflict 4 points of damage on one bandit and knock him over so that he can't fight in the next round. May only be done in the first round of combat.

L3SR on DEX (disarm): Reduce the number of attack dice of one bandit by 1. You may only do this once per bandit.

L4SR on LK (impossible hit): Inflict 12 points of damage on one bandit, ignoring armour.

If you win, you search the bandits' camp to find a chest which you greedily try to open. Make a L1SR on DEX (lock picking). If you succeed, you open the chest with no trouble. If you fail, you set off a gas trap. Make a L2SR on SPD (dodging). If you fail, lose 5 CON due to the gas. If you survive, you may take the gold pieces in the chest. There are 500 gold pieces in the chest plus an extra randomly determined amount. Roll 2d6 and multiply that number by 10. Do this five times. That is how many extra gold pieces there are in the chest.

Your thoughts turn to the royal treasures that their boss and the rest of the gang went to sell in the City of Khazan. You could make a lot of money from these treasures, either by returning them to the Royal family or by selling them yourself.

You think about this while eating the bandits' pork. When you drift off to sleep in one of the tents, you dream about the adventures you will have in Khazan and the treasures that you will win.

The next day, you march off to Khazan, hoping to get there as soon as possible in order to find the treasures. It takes you another two days before you see the towers of the great city. Another day of travel sees you at the city gate where your excitement at the prospect of adventure is cut short by a grumpy looking half ogre guard in black armour and carrying a spiked mace who stands in your way. 'Oi, you! What's yer business?' He demands. What will you say?

'I'm a merchant who wants to sell my wares'? Turn to [10](#).

'I'm on a mission from the king'? Turn to [29](#).

'None of yer business, now let me in you ugly sack of dung!'? turn to [8](#).

'How about I make a little "tax payment" to your good self and you forget about my business.'? Turn to [47](#).

'Have at ye, fiend! No one stands in my way!'? Turn to [49](#).

'I can't be doing with this. I'm off to seek adventure elsewhere.' Turn to [55](#).

Or if you would like to cast the ESP spell (if you can), turn to [45](#).

2*

You enjoy course after course of the most food that you have tasted in your life. Siren eggs, dragon liver pate, golden apple crumble and many other fantastic dishes. The food does not only smell and taste excellent - it also makes you think more clearly and improves your mood. Now that you have dined on fine food, you feel on top of the world. Restore 1 CON and add 1 to your CHA. Then comes the bill. It is 1000 gold pieces! If you can and wish to pay this, you do so and leave. Turn to [53](#). If not, you will have to sneak out. Make a L2SR on DEX (sneak). If you succeed, you get away. Otherwise,

you have to wash up all night and be treated like dirt by the extremely posh waiter. Lose 2 CON and reduce your CHA by 2. Turn to [53](#).



3*

You wait while the next contestant is duped into entering the ring (you may take actions to heal yourself/strengthen yourself). While you wait, the audience create a song about you, their new champion (you may write yourself a song about how formidable you are).

Eventually, the trumpets blare as the next contestant enters the ring. The crowd cheer as a dragonling warrior enters, baring its teeth and flapping its wings. You must fight it. It has a MR of 30 (4d6 +15) and has armour that absorbs 3 hits. It is also more resistant to magic than most monsters (it has an effective WIZ of 15).

Stunts:

L2SR on STR (smash weapon): Reduce the combat dice of the dragonling by 1. May only be done once.

L2SR on SPD (dodging): Reduce the spite damage from the dragonling by 1 each round.

L3SR on INT (spot weakness): Inflict 1 point of spite damage every round after this one from now on.

L4 SR on LK (impossible strike): Inflict 10 damage on the dragonling ignoring armour.

If you win, you get a gold bracelet studded with turquoise stones (probably because it is too hot to sell at the market) worth 250 gold pieces. The man asks you if you want to fight another opponent. If you do, turn to [42](#). If not, turn to [6](#).

4

You are taken to an old man in official robes. 'Speak your piece.' he says.

If you present to him the head of the bandit leader, turn to [27](#).

If you to show the man some jewellery that you think belongs to the king, turn to [36](#).

If you can do neither of these, you must leave the palace. Turn to [14](#).

5

You notice that one flower is a Thoris plant which is valued by wizards. You take a sniff of its sweet scent and immediately restore your WIZ to its initial value. You may reduce the cost of any spells you

cast by 1 for the rest of the solo adventure. You return to the Old quarter. Turn to [53](#).

6

As you walk through the door of the Krarth inn, a bottle flies past your head and smashes against the wall. The tavern by the river is full of all kinds of unsavoury types - ragged rogues, vicious pirates and drunken thugs. They stare at you as you walk through the door before going back to their drinking, gambling and growling. What will you do now?

Order a drink? Turn to [12](#).

Go over to the table where some thugs are gambling? Turn to [32](#).

Go over to the man with the axe? Turn to [50](#).

Leave the pub and explore another part of the docks? Turn to [41](#).

Leave the pub and explore another part of the city? Turn to [14](#).

7

The wizards' guild is a bizarrely shaped top heavy tower near the centre of the city. You notice that the square that tower is in is devoid of any normal citizens. You are greeted by a young apprentice as you walk through the door who offers you the following services.

Learning talents (available to all classes) – the wizard teachers here have spells that allow them to give you lots of information in the space of a few hours. This means that you may learn one of the talents listed below (you will get a +1 bonus). However, due to the magic used, this will cost 20000 gold pieces! You may learn as many new talents as your INT score divided by 10 (round up).

INT: Strategy, Plant lore, Artifice, Alchemy, Decipher script, Symbol lore, Architectural lore.

WIZ: Fae law, willpower.

CHA: Etiquette.

Using the labs (available to all classes) - you may pay 1000 gold pieces to use the labs and make some potions.

L1SR on INT (or alchemy) - you may make some acid which you may throw at an opponent before combat. It will inflict 1d6 damage initially and then it will inflict 1 damage every combat round after that as it continues to eat into the target.

L2SR on INT (or alchemy) - if you have some sulphur, you may attempt to make some firepowder. If you throw it before combat, and it hits, it will inflict 2d6 damage on *all* opponents. If you fail the saving roll to make the firepowder, you lose the sulphur.

L3SR on INT (or alchemy) - If you have some quicksilver, you may make some elixir of life which restores your CON to its initial value and cures all poisons and diseases. If you fail the saving roll, you lose the quicksilver.

Learning spells (available only to wizards and paragons) - you may learn any spell that you are capable of casting. The cost is 1000gp per spell level.

Paying a wizard to cast the Find object spell (available to all classes) - This will cost 500gp. If you pay a wizard to cast this spell, turn to [43](#).

When you have finished at the wizards' guild, you explore the rest of the city. Turn to [14](#).

8

The guard is not too pleased about that and turns bright red as he levels his mace at you. Make a L2SR on CHA (taunt). If you succeed, the guard is uncontrollably enraged and flails around wildly for the first round meaning that he will not do any damage to you for that round. Otherwise, it's time for a fight. Turn to [47](#).



9

The silver coin eating house is an establishment of impeccable taste. The large, well dressed bouncer may not let you in. Make a L3SR on CHA (etiquette). If you are wearing silk clothes, it is a L2SR. If you succeed, the bouncer lets you in. Turn to [23](#). If you fail, the bouncer sends you on your way with a quick slap. Lose 1 CON and turn to [53](#).

10

'Oh yer, let's see them then.' Demands the half ogre. How are you going to approach this?

If you pretend to be a jeweller and show the half ogre some gems (you may only try this if you have at least 3 gems), turn to [48](#).

If you tell the ogre that your goods are in a warehouse in the city, turn to [13](#).

If you try to bribe the guard, turn to [47](#).

If you attack the guard, turn to [49](#).

11

Ezmazelda the witch lives in a hovel near the market. However, the inside is luxuriously decorated. She is also not the haggard old crone you expected, but a young looking woman in a long flowing yellow dress. She has long curly golden hair and piercing green eyes. 'Welcome to my shop, traveller.' She says in a gentle voice. How may I help you?

Emazelda can offer the following services:

Healing - For 75gp, she will restore 1 CON. This may be done any number of times.

Potions - Ezmazelda can sell you a healing potion for 2000gp. It will restore your CON to its initial level. She only has one of these.

Spells - Ezmazelda can teach you the following spells at a cost of 1250gp per spell level.

Level 1: All level 1 spells.

Level 2: Poor baby, Little feets, Unlucky bees, Find object, mirage, Omnipotent eye.

Level 3: Befuddle, Rock a bye, Healing feeling, Dis-spell, Fly me.

Level 4: Too bad toxin, Double double.

Level 5: Resist magic, Dear lord, ESP, Second sight.

Casting the find object spell: Ezmazelda can do this for 500gp. If you pay her to do this, turn to [43](#).

Once you have finished, you return to the poor part of town. Turn to [21](#).

12

A drink of ale costs 1gp. You pay the big bald tattooed barman, take a gulp and then have to try very hard not to spit it out in disgust. The barman asks you where you are from. If you want to order another drink and continue the conversation, turn to [39](#). If you are not in the mood for conversation, you consider your other options. Turn to [6](#).



13

Make a L2SR on CHA (con). If you succeed, the dull witted guard lets you through. If not he does not believe you and so you will have to think of another strategy. If you threaten the guard, turn to [8](#). If you bribe the guard, turn to [47](#). If you attack the guard, turn to [49](#).

14

You walk through the gate into the bustling street of Khazan to see someone throw their excrement out of their window. So this is the hub of civilisation. What are you going to do?

Go to the docks? Turn to [41](#).

Explore the rough part of town? Turn to [21](#).

Go to the market? turn to [54](#).

Go to the wizards' guild? Turn to [7](#).

Go to the old quarter? Turn to [53](#).

Go to the royal palace? Turn to [51](#).

Leave the city? Turn to [55](#).

15

You follow the men out and tailgate them until no one else is in sight. While you are doing so, you hear them talk about returning to their camp in the woods. Are these some of the bandits? If you attack them, turn to [33](#). If you return to your meal, turn to [2](#).

16

The man inspects the mithril brooch with a loupe. Ah yes, this is the brooch that the king's grandfather wore on a diplomatic visit to Khosht. Many thanks. You get 100 AP and 200 gold pieces as a reward. Turn to [36](#).

17*

You enter the jeweller's who has many items on offer. He is not buying anything, however, as he has just had a large shipment in recently. You may one of the following:

A gold crown studded with small emeralds 350gp

An antique silver bracelet 50gp

A mithril brooch with a small onyx gem in it 160gp

A silver necklace studded with turquoise stones 370gp

A ring carved from crystal 130gp

A gold arm ring with a large sapphire in it 260gp

When you have finished here, you return to the old quarter. Turn to [53](#).

18*

The art gallery is free to enter. You spend two hours looking at various paintings and sculptures of heroes, kings and other famous and infamous characters of Trollworld. You enter one room full of paintings of the current royal family all dressed in their regalia. The current king is painted sitting on his throne. He is wearing fine clothing, but he is not ostentatiously bedecked. He wears one ring on each hand - one is an emerald ring and the other is platinum. His gold crown is covered in sapphires and he wears a bloodstone necklace and an onyx brooch. In his right hand, he holds his ancestral sword, a high quality but plain broadsword. Eventually, you leave the art gallery to explore another part of the city. Turn to [53](#).

19

Many of the herbs are just common cooking herbs but you manage to find some useful ones. You may use these herbs on any paragraph that you do not fight a combat or perform a saving roll or any paragraph with a *.

Tarramouth - you may use this to restore 5 CON.

Alligator pepper - this herb will increase your STR by 5 for the next combat you fight or the next saving roll against strength that you perform.

Dragonleaf - you may use this to restore 5 WIZ.

Staunch root - slows blood flow from wounds. For the remainder of this solo, you may increase your damage reduction in combat by 1.

When you have finished, turn to [54](#).



20

You notice that every time one of the bandits mentions selling, he pats his right pocket. It must be in there. You sneak up and try to pick his pocket. Make a L2SR on DEX (thievery, sneak). If you succeed, you get the treasure and sneak off (you have found an ornate gold necklace with a bloodstone embedded in it worth 380 gold pieces). Turn to [21](#). If you don't the bandits spot you and whirl around, drawing their swords. You must fight them, but you may not use a ranged weapon or a spell before combat. Turn to [28](#).

21

You head down a street where the large stone buildings become wooden ramshackle hovels. You eventually come to another square full of poor traders hawking low quality goods for a pittance. Crowds of ragged people are browsing the wares. What will you do?

Visit Ezmazelda the witch? Turn to [11](#).

Look at the stalls? Turn to [52](#).

Give some money to the beggars? Turn to [34](#).

Go down the back alleys? Turn to [22](#).

Back to the city? Turn to [14](#).

22

You go down the back alley to find a seedy shop full of goods. You walk in to find a black clad man behind a counter. 'Good day to you.' He sneers. 'I'm looking for jewellery. I'll pay good money for it, no questions asked.' You may sell any jewellery or gems to the man for 50% of their value or the price you paid for them. You may make a L4SR on CHA (haggle, persuasion) for each item. If you succeed, you get 80% of the item's value. If you succeed with a score of 40 or more, you can get 110% of the item's value. If you fail, you get 40% of the item's value. When you have finished here, turn to [21](#).

23

You enter the lavishly decorated eating house where people in smart black and white robes are eating beautifully prepared dishes with impeccable manners and spotless silverware. You see that one waiter is replacing a patron's cutlery every time he puts it in his mouth. A waiter dressed in a spotless black jerkin escorts you to a table where he gives you a scroll with the menu on it. You opt for the duck eyeballs in a fae fruit sauce with some two century year old wine. While you are sipping the fine vintage, you hear some conversation coming from a table of three men.

'That jeweller gave us a pretty penny for the loot, boss.'

'Yeah and he didn't ask no questions, which was good.'

You turn around to see three men in smart clothes but also carrying swords. Their language and apperance doesn't really fit in with the decor of the restrurant. They pay a huge sum of money for their ridiculously expensive meal and start to leave. If you follow them out, turn to [15](#). If you stay and enjoy your meal, turn to [2](#).



24

'Great!' Says the large man as he takes your money. 'It's difficult to get lots of competitors for the death matches.'

'What?' You ask, alarmed.

'Oh, didn't I say it was to the death' Oh well, never mind. Here's your first opponent.

You are shoved through the door into an arena at the back of the tavern. Ruffians scam and cheer as you stumble through the door onto the crospe ridden arena. A large goblin is shoved through a door opposite. You must fight it! It has an MR of 20 (3d6 + 10) and has no armour.

Stunts:

L1SR on CHA (intimidate): You may prevent 1 point of spite damage in every subsequent round.

L2SR on STR (charge!): you may only do this in the first round. If you succeed, you inflict 10 points of damage on the goblin.

L3SR on CON (tireless): Subtract 1 from the goblin's combat roll total.

L4SR on STR (smash weapon): You may only do this once. The goblin rolls 2d6 for combat instead of 4d6.

If you win, you may take your prize of 100gp. The man asks you if you want to fight again.

'Yes please, I've got a taste for blood' Turn to [3](#).

'No thanks, I've got to be elsewhere' Turn to [6](#).

25

'This emerald gold necklace was made for king's mother. He shall be very grateful that you returned it, stranger.' You get 100 AP and 200gp as a reward. Turn to [36](#).

26*

The public gardens are a pleasant area where you can sit and enjoy the collection of well arranged rare and exotic flowers. You may make a L1SR on INT (plant lore). If you succeed, turn to [5](#). If you fail or if you choose not to make the SR, you return to the Old quarter. Turn to [53](#).

27

'Congratulations.' Says the old man. He claps his hands and a servant comes forward with a bag full of coins. 'Here is the 200 gold piece reward on this man's head. Now all we need to do is find the king's stolen jewellery.' Gain 100 AP and turn to [4](#).

28

The crowd parts to see the brawl happen while the vendor frantically tries to rescue his wares. The two bandits have a MR of 12 (2d6 +6) and wear leather armour, which takes 3 hits.

Stunts:

L1SR on INT (find weakness): Inflict 1 point of spite damage on one bandit each round from now on.

L2SR on STR (charge!): Inflict 4 points of damage on one bandit and knock him over so that he can't fight in the next round. May only be done in the first round of combat.

L3SR on DEX (disarm): Reduce the number of attack dice of one bandit by 1. You may only do this once per bandit.

L4SR on LK (impossible hit): Inflict 12 points of damage on one bandit, ignoring armour.

If you win, you grab the treasure (you have found an ornate gold necklace with a bloodstone embedded in it worth 380 gold pieces) and leave the market. Turn to [21](#).

29

Make a L3SR on CHA (persuasion, con). If you succeed, the dull witted half ogre believes your story and lets you into the city. Turn to [14](#). If you fail, the half ogre tells you where to go.

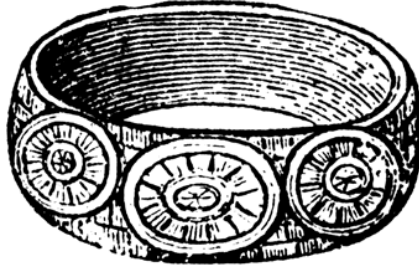
You may now:

Bribe your way into the city (turn to [47](#)).

Fight your way into the city (turn to [49](#))

30

'I am very pleased that you retrieved the platinum ring of wisdom.' Says the man. 'When worn along with the crown, the ring is able to grant the king better judgement.' The man takes the ring and hands over a leather bag full of coins. You get 100 AP and 200 gold pieces. Turn to [36](#).



31*

You enter the temple of the River God. There are many blue robed priests praying, reading and talking with sailors and other worshippers. The temple can offer you many services:

Initiation - you may spend 100gp to become and initiate of the River God (only if you don't worship any other god). This has the bonus of halving the cost of all other services in the temple.

Magical healing - you may spend 100gp to restore 1 CON.

Blessing - you may spend 100gp to reduce the level of the next SR that involves LK by 1.

Protection - you may spend 250gp to increase the number of hits your armour absorbs by 1 for the next combat you fight.

Magic - you may learn the following spells. Each spell costs 1250gp per level to learn.

Level 1: All level 1 spells.

Level 2: Poor Baby.

When you have finished here, you return to the docks. Turn to [41](#).

32

The thugs let you into their game. They are playing cards. You can bet 50gp to enter the game. If you want to gamble, make a L2SR on LK (gambling, just as I wanted). If you succeed, you win 50gp. If you fail, you lose your 50gp. You must then make a L3SR on WIZ (willpower). If you succeed, you may choose to gamble again or leave. If you fail then you are addicted to the gambling and you must gamble again. If you gamble again, the saving roll increases by 1 each time you do so (so the next roll

is a L3SR, the next one is L4SR etc) and each time, you must make a L2SR on WIZ (willpower) to choose to leave. For every level of saving roll, you must bet 25gp. If you win, you get to double your stake. If you lose, you lose your stake. You may only leave if you succeed at the saving roll or if you lose 250gp or more in one game. When you have finished, you think about what else you can do. Turn to [6](#).

33

You take the bandits by surprise. You may take two actions before this combat. Two of the bandits have a MR of 12 (2d6 +6) and their leader has a MR of 25 (3d6 +13). All the bandits wear leather armour which absorbs 3 hits.

Stunts:

L1SR on INT (find weakness): Inflict 1 point of spite damage on one opponent each round from now on.

L2SR on STR (charge!): Inflict 4 points of damage on one opponent and knock him over so that he can't fight in the next round. May only be done in the first round of combat.

L3SR on DEX (disarm): Reduce the number of attack dice of one opponent by 1. You may only do this once per opponent.

L4SR on LK (impossible hit): Inflict 12 points of damage on one opponent, ignoring armour.

If you win, you may take the head of the leader and 100gp that the bandits were carrying. They must have hidden most of their loot elsewhere. You then return to your meal. Turn to [2](#).

34

You give 10gp to the beggars but then they just start to crowd you. You may give them more money if you wish, but they just will not go away. Turn to [21](#).

35

You have firmly established yourself in Khazan as someone who knows how to have a good time. You had a great all night party across the city (deduct 100gp or all of your gold if you have less than this) but you made friends with all kinds - the rich, the traders, the artisans - all of them. From now on in Khazan, all non combat saving rolls based on CHA are reduced by 1. Turn to [14](#).

36

One by one, you take each item of jewellery out of your backpack and lay it before the old man. He

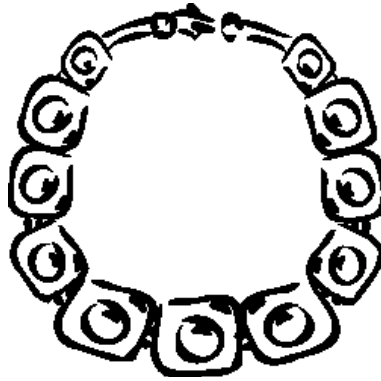
inspects each item. To find out if any of the pieces belong to the king, you need to know the gold piece value associated with the item (either the price it is worth or the price you paid for it). Divide that number by 10 and turn to the paragraph of the new number. If the paragraph makes no sense, then the item is not the king's. When you have finished, turn to [4](#).

37

You enter the drinking house. It is a quiet well decorated pub with very richly dressed civilised clientele. You may order some wine and engage in conversation (deduct 10gp and turn to [44](#)). Otherwise, you return to the Old quarter (turn to [53](#)).

38

The man's eyes light up when he sees the bloodstone necklace. 'This is the king's necklace of life.' Many thanks for returning this, stranger. You get 100 AP and 200gp as a reward. Turn to [36](#).



39

You have a chat with the barman, who tells you about the goings on in the docks. 'I know everything that goes on in these parts, adventurer.' He announces proudly 'And I know that you need to be careful if you want to sell any jewellery. Some of the royal jewellery has gone "missing" and his agents are scouring the entire city for these pieces. Of course, the *city* doesn't cover everywhere you could hide some jewellery.' The barman taps his nose with his finger then goes to serve a troll a refreshing keg of ale. The troll is in a good mood as he has recently smashed some good rocks, so he buys the who tavern a drink. Soon, the patrons are enjoying a riotous party of singing, dancing, gaming and shouting in which you are joining in. You buy a few drinks yourself and get into the full swing of things all night. However, you get to a point where you are finding hard to think about what to say. The world starts to spin. Make a L2SR on CON (iron stomach, poison resistance). If you succeed, you manage to hold your drink as you part all night with the locals. Turn to [35](#). If you fail, everything goes black. You wake up the next morning in a cobbled street on the other side of the city. Strangely, you are still in one piece, but you got very carried away and bough a *lot* of drinks. You have somehow spent 250gp (or all of your gold if you have less than this). With a stinking headache, you decide to explore elsewhere. Turn to [14](#).

40

You walk up the gangplank of a large barge that seems deserted and you go below the deck. The place is a mess. All kinds of objects are strewn about and piled high. You see a rope, a chest, broken furniture, a harpoon, several bottles and all kinds of other items. You may search this mess. If you do, make a L1SR on LK (just what I need). If you succeed, you find a gold ring with an emerald in it worth 250 gold pieces. You hear footfalls on the deck above so you decide to leave.

You quietly climb the ladder and peek onto the deck to see a large tattooed sailor sitting on the deck. You do not want to disturb him. Make a L1SR on DEX (sneak, thievery) or SPD (sprint). If you succeed you get away. If you fail, the man sees you grabs a cutlass and attacks you. He has a MR of 20 (3d6 +10) and no armour.

Stunts:

L1SR DEX (acrobatics): From now on, whenever the sailor rolls a 1 on his combat dice, you may inflict 1 point of spite damage.

L2SR SPD (quick draw): You may only do this in the first round of combat. You automatically inflict 10 damage on the sailor.

L3SR LK (Narrow escape): A seagull hits the sailor in the face. You may escape this combat.

L4SR STR (power strike): Your blow sends the sailor reeling off the edge of the barge and into the river. You may continue as if you have won the combat.

When you have finished, you return to the docks. Turn to [41](#).

41

You head down to the docks where boats of all shapes and sizes are docked. Where will you go in the docks?

If you want to go to the Krarth inn, turn to [6](#).

If you want to go to the temple of the sea god, turn to [31](#).

If you want to go aboard a barge, turn to [40](#).

If you want to explore another part of the city, turn to [14](#).



42*

You wait for the next opponent (you may heal/strengthen yourself and cast spells). Eventually the crowd cheers as another opponent strides into the arena. An armoured lizardkin faces you in combat. Before the referee announces the start, the lizardkin hurls an axe at you. Make a L1SR on an average of SPD and LK (dodging, narrow escape, deflect missile). If you fail, it hits you, inflicting 1d6 + 2 points of damage. The lizardkin has a MR of 40 (5d6 +20) and has armour and scales that absorb 5 hits of damage.

Stunts:

L1SR on STR (power strike): Reduce the number of hits that the lizardkin's armour absorbs by 1 for the rest of the combat.

L1SR on CHA (taunt): Reduce the amount of spite damage that the lizardkin inflicts by 1 per round.

L2SR on CON (tireless): For the rest of the combat, if the lizardkin rolls two 1s in a round, you inflict 3 points of spite damage.

L4SR on WIZ (combat prediction): Increase your adds by 3 for the rest of this combat.

If you win the combat, the man gives you a small gold statuette of a warrior worth 460 gold pieces. He then tells you that you are too good for the deathmatches and that you should never come back again. You return to the inn. Turn to [6](#).

43

The spell tells you where you can find jewellery from the Royal collection. You get a strong feeling from the palace (makes sense). You then get quite a strong feeling from the docks, then the Old Quarter, the rough part of town and the market give equally strong feelings (but weaker than the docks). It seems that you might find some royal treasures in each of these places. Return to the paragraph from whence you came.

44*

You join a group of men bemoaning the new money types that are moving into the old quarter. For example, one gentleman is aghast at the men he saw in the eating house over the past few nights. 'It's disgraceful. They swan around, throwing their money about. They look like bandits from the woods. Honestly.'

After the conversation, you leave the drinking house. Turn to [53](#).

45

You cast the spell to read the thoughts of the guard. As you deduced correctly, as a half ogre, his thoughts are somewhat slow and simple. Apart from gold, fighting, watching deathmatches in the Krarth Inn and food, the guard thinks of very little else. He is, however, scared of the captain of the guard, a vicious man who offers little mercy or leeway. The ogre failed to prevent some exiled thieves sneaking into the city last week and he is worried that the captain might find out. You hatch a plan.

'I'm here to inspect the security of the wall.' You say, trying to sound authoritarian. 'Some infamous thieves who we had exiled found their way back into the city at some point and they have been causing all kinds of trouble.' As you describe the thieves, you see sweat appearing on the half ogre's brow.

'It's all good here.' Replies the half ogre. I haven't seen the men.

'Well this is a very serious matter.' You say. 'If I find the guard who failed to do his duty, I'll see them flayed. Now let me in so that I can question the other guards.'

The guard steps aside and salutes you as you stride past him into the city. Turn to [14](#).

46

As you take the gold statuette out of your bag, a flash of panic crosses the man's face. 'Guards! Guards!' He shouts. A dozen soldiers bearing pikes burst into the room. 'Take this statuette and toss it into a fire. Melt it down. Immediately!' A guard runs off with the statuette. The man turns to you 'This piece was indeed ours, but it was a trap. If you had owned the statuette much longer, stranger, it would have turned into a metallic golem with the intent on ending your life. We will dispose of it safely.' Turn to [36](#).

47

'What?' Asks the ogre.

'If I give you money, you can let me in.'

You can see the realisation slowly spread across the half ogre's face.

'OK then. That will get me more money than this lousy job. Why didn't I think of that before?'

The ogre will accept 2d6 x 2d6 gold pieces to let you into the city. If you pay this amount, you may enter. Turn to [14](#).

If you do not want to pay the bribe, you may threaten the half ogre guard (turn to [8](#)),

attack the guard (turn to [49](#)) or leave the city of Khazan (turn to [55](#)).

48

'Here we are, sir. I am a jeweller and here are my wares.' You say. The guard picks up each item and inspects it, fascinated. 'I believe your story. You may go into the city, and I'll be taking *these* as tax.' The half ogre is holding your three most expensive gems. If you let the ogre take the items, cross them off your equipment list as you walk into the city, tail between your legs. Turn to [14](#). If you want your treasure back, you are going to have to fight the guard. Turn to [49](#).

49

You engage the slow, dull witted half ogre guard in combat. He has an MR of 40 (5d6 +20) and wears a breastplate that absorbs 3 hits.

Stunts:

L1SR SPD (dodging): Reduce any spite damage that the guard inflicts by 1 each round.

L2SR CHA (taunt): The ogre inflicts no damage in the following round.

L3SR WIZ (combat prediction): You may increase your damage reduction by 2 for the rest of the combat.

L3SR INT (spot weakness, strategy): In subsequent rounds, every time the guard rolls a 1 for his combat dice, you may inflict 1 point of spite damage.

If you defeat the guard, you dash into the city before you alert the other guards to this scene. Turn to [14](#).

50

'Hullo stranger!' Says the man. Want to enter a fight competition? It's 50 gold pieces to enter but you get a nice prize if you win. If you want to enter the fight, turn to [24](#). If not, you return to the rest of the inn. Turn to [6](#).

51

As you approach the palace gate, three heavily armed and armoured guards stop you. 'No one is allowed entry.' If you have the head of the bandit leader, you show it to the guards who recognise him as the man who stole the royal treasures and they let you pass. turn to 4. Otherwise, the only way to get past is to make a L5SR on CHA (persuasion). You may bribe the guards and reduce the SR by 1 for every 500gp that you use to bribe them. If you succeed, they let you in. Turn to 4. If you fail, they chase you away. Turn to [14](#).



52

While you are browsing through the junk that the vendors have to offer, you hear a very interesting argument.

'I'm telling you it's royal. We're not going until we get 500.'

'I don't have 500 gold pieces. 200 is my final offer.'

You spin around to see two bandits in leather armour arguing with a ragged man. They must have one of the pieces of royal jewellery.

If you ignore this, turn to [21](#).

If you try to steal the jewellery from them, turn to [20](#).

If you attack them, turn to [28](#).

53

You realise that you've entered the old quarter when you can't see any more filth on the streets. The houses are all large, white buildings with spacious gardens in tree lined streets. The inhabitants must have a comfortable life.

After spending some time exploring the old quarter, where will you go?

The silver coin eating house? Turn to [9](#).

The jeweller? Turn to [17](#).

The crystal goblet drinking house? Turn to [37](#).

The public gardens? Turn to [26](#).

The art gallery? Turn to [18](#).

Leave and explore elsewhere? Turn to [14](#).

54*

The market in Khazan sells literally anything. You spend hours browsing the endless maze of stalls, shops and street vendors. You may buy any item in the equipment list of the TnT 7.5 core rulebook any number of times. you may also buy the following items (there is only one of each of the below

items unless otherwise stated):

Healing potion (costs 500gp) – This will restore 1 CON. You may buy any number of these.

Admission fluid (costs 250gp) - allows you to automatically succeed at one SR that involves picking locks.

Vial of quicksilver (costs 200gp) - this heavy metallic liquid is used in the production of several potions and alchemical preparations.

Bottle of endless water (costs 700gp) - This plain looking green glass bottle fills with water if you spend 8 WIZ. You will never go thirsty again.

Bag of *PAIN* (costs 300gp) - you may throw this bag at an opponent before a combat, It will rip open and the *PAIN* will pummel the opponent. It counts as a Take That You Fiend spell that inflicts 15 points of damage. You may buy any number of these.

A gold dragon brooch with two rubies for eyes (costs 450gp) - this is a very pretty brooch.

Bag of sulphur (costs 100gp) - mined from a distant volcano, this smelly yellow powder is a favourite of wizards and alchemists who like fire based spells.

Bag of herbs (costs 50gp) - this bag contains many herbs picked from the local woodlands.

Telescope of seeing (costs 800gp) - this is a well made brass telescope. As well as performing its mundane function, it also allows you to create a hole in any overcast clouds between yourself and the sky for a short time if you spend 3 WIZ.

Silk clothes (cost 200gp) - unmagical clothes of the highest quality.

A platinum ring inscribed with runes (costs 300gp) - the runes look very interesting.

Magical sun hat (costs 700gp) - This hat will protect your face from the glare of the Sun. If you spend 3 WIZ, you will be immune to the effects of sunburn and heatstroke for 1 hour.

A silver dagger (costs 100 gold pieces) - this is a plain but well made silver dagger. It inflicts damage as a normal athame (DICE 2 + 3 (DEX 7) 27 w.u).

A well made bejewelled broadsword (costs 500gp) - counts as a normal broadsword but it is extremely shiny with an ornate hilt studded with many jewels.

Food pill (costs 10gp) - this pill contains a day's worth of food and water in several different flavours. Now in strawberry! you may buy any number of these.

Goggles (costs 600gp) - these goggles make you immune to any attacks on your eyes and any sight based attacks.

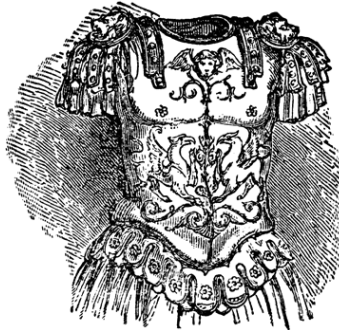
Helm of breathing (costs 1200gp) - this is an open faced helm enchanted with a breathing spell. If you spend 7 WIZ, you may breathe properly for 30 minutes even underwater or in poisonous gas.

Anti magic orb (costs 800gp) - this small crystal orb can be thrown at a spell caster. It counts as one use of the Dis spell.

An ornate breastplate (costs 320gp) - this acts as a normal breastplate but it has images of many monsters upon it.

If you bought the bag of herbs, make a L1SR on INT (plany lore). If you succeed, turn to [19](#).

When you have finished, you may explore another part of the city. Turn to [14](#).



55*

You leave the city through the gates and head out into the big wide world in search of more adventure. What else lies in store for you? If you have a golden statuette, turn to [56](#). Otherwise, total up your AP as this part of your grand adventure is over.

56

While you are resting on the top of a grassy hill, you feel your pack start to wiggle. You take it off, just as the statuette grows into a human sized statue armed with a golden sword. You are going to have to fight it! It has a MR of 40 (5d6 +20) and its metallic skin absorbs 5 hits of damage.

Stunts:

L1SR SPD (quick draw): You may only attempt this in the first round. You deal 5 damage to the statue, ignoring damage reduction.

L1SR SPD (dodging): You may reduce the spite damage that the statue deals by 1.

L2SR DEX (acrobatics): The statue may not inflict damage in the next round of combat.

L3SR WIZ (combat prediction): Whenever the statue rolls a 1 for its combat dice, you may inflict 1 point of spite damage upon it.

If you win, cross the statuette off your adventure sheet. You then gather your items, and contemplate your adventure. Add up your AP and think about the next chapter of your great adventure.



What adventures lie in wait in the City of Khazan?



The king has had some of his ancestral treasure stolen, but you know who has stolen it and where they can be found. But what will you do with the treasure?

Khazan City Chaos is a solo adventure for Tunnels and Trolls. It is for a level 1-2 character with no more than 30 adds.

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