

arena of khazan



solo dungeon 12
ken st. andre

ARENA OF KHAZAN

is NUMBER 12 in

Flying Buffalo's series of Solo Dungeon Adventures.

If you have missed any in the series, they may be purchased at better book and hobby stores or you may order directly from Flying Buffalo.

- 1. BUFFALO CASTLE by Rick Loomis**
- 2. DEATHTRAP EQUALIZER DUNGEON by Ken St. Andre**
- 3. LABYRINTH by Lee Russell**
- 4. NAKED DOOM by Ken St. Andre**
- 5. DARGON'S DUNGEON by Bill Hart**
- 6. WEIRDWORLD by Keith Abbott**
- 7. OVERKILL (2nd edition) by Michael Stackpole**
- 8. BEYOND THE SILVERED PANE by James & Steven Marciniak**
- 9. CITY OF TERRORS by Michael Stackpole**
- 10. SORCERER SOLITAIRE by Walker Vaning**
- 11. SWORD FOR HIRE by James Wilson**
- 12. ARENA OF KHAZAN by Ken St. Andre**

Also available are four complete T&T Dungeons ready-made for the Game Master. Package contains key, room descriptions and detailed map ready for immediate use.

- DUNGEON OF THE BEAR (Level 1) by Jim "Bear" Peters**
- DUNGEON OF THE BEAR, LEVEL TWO by Jim "Bear" Peters**
- DUNGEON OF THE BEAR, LEVEL THREE by Jim "Bear" Peters**
- UNCLE UGLY'S UNDERGROUND by Ugly John Carver**

Write today for our free catalog!

**FLYING BUFFALO INC.
P.O. BOX 1467
SCOTTSDALE, ARIZONA
85252**

arena of khazan

A Tunnels & Trolls Solitaire Dungeon

Designed and Written by
KEN ST. ANDRE

Front Cover by
GENE DAY

Interior Illustrations by
PETER LAIRD

A Cosmic Circle Production

*

Produced by Flying Buffalo Inc.
Printed in USA

PLEASE NOTE: This dungeon was designed under the Fifth Edition of Tunnels & Trolls. You do not require that edition to use this dungeon, but it is recommended. If you are using an earlier edition of the rules, you will need to: a) lower the individual monster ratings by 10 points; b) re-assign dice and adds to the non-magical weapons given herein, according to your own weapons and armor charts (although you may leave magical prize weapons as given); c) read carefully the instructions for using missile weapons — they will read oddly, but are in accordance with the Fifth Edition missile charts and, in context here, they should be self-explanatory.

Also note that earlier editions of Tunnels & Trolls are now out of print and no longer available. The new, completely re-written and revised Fifth Edition is currently available at better game and hobby stores, or direct from the publisher, Flying Buffalo Inc.

If you would like to receive each new solitaire adventure as it is released for the first time, ask about our "Dungeon Subscription." This entitles you to the next four new regular dungeons we print after we receive your subscription, at a significant savings over the regular list price. Just ask us for a free copy of our current catalog.

ARENA OF KHAZAN, Solitaire Dungeon #12

Published by Flying Buffalo Inc.

PO Box 1467

Scottsdale, Arizona 85252

Text Copyright © 1979 by Ken St. Andre

Front Cover Artwork Copyright © 1979 by Gene Day

All Other Artwork Copyright © by Peter Laird

Fourth Printing October 1980

arena of khazan

This solitaire dungeon simulates the adventures possible to characters who wish to compete in the Arena of Khazan, also known as the City of Death. Its dire reputation comes from its ruler, Lerotra'hh, the Death Goddess of Khazan who has ruled for centuries since slaying the city's founder, the mighty wizard Khazan. Her Trollish hordes and her minion Khara Khang have held the city in an iron grip, although the reign of terror has mellowed over the years. Now most of the bloodletting takes place on the dark sands of the grand Arena.

The Arena is open to all — Wizard, Rogue or Warrior, Human, Elf, Monster or Beast. It is possible to win great prizes for victory, but it is more likely the fighter will die before his/her contract is fulfilled. Be warned: this is an adventure for those who love to fight, not a puzzlebox as are some other solitaires!

HOW TO READ A PARAGRAPH (yes, honest!)

Some of the paragraphs here are long and complex. Keep the following suggestions in mind, and you should have no problems.

1. While playing this solitaire, keep a piece of scratch paper handy to jot down paragraph numbers as you read them. Then, if you are told to return to the paragraph you just came from, you'll get there.

2. I have gone to considerable effort to phrase these paragraphs with the choices arranged so that when you reach a choice that applies to your character, you may quit reading immediately and go to the next reference.

3. Some of the introductory paragraphs require you to perform some action before the fight can start. Generally, you will have to create a card for your opponent, according to the formula given — when you are told to create a Dwarf, stop everything and create a Dwarf.

4. Some paragraphs are divided into subparagraphs in this manner: 2A1, 2A2, 2A3, 2A4. All these are subparagraphs of paragraph 2A. Usually these subdivisions segment your options in time, i.e. what you have the option of doing first, then next, etc. Occasionally you will be sent back to the second or fourth part of a paragraph, like 'go to the fourth part of 2A.' This means go *directly* to 2A4. You no longer have the option of using any listed choices before 2A4 now (no 2A1 or 2 or 3). Once you have done this a few times, you should have no trouble at all.



(turn the page)

PARAMETERS FOR ARENA COMBAT

These are listed to give you a good idea in advance what kind of thing you can and can't do here.

1. You may bring any type or level of character. Once you get the character in, you may find its powers and abilities severely limited. Remember this: if the text doesn't say you can, then you can't. (i.e. Shadowjacks couldn't just slip into a shadow and disappear). Khara Khang is a higher level wizard than anything you've got, or anything you can protect against, and he actively prevents you from doing things that actually aren't spelled out in the text. It's part of his job to see that the audience gets a good show — even at the price of your blood.

2. You may use enchanted weapons or armor in the Arena, as long as the magic fits into the scheme of regular T&T combat. If you have a ring that makes you invisible to monsters, don't expect it to work, because Khara Khang will simply negate it. The people in the stands come to see a fight, not empty air.

3. It is possible to be defeated in the Arena but not lose your life. If your CON (constitution) or MR (monster rating) is reduced to 5 or less during combat, you will be considered "disabled." Usually this means you will have lost the fight, but (under some circumstances), you'll live through it.

4. Like all the solitaire adventures, the Arena of Khazan depends on the Honor System to insure fair play. Read the paragraphs only as you reach them, and follow the instructions to the letter as you play out the game. You may expect many of your characters to die, but don't let it discourage you. If you play the game honestly, it has enough variations that it should be able to surprise you for some time to come.

A QUICK NOTE ABOUT COMBAT

Sometimes the fall of dice will determine that you fight a type of opponent you have already fought once before. You will almost always be instructed to fight one more opponent than you did last time. Usually this is no problem if you assume your foes behave identically. You often have to make certain saving rolls, however, before or during the basic chop and hack. It is reasonable to assume that extra foes increase the likelihood of danger.

Therefore: *always multiply the level number of saving rolls you are called upon to make times the number of foes you are facing.* For example: if you are fighting 2 Dwarves, and the text calls for a 2nd level saving roll, you will have to make a *fourth-level saving roll in the same situation.* (Yes, I know a 4th level saving roll is more difficult than two 2nd level saving rolls, but that is as it should be.)

In similar situations, the problem of using missile weapons may come up. Let us say you can put a crossbow bolt through one of those Dwarves, and you kill him on the spot. But don't think you can do it twice in the time you have. That second Dwarf isn't going to slow his charge to let you shoot at him also. If you manage to shoot and kill one of them, fine — but if you miss; or merely wound the first one, you will then be in close combat with *two* angry Dwarves.

YOU WILL NEED: scratch paper, character cards (and probably some blanks), several six-sided dice, pen or pencil, and the rules to *Tunnels & Trolls*, preferably the 5th edition. It will also help to have one 20-sided die (ask at your local game shop, or through FBIInc.) so you can easily randomize between 1 and 10. (If you do not have a poly-die, a well-shuffled deck of cards with the face cards removed will do just as well). You must also supply a good dose of enthusiasm, imagination, and a little statistical expertise!

WHEN YOU ARE READY TO BEGIN, START HERE

It is important to establish why you are fighting in the Arena — not everyone is here voluntarily. Make your 1st-level saving roll (20–LK). And remember, no matter how high your luck is, you must always make the minimum 5. If you make the roll, go to 13A. If you miss it, go to 14A.



1A You're dead, but don't feel too badly. 'Tis a condition to be admired, a state of being beyond the pettiness and pain that make up so much of life. Your soul has been liberated to seek out its next incarnation, and besides — you're helping to establish a satisfactory kill-ratio for the Arena! Please make a new character and try again! To personalize your copy of Arena, and to make the game more interesting, turn to page 36.

1B Your unconscious (or barely conscious) body lies upon the sand at the feet of your conquerer, and at the mercy of the crowd. Thumbs up from the crowd and you will be spared; thumbs down and you will die on the spot. Figure out how many combat turns your battle lasted, then roll 1 die: if the number you have thrown is smaller than the number of combat turns you fought, you will be spared. (Thus, mercy is automatic if you lasted at least 7 combat turns — and death is automatic if you lasted only 1.) You will get no reward for this fight, and any money you bet on yourself will be lost. Still, this does count as one fight in determining your odds in future fights. If you received the mercy of the crowds, go to 26B. If not, look up the page to 1A.

1C1 In order to strike first you will have to use magic or a missile weapon. If you threw magic, write down the spell name and level and go to 20B.

C2 If you used a missile, make your 4th level saving roll on Dexterity (35—DEX). If you missed the roll, you missed the wizard. Go to 21B. If you made the saving roll, your missile struck him and did full damage. He gets 33 hits of armor protection, has a CON of 30 and a ST of 70. If you have slain him, or have reduced his CON to 5 or less so that he passes out, you are the victor — go to 34A. If his CON is still greater than 5, go to 23E.

1D The ape pretends to accept — but it grabs your arm instead of the banana. If your ST is 100 or greater, go to 17F. If your ST is between 50 and 100, go to 30D. If your ST is less than 50, go to 19F.

1E [Notice: this paragraph doesn't exist. Sorry! Your character wasn't supposed to be here anyway!]

1F If your ST or CON is 50 or greater, then conduct regular T&T combat until one of the following things happens. If you kill it or reduce its MR to 20 or less, it falls over and you go to 34A. If it kills you or reduces your CON to 5 or less, then it gets a meal off your body — go to 1A. If neither your ST or CON were at least 50, then it smashed you to the ground, doing 8 dice of damage. If this kills or disables you, you're cat food — go to 1A. If you are only wounded, go to 6D.

1G If the weapon you are using is enchanted or silver-bladed, go to 31F. If not, go to 2E. If you're unarmed, your days are at an end. The werewolf rips your throat out and howls with diabolical glee. Go to 1A.

2A1 Your opponent is a Giant. If you have already fought Giants in this Arena, you must now fight one more than you did last time. Create and name the character card for your foe. Give it a ST and CON of 50 each. For all other attributes, roll 3 dice and total, as if you were creating a regular Human character. (If you have already created a staff of permanent Arena fighters, and you have enough Giants, use them and ignore the previous instruction.) Khazan's Arena Giants are clad in baggy trousers and shirts of sewn-together tiger skins. Their own hides are so tough that they can absorb the first 10 hits in a combat round without losing any CON points. These Giants are about 30 feet tall, and are armed with large spatula-shaped wooden clubs worth 10 dice in combat. (Remember, these Giants also get their personal combat adds.) The clubs are 10 to 15 feet long, and the heads are covered with silver, which enables the Giants to slay magical beings. Go to 20A to figure your odds before reading on.

A2 Now that you have calculated the odds and placed your bets (if any), you are ready to fight. If you wish to cast magic against the Giant (or Giants), write down the spell name and the level you cast it on, and go to 20B. If you use no magic, read on.

A3 If you wish to use a missile weapon against your foe, select one of the following 4 ranges and go to that paragraph: pointblank (3F); near(6C); far (7D); extreme far (8D). If you don't use a missile, read on.

A4 If you would like to try and dodge the Giant(s) for a combat turn to see what it does, go to 25F. Or, if you simply wish to attack it in regular T&T combat, go to 21A.

2B Make a 3rd level saving roll on IQ (30—IQ). If you make it, go to 34D; if you miss it, go to 4F.

2c You are entangled in a bola. The Hobbit(s) gets 1 free attack on you with its knife (2 dice + 4), before anything else happens. If you are killed, go to 1A. If your CON is reduced to 5 or less, go to 1B. If neither of these things has happened, make a 1st level saving roll on Dexterity (20—DEX). If you make it, you disentangle yourself and can fight hand-to-hand by going to 14E. If you missed the saving roll, you are still helpless, and the Hobbit(s) will get another free combat turn against you. Return to the beginning of this paragraph and go through it as many times as necessary, until one of the above conditions has been fulfilled and you can leave to another paragraph.

2D1 Your foe is a horror out of a nightmare, a giant spider as large as a man. It scuttles across the sands toward you with its mandibles dripping a green venom.

D2 If you wish to use magic against the spider, write down the spell name and level, and go to 20B. If you don't use magic, read on.

D3 If you wish to use a missile weapon against the spider, choose one of the four ranges to shoot at, and go to the appropriate paragraph: pointblank (19B); near (15F); far (22F); extreme (24D).

D4 If you intend to fight it at close range with a hand weapon, go to 22G.

2E The weapon breaks in your hand and does no damage to the werewolf, who leaps right through your attack and sinks his fangs somewhere deep in your flesh! Go to 5D.

2F **S T O M P !!!**
(Go to 1A.)

3A1 Your opponent is a Gremlin. If you have fought Gremlins previously in the Arena, you must now fight one more than you did last time. Roll 1 die for each Gremlin that you must fight. If you get an odd number, it is a male; if you rolled an even number, it is female. Each male has the following attributes: ST:7, IQ:8, LK:17, CON:7, DEX:9, CHR:7. The females are a bit tougher — add 1 point to each of the male's attributes. The male gets 3 combat adds; the female gets 5. Each Gremlin is armed with a barbed fish-spear (worth 3 dice in combat), and also carries a short curved dagger (worth 2 dice + 1 add). Go to 20A to figure your odds before reading on.

A2 Now that you have calculated odds and placed bets (if any), get ready to fight. If you wish to use magic against the Gremlin(s), write down the spell name and level, and go to 20B. If no magic, read on.

A3 If you wish to use a missile weapon against the Gremlin(s), make your first-level saving roll on Speed. (If you have no Speed rating, make one now: roll 3 dice and total. As a special Arena bonus, you may add and re-roll if you get triples). If you made the saving roll, go to 11C. If you missed it, go to 12C.

A4 If you are reading this, you are in close hand-to-hand combat with your opponent. Go to 23A.

3B The wizard throws a first level Take That You Fiend! spell at you. There is a flash, a bang, and you are rocked back with the impact of the magic. The spell reduces his ST by 5 points — and it reduces your CON by the same number as the wiz's IQ. If that kills you, go to 1A. If it only disables you (drops your CON to 5 or less) go to 1B. If you're only hurt, you now have a chance to retaliate. Go to 4B.

3c Your foe is an enchantress and has a heart of stone. Your gallant gesture was wasted on her. She blasts you with her prepared spell. Go to 25A.

3D This will be regular T&T combat . . . you vs. the Orc warrior-wizard. Normally, his dagger gets 5 dice, but this is tripled for the first combat turn. He also gets all his personal adds (don't triple those). You get your in-hand weapon (whatever it is worth), plus your personal adds. As long as the Orc is winning, you must stay here and fight. If he kills you, go to 1A. If he disables you (CON of 5 or less), go to 1B. If you slay him outright in exactly one combat turn, go to 34A. If you wound him on any combat turn, go to 24C.

3E If your weapon is inherently magical or has been enchanted for this combat, go to 6G. If not, go to 33A.

3F You are aiming at a huge target at pointblank range. Make your first level saving roll on Dexterity (20-DEX). If you missed the saving roll, you also missed the target. You must take all the hits it can dish out in one combat round, so make its combat roll and take the hits. If this kills you, go to 1A. If it reduces your CON to 5 or less and your foe is not a Monster or a Beast, go to 1B. If your foe is a Monster or a Beast, it will finish the job before you can be rescued; go to 1A. If you were able to take the hits on your armor, or are not so badly wounded that you can't continue to fight, return to the fourth part of the paragraph that sent you here.

If you made the saving roll, your missile struck true. Your foe must take the full amount of hits you delivered (but it can take those hits on armor or tough skin as given, just as you can). If you slay it, go to 34A. If you have only wounded it, you will be able to evade it for the rest of this combat round. Return to the second part of the paragraph that sent you here, and continue the fight. (This ends one combat turn.)

4A1 Your opponent is a Hobbit. If you've already gone against Hobbits, fight one more than you did last time. Use the Peters-McAllister chart in the T&T rules, and create as many Hobbits as you have to fight. Khazan Hobbits are armed with a bola and a long thin flensing knife (worth 2 dice + 4 adds). Go now to 20A to figure your odds before reading on.

A2 Now that you have calculated odds and placed bets, you are ready to fight. If you wish to cast magic against the Hobbit(s), write down the spell name and level; go to 20B. If not, read on.

A3 If you wish to use a missile weapon against your foe(s), select the range you will shoot from, and go to the indicated paragraph: Pointblank (14B); Near (17B); Far (18D); Extreme (18F).

A4 If you would like to wait or dodge for one combat round to see what the Hobbit(s) do, go to 23B. For hand-to-hand combat, go to 14E.

4B1 You are fighting a first level wizard; it's your option as to first action.

B2 If you wish to use magic, write down the spell name and level. Go to 20B.

B3 If you wish to use a missile weapon, you're already at near range. Go to 15F.

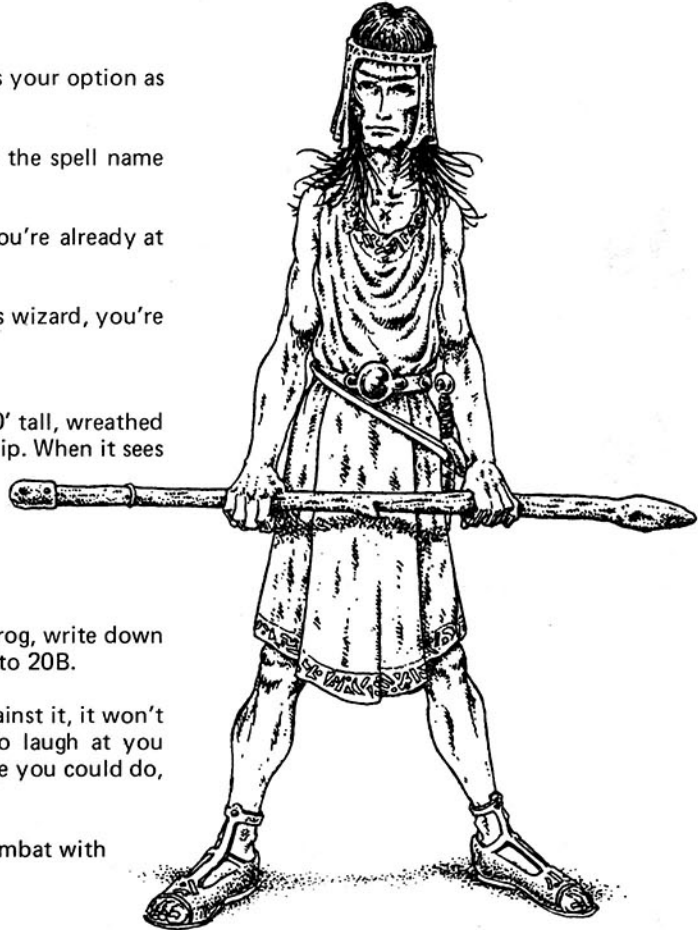
B4 If you go in for hand strokes against this wizard, you're in for a bit of a surprise. Go to 3B.

4C1 Your foe is the dreaded Balrog. It is 20' tall, wreathed in flame, and it wields a tremendous whip. When it sees you, it laughs appallingly and snorts, "COME TO YOUR DOOM, PIPSQUEAK! I'LL EVEN GIVE YOU FIRST BLOW!" If you take the Balrog at his word and rush in to attack him, go to 30B. If not, read on.

C2 If you wish to use magic against the Balrog, write down the name and level of your spell and go to 20B.

C3 If you wish to use a missile weapon against it, it won't dodge your puny weapon. (It wants to laugh at you when you fail to hurt it.) Calculate how much damage you could do, then go to 3E.

C4 If you're reading this, you're in close combat with the Balrog. Go to 28E.



4D These big cats are quicker than they look. Make your third level saving roll on Luck (30-LK). If you make it, deliver all of your hits unscathed: go to 7E. If you missed the roll, the cat hit you with at least one paw, and you must take as many hits as you missed your saving roll by. Also, compare your attack with its attack, and if it beat your roll you must take normal combat hits (the difference between your rolls). If you beat its attack, however, you inflict the difference on the lion, as in regular combat. Go to 9D.

4E The anaconda fights by using its massive head as a battering ram to stun its prey (you). If you are an Ogre, Troll, or Giant, go now to 6E. If you aren't one of those big guys, you need to make a saving roll on Luck to avoid being struck by the serpent. Roll 1 die — make your saving roll at that level. If you miss the saving roll, go to 16E. If you make the roll, go to 14C.

4F You are aware that Shoggoths have a weakness for piccolo music, but you never learned how to play the piccolo. A horrible feeling of doom comes over you. Go to 26A.

5A1 Your opponent is a Dwarf. If you have fought Dwarves previously in this Arena, you must now fight one more than you did last time. Use the Peters-McAllister chart in the T&T rules and create as many Dwarves as you have to fight. The Khazan Dwarves wear ring mail (takes 11 hits) and are armed with broadaxes (4 dice; requires a ST of 17 or the fighter will tire). Go to 20A to figure your odds before reading on.

A2 Now that you have calculated your odds and placed your bets (if any), you are ready to fight. If you wish to cast magic against the Dwarf (or Dwarves), write down the spell name and the level you are casting it on and go to 20B. If not, read on.

A3 If you wish to use a missile weapon against your opponent(s), select your range and go to that paragraph: Pointblank (14B); Near (17B); Far (18D); Extreme (18F). If you aren't using a missile weapon, read on.

A4 If you would like to try to evade the foe for the first combat turn to study its method of attack, go to 23C. Otherwise, you must engage in hand-to-hand combat. Go to 16A.

5B Your opponent, a first-level wizard, wears a dagger (worth 2 dice) and carries a staff ordinaire. Roll up his attributes, adding 2 to each. If he still doesn't have an IQ and DEX of at least 12 each, raise them to 12. Now, roll 1 die for the wizard, and 1 for yourself: whoever has the highest number can strike first. If the wizard gets to strike first, go to 3B. If you get to strike first, go to 4B.

5c1 You were faster than the Orc and get the first shot. In order to hit him, you will have to use magic, or a missile weapon.

C2 If you use magic, write down the spell name and level, and go to 20B.

C3 If you use a missile weapon, go to 19B.

C4 If you are reading this, the Orc has survived and gets a chance to strike back. Go to 24C.

5D With a horrible growl, and before you can switch to a close-quarters weapon, the werewolf is upon you. Take its full MR worth of hits. If this kills you or reduces your CON to 5 or less (no mercy from a lycanthrope), go to 1A. If you are still able to fight, you managed to kick it off your body for an instant and draw another weapon (if you have one). Go to 1G.

5E Guess what! Your character is a virgin. The Unicorn will not fight against you, but instead trots up and nuzzles you gently. If you still want to attack it, go to 26C. If you refuse to attack it, go to 33C.

5F The Dwarf falls over, apparently dead. As you watch in disbelief, you notice that his wound is rapidly closing and that his golden crown is glowing. A minute later he sits up, smiles, and bows to you. He explains that the fight is over, and you are the winner. As a trophy, he gives you his pickaxe. (This is a 12-dice weapon that always strikes directly through armor, and will also deflect incoming missiles away from you unless you roll a 2 or a 3 on two dice.) Amazed and happy, you can now go to 34A.



6A1 Your opponent is a Human warrior. If you have fought Men previously in this Arena, you must now fight one more than you did last time. Create as many standard human characters as you have to fight, but when rolling up their attributes, roll 4 dice each time and only use the 3 highest. These men are armed with a broadsword (3 dice + 4 adds), and are wearing leather armor (takes 6 hits). They also have a target shield (takes 4 hits). Recognize them? Make a character card for each Human you must fight — you will have to refer to their attributes during the battle. Go now to 20A to figure the odds before reading on.

A2 Now that you have calculated the odds and placed your bets (if any), you are ready to fight. If you wish to use magic against the warrior(s), write down the spell name and the level you are casting it on, and go to 20B. If not, read on.

A3 If you wish to use a missile weapon against your foe, select a range and go to the paragraph indicated: Pointblank (19B); Near (15F); Far (22F); Extreme (24D). If you don't use a missile weapon, read on.

A4 If you would like to try and dodge for the first combat turn to see how your foe attacks, go to 23D. If you are willing to engage in hand-to-hand combat, go to 15A.

6B Your opponent is a 6th-level Human sorceress. She is armed with a special enchanted spear (worth 21 dice), and her flesh is so hard that it will take 20 hits without damage. Create her card as you would any normal human character, but when you've finished go back and add 15 to each of her attributes. Now, roll 1 die. If you throw a 5 or a 6 you have the option of striking first; any other number lets her strike first. If you strike first, go to 19C. If she strikes first, go to 25A.

6c You are aiming at a huge target at near range (more than 10 yards, less than 50). Make your second level saving roll on Dexterity (25 — DEX). If you missed the saving roll, you also missed what you were aiming at; go back to the fourth part of the paragraph that sent you here. If you made the saving roll, your missile struck true. Your foe must take the full amount of hits (it may take hits on armor and tough skin, just as you can). If you have slain it, go to 34A. If it is wounded or unhurt, you just have time to grab another weapon. Go back to the fourth part of the paragraph that sent you here.

6D You must make your fifth level saving roll on Luck (40 — LK). If you made it, go to 10D. If you missed it, go to 30C.

6E You are too large to be able to dodge the striking snake while chained to a pole, so you will have to meet it head on. Do regular T&T combat until either you are killed, which would send you to 1A, or until the reptile has been reduced to a MR of 5 or less, which would send you triumphantly to 34A.

6F You struck the eagle and knocked it out of the sky. Do your full weapons damage. If this has killed the eagle or reduced its MR to 5 or less, it will be unable to continue the attack, and you can go to 34A. If you haven't hurt it quite that badly, it jumps back into the air, and will come in for a second attack. Return to 22D.

6G If you have reduced the Balrog's MR to 50 or less, it will fall over, and you go to 34A in great triumph. If you only wounded it, go to 28E and fight on.

7A1 Your opponent is an Orc — one of the dreaded Death-Uruk of the Khazan guard. If you have fought Orcs before in this Arena, you must now fight one more than you did last time. Roll up the Orcish attributes, but roll four dice for Strength and Constitution, and only roll two dice for Charisma. Each Orc is armed with a large bronze scimitar (worth 4 dice) and carries a spiked shield (worth 2 dice) (takes 4 hits). They wear cuirasses and helmets (takes a total of 6 hits). They also have 3 javelins (worth 2 dice), nicely balanced for throwing. Go now to 20A to figure the odds before reading on.

A2 Now that you have calculated your odds and placed bets (if any), you are ready to fight. If you wish to use magic against the Orc(s), write down the spell name and level, and go to 20B. If you're not using magic, read on.

A3 If you wish to use a missile weapon against your foe, select your range and go to that paragraph: Pointblank (19B); Near (15F); Far (22F), Extreme (24D). If you don't use a missile weapon, read on.

A4 If you would like to dodge and run for the first combat turn to see what kind of action your foe takes, go to 22C. If you intend to engage in hand-to-hand combat, go to 18A.



7B The spider was not able to bite you or get any of its venom into your bloodstream. Continue fighting — return to 22G.

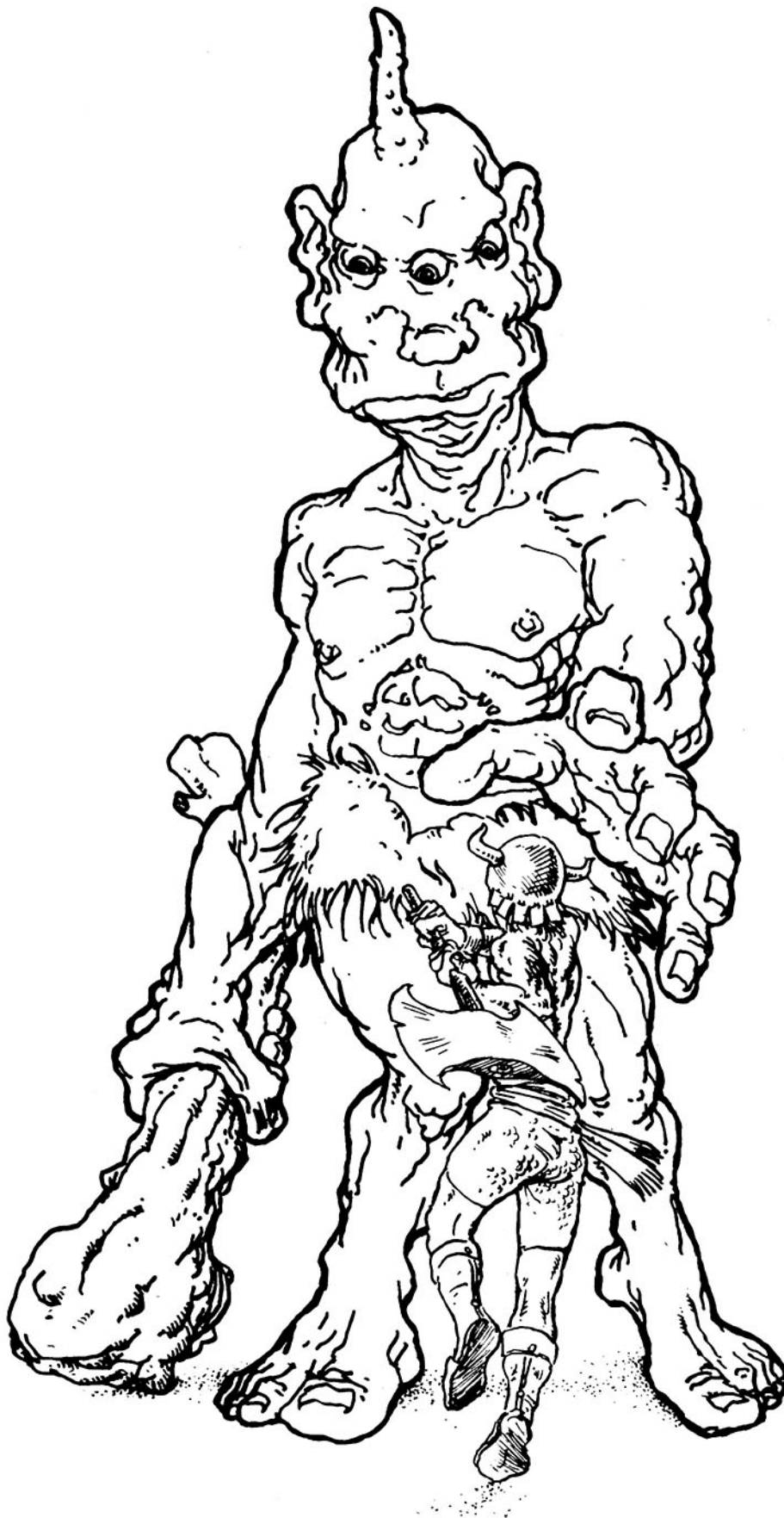
7c Your opponent is a second level Orcish warrior-wizard. He is carrying a great shamsheer (worth 5 dice), and is dressed in lizard-scale armor (takes 8 hits). Make a character card for him: for ST, CON and LK roll four dice and add 5. For IQ and DEX, roll three dice and add 4. (If the total is still less than 12 in either case, give the Orc a 12 instead.) For CHR, roll two dice. Now, roll one die for the wizard, and one for yourself. In case of ties, roll again. Whoever has the highest number has the option of striking first. If the Orc gets to strike first, go to 24C. If you get to strike first, go to 5C.

7D You are aiming at a huge target at far range (more than 50 yards, less than 100). Make your third level saving roll on Dexterity (30—DEX). If you missed the saving roll, you also missed your target. If you would like to try and shoot again, go to 3F. If you want to switch to another weapon, go back to the fourth part of the paragraph that sent you here.

If you made the saving roll, you were right on target. Your foe must take the full amount of hits that you can manage (it can take hits on armor or tough skin, just as you can). If you have slain it, go to 34A. If it still lives and you wish to shoot at it again, go to 3F. If it still lives and you'd prefer to try another weapon, go back to the fourth part of the paragraph that sent you here.

7E If you have killed the lion or have reduced its MR to 8 or less, it falls over and you go to 34A in glory. If it is only wounded, return to 4D, and continue the struggle.

7F You are not skillful enough to hit an eagle on the wing — let's test your Luck. Make your fifth level saving roll on Luck (40—LK). If you make it, go to 11E. If you missed it, go to 8E.



8A1 Your opponent is an Ogre, rather a common one with only one head. It is twelve feet tall and as gnarled as an oak tree bole. It has three eyes and a horn on the top of its head. (If this is your second or third time here, imagine something similarly ugly). It is armed with a large knotty club (worth 9 dice), and wears a mangy old bearskin wrapped around its loins. If you have fought Ogres previously in the Arena, you must now fight one more than last time. To create your Ogre, roll 4 dice for ST and CON, and multiply each result by 2. LK and DEX are normal 3-dice rolls. IQ and CHR are 3-dice rolls, divided by 2. Go to 20A to figure your odds before reading on.

A2 Now that you have calculated the odds and placed your bets (if any), you are ready to fight. If you wish to use magic against this Ogre (or Ogres), write down the spell name and the level you are casting it on, and go to 20B. If you aren't using magic, read on.

A3 If you wish to use a missile weapon against the Ogre(s), select your range and go to that paragraph: Pointblank (3F); Near (6C); Far (7D); Extreme Far (8D). If you don't use a missile weapon, read on.

A4 If you haven't stopped the Ogre(s) already, you're in close combat. Go to 17A.

8B1 If you consider her too beautiful to attack, and wish to throw yourself on her mercy, go to 21C. If her beauty doesn't move you, you can only attack first by using magic or by using a missile weapon.

B2 If you wish to cast magic at her, write down the spell name and level, and go to 20B.

B3 If you intend to propel a missile at her, you can wait until she is only 10 yards away. Go to 15F.

B4 If you are reading this, it is her turn to get nasty. Go to 22A.

8c If your weapon is enchanted, it takes full effect on the Shoggoth. Compute the number of hits (include poison effects, if any) — if you have reduced the Shoggoth to a MR of 100 or less it will fall over, and you can go to 34A. If you don't have a magic weapon, but your character is a Troll or Giant, go to 33F. If neither of these apply, go to 26A.

8D You are aiming at a huge target at extreme range (more than 100 yards). Can your weapon really reach this far? If not, go to 7D. If so, then make your 4th level saving roll on Dexterity (35—DEX). If you missed the saving roll, you missed your foe. If you would like to try another shot, go to 6C. If you would prefer to switch to a hand weapon, go back to the fourth part of the paragraph that sent you here.

If you made the saving roll, you hit the target. Your foe must take your full amount of weapons hits (it can take hits on armor or tough skin, just as you can). If you have slain it, go to 34A. If it still lives, and you'd like to shoot at it again, go to 3F. If it still lives and you'd prefer to try another weapon, go back to the fourth part of the paragraph that sent you here.

8E The killer eagle strikes, and knocks you to the ground. Figure its full MR worth of damage and take that many hits. If you're wearing plate armor, take only half that. If this kills you, go to 1A. If it reduces your CON to 5 or less without killing you, go to 9E. If you are not hurt badly enough to be disabled, go to 10E.

9A1 Your opponent is a Troll. It is nearly 15 feet tall, and looks like a cross between a gorilla and a boulder. If you have fought Trolls previously in this arena, now fight one more than you did last time. Arena Trolls are armed with what nature gave them: hands that can pulverize granite, and tusks that any boar would envy. On top of that, trainers have been working with the Arena Trolls, and now they are unusually adept at hand-and-claw battle. ST and CON are 40 each; LK is 14; DEX is 12; IQ is 8; and CHR is 5. Each hand is worth 6 dice in combat (for a total of 12 dice + 30 adds), and its tough skin will take the first 5 hits each combat round without any damage to CON. Go now to 20A to figure your odds before reading on.

A2 Now that you have calculated the odds and placed your bets (if any), you are ready to fight. If you wish to use magic against the Troll(s), write down the spell name and level and go to 20B. If not, read on.

A3 If you wish to use a missile weapon against the Troll(s), select your range and go to that paragraph: Pointblank (3F); Near (6C); Far (7D); Extreme Far (8D). If you don't use a missile weapon, read on.

A4 If you would like to try a strategy of hit-and-run against the Troll(s) by dodging for the first combat round, go to 23F. If you're brave enough to engage it fairly in regular T&T combat, go to 19A.

9B1 In order to strike first you will need magic or a missile weapon.

B2 If you use magic, write down the name and level of your spell and go to 20B.

B3 If you wish to use a missile weapon, fire and go immediately to 13F.

B4 If you can use neither magic nor missiles, you draw your weapon and charge. Go to 17D.

9C Your opponent is a third level Elvish wizard. She is dressed in a robe of woven silver, enchanted to take up to 7 hits in combat each turn. She is armed only with a great staff of elm-wood. Roll up an Elf on the Peters-McAllister chart, and add 5 points to each attribute. Now, roll one die for the witch, and one for yourself. Whoever has the highest number has the option of striking first. If you get to strike first, go to 8B. If she gets to strike first go to 22A.

9D If you have been killed or reduced to a CON of 5 or less, then the lion is the victor. Go to 1A. If you have killed the lion, or reduced it to a CON of 8 or less, then you are the victor. Go to 34A. If neither of these things has happened, the fight continues. Go back to 4D.

9E Arena guards drive the eagle off in time to save your life, and drag you back in off the sands. You have been defeated, but you have a chance to live. Go to 26B.

9F The crocodile surfaced a bit too soon — and you've spotted it. If you wish to carry the attack to it, go to 11F. If you wish to wait for it to attack you, go to 17C.

10A You will have to fight with one or more wild Beasts. Roll one die, and look on the chart below to see which animal you must fight, and what its Monster Rating is. If you've already fought this type of creature, you will have to fight one more than last time. Remember that fighting two Beasts is twice as hard as fighting one Beast (in terms of saving rolls, missiles and magic), and that fighting three Beasts is three times as hard. (It is suggested that each time you fight a given Beast, place a small pencil mark by its name in the table below. You will always have to fight one more creature than there are marks by its name. When using a new character, erase the marks or use a different sign to keep track.)

Die Roll	Beast	Monster Rating	Go to
1	Cave lion	80 (9 dice + 40 adds)	11B
2	Giant constrictor snake	50 (6 dice + 25 adds)	12B
3	a very big Eagle	50 (6 dice + 25 adds)	13B
4	Crocodile	30 (4 dice + 15 adds)	15D
5	Elephant	200 (21 dice + 100 adds)	16B
6	Carnivorous Great Ape	100 (11 dice + 50 adds)	18B

10B1 Your foe is a manticore. It has been strutting around the Arena accepting the cheers of the crowd before you came out, but the squeak of your Arena gate alerted it. As you walk onto the sand it comes bounding toward you with great leonine leaps. It has the body of a very large lion, but the face of a man. Where the tail should be is a huge scorpion-like stinger. And it is howling with a sound that makes your blood curdle in the veins.

B2 If you wish to use magic against the manticore, write down the spell name and level, and go to 20B.

B3 If you wish to use a missile weapon, choose your range and go to that paragraph: Pointblank (19B); Near (15F); Far (22F); Extreme (24D).

B4 If you would prefer to meet the manticore in close combat, go to 29B.

10C1 You must fight a unicorn — no sad-eyed gentle beast this, but a creature half again as big as a horse and armed with a long spiral horn that could punch through steel plate. If your character is a human, go immediately to 24B. If you belong to any other kindred, read on.

C2 When the Unicorn scents you in the Arena, it rears and whinnies — a whinny that sounds almost like a roar. When its forefeet touch soil again it begins to gallop towards you. If you wish to use magic against it, write down the spell name and level and go to 20B.

C3 If you wish to use a missile weapon, choose your range and go to that paragraph: Pointblank (19B); Near (15F); Far (22F); Extreme (24D).

C4 If you'd prefer to fight it in close combat, go to 32E.

10D You have lost your primary weapon, but you managed to draw any secondary weapon you may be carrying. Go back to 4D and continue the battle. (Your previous weapon has been destroyed.)

10E Make your third level saving roll on Luck. If you make it, you escaped with a few scratches. Go to 14D. If you missed it, go to 12D.

10F The saurian got close enough to lash out with its tail and has struck you in the legs. Take its full MR in hits. If this reduces your CON to 5 or less, you've been killed or disabled, and you're its next meal. Go to 1A. If you are only wounded, you're down with a broken leg. Go to 17E.

11A Your opponent is a Wizard or Warrior-Wizard. If you have fought Wizards previously in this Arena, you do not have to fight one more than you did last time. Not even Lerotra'hh is that cruel. Roll one die and refer to the table below. Before going to the indicated paragraphs in the table, stop at 20A to calculate your odds, and then continue on from there to your magical confrontation.

Die Roll	Level of Foe	Go to
1	first	5B
2	second	7C
3	third	9C
4	fourth	18C
5	fifth	30A
6	sixth	6B

11B1 You must fight a monstrous, golden-maned cave lion, eight feet high at the shoulder and twelve feet long. When you enter the Arena it bounds toward you from the other side. Go to 20A to determine your odds before reading on.

B2 If you want to use magic against it, write down the spell name and level, and go to 20B.

B3 If you wish to use a missile weapon against it, choose your range and go to that paragraph: Pointblank (3F); Near (6C); Far (7D); Extreme (8D).

B4 If you are reading this, the cave lion has reached you and you must meet it with whatever you have in hand. Go to 19D.

11c The Gremlin sees you shoot, and throws its spear at you — but you dodge nimbly to the side and it misses. However, it charges madly at you — there's no time for missiles or magic. Go to 13E.

11D1 Your foe is apparently a strange hybrid of wolf and man. It crouches on the far side of the Arena, and gives an eerie howl. It is dusk, and a large full moon is rising. Horrified, you watch as the creature becomes more and more bestial, though it seems to retain a manlike form. With a final howl, it lopes toward you.

D2 If you want to use magic against it, write down the spell name and level, and go to 20B.

D3 If you want to shoot at it, make your 4th level saving roll on Dexterity (35—DEX). If you made the roll, your aim was true; go to 27E. If you missed the roll, you missed your target; go to 5D.

D4 If you are reading this, you are fighting at close quarters with the beast. Go to 1G.

11E You struck the diving raptor a glancing blow. Divide your weapons hits by 3 (round up); the eagle must take that many hits. Now, roll one die and take that number of hits on your CON, regardless of your armor protection. If you have killed the eagle with your hits, then you win and can go to 34A. If its hits have slain you, go to 1A. If it has reduced your CON to 5 or less, go to 9E. If both of you can continue the fight, the eagle will wheel back into the sky to attack again. Go to 14D.

11F You leap to the attack. If you have killed it after one turn of regular T&T combat, you may climb out of the pit and into 34A. However, if it kills you, or reduces your CON to 5 or less, it has snapped you up as lunch and you must go to 1A. If you wound it, but don't kill it, go to 18E. If it wounds you without killing or disabling you, go to 19E.

12A1 Your opponent is a bona fide monster, of the type generally regarded as mythical. Don't be deceived, however — they're real. Monsters are seldom slain in the Khazan Arena because they are extremely difficult to replace, and it's tough to train them to fight nicely on command against the gladiator instead of turning on the audience. If you reduce a monster to 1/10 of its Monster Rating, the fight will automatically be stopped, and you will be declared winner — if you are still conscious. If your ST or CON falls to 5 or less, however, you are unconscious, and there is no way to keep the hungry monster from destroying and devouring your senseless carcass. Go to 20A to figure your odds before reading on.

A2 Now that you have calculated the odds, you are ready for combat. Hopeless, isn't it? Roll one die, refer to the chart below, and go to the indicated paragraph. If you have previously fought and defeated one of these monster types and you are called upon to go against the same type again, double its MR the second time around. (The city wizards have enlarged it to give you more of a challenge.)

Die Roll	Monster	Monster Rating	Go to
1	Giant Spider	50 (6 dice + 25 adds)	2D
2†	Balrog	500 (51 dice + 250 adds)	4C
3	Manticore	250 (26 dice + 125 adds)	10B
4	Unicorn	200 (21 dice + 100 adds)	10C
5†	Werewolf	150 (16 dice + 75 adds)	11D
6†	Shoggoth	1000 (101 dice + 500 adds)	16D

(† indicates the monster may only be wounded or slain with an enchanted weapon.)

12B1 You must fight an enormous snake. To prevent you from fleeing, you have been shackled to a post in the center of the Arena with fifteen feet of heavy chain. The serpent is at least 30 feet long, and could swallow you in one bite. It slithers rapidly toward you. Go to 20A.

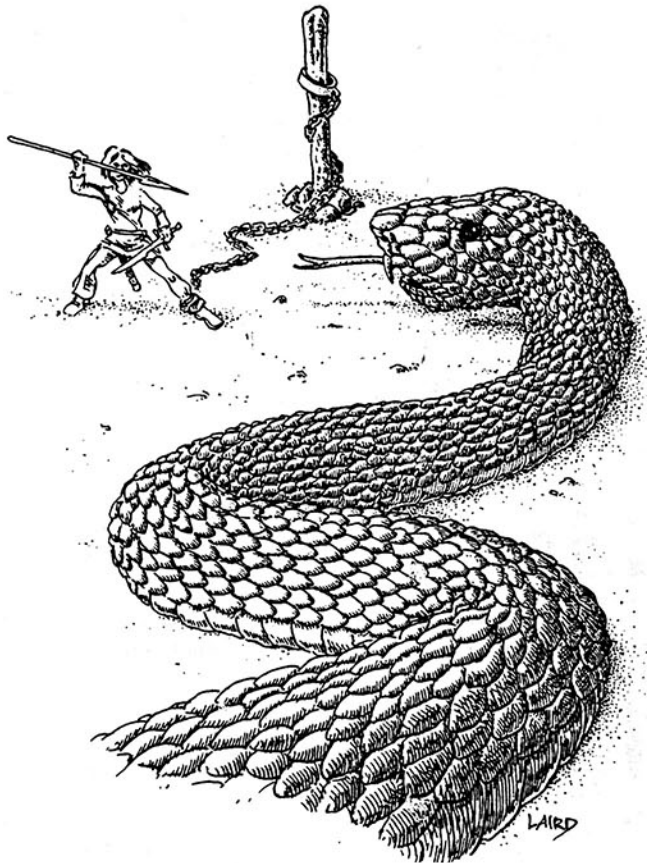
B2 If you wish to use magic against the snake, write down the spell name and the level you are casting it on, and go to 20B.

B3 If you wish to use a missile weapon, pick your range and go to that paragraph: Pointblank (19B); Near (15F); Far (22F); Extreme Far (24D).

B4 You are in close combat with the giant reptile. Go to 4E.

12c The Gremlin sees that you were preparing to shoot at it, and throws its spear at you first. You try to dodge and fail. The spear has struck you, doing 3 dice worth of damage. If this wound has killed you, go to 1A. If it has reduced your CON to 5 or less without killing you, go to 1B. If you were not hurt that badly, yank the spear out and go to 13E.

12D You lost an eye — permanently. Roll 1 die. If you roll an odd number, it is the left eye — roll an even number and you've lost your right eye. Go to 14D.



13A You've heard of the glory and wealth to be won fighting as a Khazan gladiator, and you've just signed a contract with the Arena management to fight at least 3 combat turns against anything they throw at you. You agree to accept whatever rewards they may offer you for your victories, and to pay any debts you incur before you can leave the Arena.

You are permitted to use your own weapons, whether they be normal or magical, and to wear your own armor. If you don't have any equipment, for your first fight the management will loan you a broadsword (worth 3 dice + 4 adds) (requires a ST of 15 or you will tire as you use it, and lose the difference in ST each combat turn). If you are a rogue or a wizard you may cast spells, but be warned: the only truly reliable ones are those which only affect yourself and your belongings! If you're thinking of being tricky, Khara Khang and his staff of lesser wizards may negate your other spells. If you have no magical powers of your own (and even if you do), it is possible to buy certain magics from the Arena Wizards before you learn what your opponent will be.

If you wish to buy magic for your combat, and have more than 50 gold pieces to spend, go to 28B. If you don't wish to purchase any enchantments, then the sun is bright, the sand is hot, the crowd is in a good mood — it is a fine day to die. Roll 2 dice and turn to the 'A' paragraph of the number you rolled.

13B1 You must fight a giant eagle that has been trained to dive and attack. Moreover, its talons have been poisoned with a venom that causes paralysis in 4 minutes (2 combat turns) if it enters your bloodstream. Go to 20A to get your odds before reading on.

B2 If you wish to use magic, write down the spell name and level and go to 20B.

B3 If you wish to use a missile weapon against it, you will find that shooting even a giant eagle on the wing is no easy task. The eagle's swift movement makes it as difficult to hit as shooting something at Extreme range. Go to 24D to see whether you hit the big bird or not.

B4 You are now fighting at close quarters with this beast. Go to 22D.

13c You successfully dodged the Unicorn's charge and hit it with your own weapons. It must take full weapons damage. If you reduce its MR to 20 or less, it will fall over, and you go triumphantly to 34A. If you only wounded it, go back to 32E and continue fighting.

13D It's down to hand strokes. She fights with a great elmwood staff (worth 2 dice + her adds). You may use whatever hand weapon you have, plus your adds. If you kill or disable her (reduce her CON to 5 or less), go to 34A. If she kills you, go to 1A. If she disables you, go to 1B.

13E The Gremlin leaps on you and grapples, stabbing repeatedly with his dagger (2 dice + 1 add). You're unable to fight with magic, missile weapons, or any other weapon larger than a dagger. Use a knife if you have one, or fight with your hands (worth 1 die total). Fight until one of you is slain or reduced to a CON of less than 5. If you slay or defeat it, go to 34A. If it kills you, go to 1A. If it defeats you without killing you, go to 1B. Keep fighting until one of these results has been achieved and keep track of how many combat turns it takes to accomplish it.

13F The Dwarf whirls his pickaxe as a shield before him. Roll 2 dice. If you get a 2 or a 3, your missile gets through. This Dwarf has a CON of only 1, so you have killed him; go to 5F. If you didn't roll a 2 or a 3, he deflected your shot and rushed upon you with a loud war-cry. Go to 17D.



14A You have been captured by the slavers of Khazan. All money, weapons, armor, and personal belongings have been taken from you. While the slavers are trying to decide whether to sell you to the DragonFire Mines, or to the galleys, or to a certain female Ogre they know, a recruiter from the Arena comes by and asks if you'd like a chance to live. (It's all a set-up.)

A few days later you find yourself in a cell in the catacombs beneath the Khazan Kholiseum, keeping company with the other scum of the earth who comprise the lowest gladiatorial class. You have been told that if you win 3 combats, you will gain your freedom plus all the rewards accumulated for winning. You know that all you really are is so much sword fodder for the big-name stars of the Arena — still, you're determined not to go down without a fight. The management doesn't want you to die too easily, so if you are a warrior or a rogue they arm you with a broadsword (3 dice + 4 adds) and leather armor (takes 6 hits). If you're a wizard, they give you the leather armor and a sax (2 dice + 5 adds). Of course, this is just a loan, to be paid for at the going rate for weapons and armor (see the T&T rules), as soon as you win any prize money.

Outside, you can hear the crowd roaring for blood. They just dragged a man back into the catacombs in 3 pieces — poor fellow had to go up against a Troll. And now it's your turn. Roll 2 dice and go to the 'A' paragraph of that numbered page.

14B You are aiming at a small target at Pointblank range (less than 5 yards). Make your third level saving roll on Dexterity (30—DEX). If you missed the saving roll, you also missed your foe. You must take all the hits it can dish out in one combat round. If this kills you, go to 1A. If it reduces your CON to 5 or less and your foe is not a Beast, go to 1B. If your foe is a Beast, it will finish the job before you can be rescued; go to 1A. If you were able to take the hits on armor, or were only wounded but could keep fighting, go to the fourth section of the paragraph that sent you here.

If you made the saving roll, your aim was true. Your foe must take the full amount of hits for your weapon plus adds (it may take them on armor or tough skin, just as you can). If you have slain it, go to 34A. If you have only wounded it, it will move to hand-to-hand combat. Drop your missile weapon and draw another, and go to the fourth part of the paragraph that sent you here.

14c You successfully dodged the snake's strike, which allows you to inflict full weapons damage on it without suffering any harm yourself. If you have killed it or reduced its MR to 12 or less, it falls over and you go triumphantly to 34A. If you have only wounded it, it will recover its poise and strike again. Return to 4E.

14D You have been wounded by the Eagle — and its talons are poisoned. If this is the second time you are reading this, your time just ran out, and you are no longer able to move. Go to 15C. If this is only the first time you have read this paragraph, you have 1 combat turn left in which to win, or else you die. Return to 22D.

14E You are in a hand-to-hand struggle with one or more Hobbits. Their method of fighting is to get in close and hack with their flensing knives, which makes it impossible to use long weapons against them. You may use a knife if you have one, or your hands (1 die + your adds). Each combat turn make a first level saving roll on Luck (20—LK). If you miss it, take the difference off your CON for lucky slashes landed by a Hobbit. Continue to fight in this manner until you have slain or disabled your foe (go to 34A), or it has slain you (go to 1A) or it has reduced your CON to 5 or less (go to 1B). Saving rolls are inflicted in addition to, or regardless of, regular combat results hits.



15A The Man comes in low behind his shield. Make your first level saving roll on IQ (20—IQ). If you missed the saving roll, your foe finds a weakness in your guard, causes you to trip and gets 1 free combat turn (you can't defend yourself). If this kills you, go to 1A. If you are only wounded, or remain unhurt, go to 27F. If you made the saving roll, your form is impeccable and the fight will move to regular T&T combat. Go to 27F.

15B You have just enough time to get off one more shot at close range. Make your 3rd level saving roll on Dexterity (30—DEX). If you made the saving roll, you hit the foe and it must take full weapons damage. If you have slain it (and it was alone), go to 34A. If one or more foes still live, drop the missile weapon and go to 14E. If you missed the saving roll, you also missed your foe, and quickly find yourself in desperate hand-to-hand combat. Go to 14E.

15c The poison has had enough time to take effect. You fall over paralyzed. You are still aware as the eagle lands and begins to feast upon your face, but you know only relief when an Arena guard comes out and gives you the coup de grace. Go to 1A.

15D1 Your foe is a hungry crocodile. In order to give the crocodile a fair chance against you, you have been chained to a pole in the center of the Arena, in a small pit about 30 feet in diameter. The pit has been flooded to a depth of 2 feet so the saurian will be in its own element. Go to 20A.

D2 If you wish to use magic against the crocodile, write down the name and level number of your spell and go to 20B.

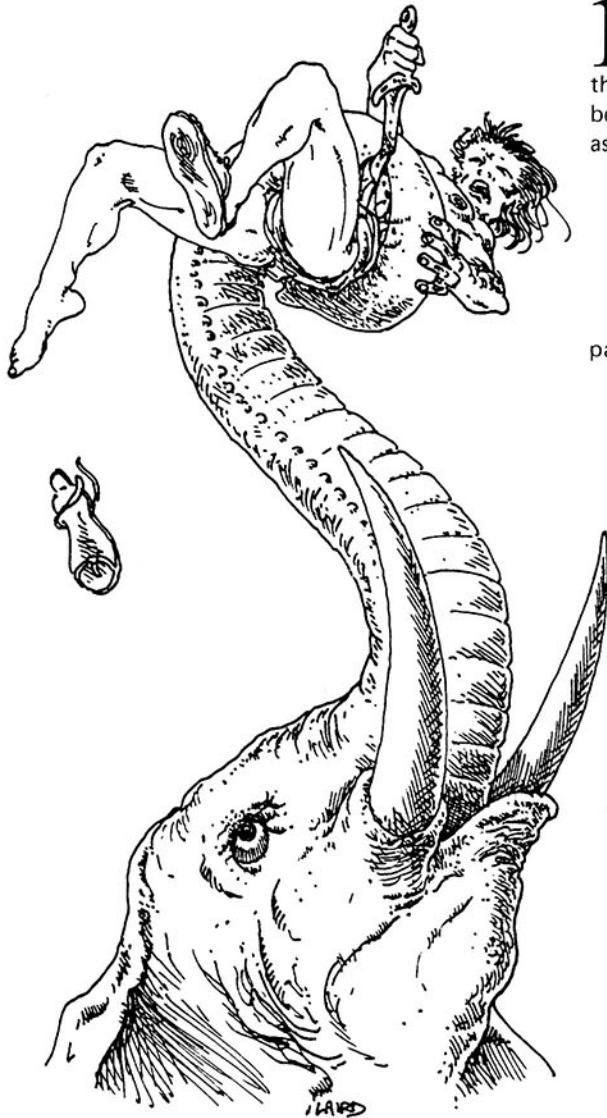
D3 You can see the crocodile waddling across the Arena sand before it ever gets to the pit. Because only the head may be used as a target for effective missile fire, it will be considered a small target. Choose your range and go to that paragraph: Pointblank (14B); Near (17B); Far (18D); Extreme Far (18F).

D4 If you are reading this, you are in close combat with the reptile. Go to 25B.

15E The Balrog fights with its flame whip and has a Monster Rating of 500 (gets 51 dice + 250 adds. You fight with your best weapon. If the Balrog kills you, go to 1A. If you kill the Balrog, or reduce it to a MR of 50 or less, go to 34A. If the magic wears off your weapon before the Balrog is defeated, the weapon will break, and unless you can switch to another enchanted weapon you must fight weaponless (1 die plus your adds).

15F You are aiming at a large target at near range (more than 10 yards, less than 50). Make your 4th level saving roll on Dexterity (35—DEX). If you missed the saving roll, you also missed the foe; go back to the fourth part of the paragraph that sent you here and keep fighting with other weapons. If you made the saving roll, you were right on target. Your foe must take the full amount of hits for your weapon plus adds (it may take then on armor or tough skin, just as you can). If you have slain it, go to 34A. If it is only wounded or unhurt, you just have time to grab a non-missile weapon before it is upon you. Go back to the fourth part of the paragraph that sent you here.

16A A maddened Dwarf with a great axe is hard to beat. Choose your LK or DEX — whichever is higher — to make saving rolls on. There is no time to cast spells. Pick a regular hand weapon and fight. Every time you throw the dice for yourself and the Dwarf, one combat turn passes. Compute and distribute hits in the regular fashion. Make your first level saving roll on your chosen attribute — if you miss the roll, take the difference in hits, regardless. On the second combat turn make a second level saving roll (25—Attribute); on the third combat turn make a third level saving roll (30—Attribute), and so on, for as long as the combat lasts. If at any time you kill or disable all your foes, break off the combat and go to 34A. If the Dwarf should slay you, go to 1A; if you're disabled, go to 1B.



16B1 Your foe is a rogue bull elephant trained to kill. It has a MR of 200 (21 dice + 100 adds), and its thick hide will take 10 weapons hits (like armor) before the MR begins to drop. The ponderous pachyderm plunges perilously near as you watch in dismay. Go to 20A.

B2 If you wish to use magic against the elephant, write down the spell name and level; go to 20B.

B3 If you wish to use a missile weapon against the elephant, choose your range and go to that paragraph: Pointblank (3F); Near (6C); Far (7D); Extreme (8D).

B4 If you are reading this, you are in close combat with this mighty Beast. Go to 27C.

16c The elephant catches you in its trunk and swings you wildly around, finally releasing you to fly like an arrow into the Arena wall, which you split with your head. If your CON is 5000 or greater, go to 30E. If not, your cranium resembles a squashed tomato. Go to 1A.

16D1 You're up against a Shoggoth, a giant humanoid creature whose body is covered with what looks like hundreds of living ropes. Its feet are elephantine, and its legs are thick and heavy. It is about 30' tall and doesn't seem to have a face — but it knows where you are because it comes shambling in your direction. Figure your odds by going to 20A, if you haven't done so already.

D2 If you wish to use magic against it, write down your spell name and level and go to 20B.

D3 If you use a missile weapon, make your second level saving roll on Dexterity (25—DEX). If you made the saving roll, you hit it. Go to 8C. If you missed the roll, you missed the Shoggoth. Read on.

D4 Like it or not, you are fighting at close quarters with a Shoggoth. Make your 5th level saving roll on IQ (40—IQ). If you make it, go to 2B. If you miss it, fight the thing with whatever you have. Go to 32F.

16E The serpent hit you, doing its full MR worth of damage. You may take some of the hits on armor if you have any. Your weapon has been knocked out of your hand and is out of reach, but you did 1 die worth of damage to the snake. Check these things in this order: If the hits you just took have reduced your CON to 5 or less, the giant anaconda coils around you and breaks your bones like toothpicks. It will then ingest you (armor and all). Go to 1A. If you are wounded but your CON is still greater than 5, and your 1 die of damage reduced the snake to a MR of 12 or less, then you win. Go to 34A. If both you and the snake can keep fighting, grab your secondary weapon if you have one. The snake will try to strike again. Return to 4E.

17A The Ogre comes on strong, and comes in swinging. No normal human arm or armor could withstand the powerhouse blows of its club. (If your character is Ogre, Troll or Giant, disregard the following instructions and conduct regular T&T combat.)

Count the combat turns as you go through them. Before each combat turn, make a saving roll on Luck at the same level as the number of the combat turn. If you make the saving roll, the Ogre misses you entirely and you take no hits, and can apply your full hit total to the Ogre. If you miss the saving roll, you must take in hits the difference between your combat total and the Ogre's total, or the number you missed your saving roll by — whichever number is greater. Also, if you missed the saving roll, you won't get hits on the Ogre unless your combat roll exceeded its. (As you can see, you had better kill it quickly or you won't kill it at all.) Continue fighting until either you or the Ogre has been vanquished. If you kill or disable it, go to 34A. If it kills you, go to 1A; if it disables you, go to 1B.

17B You are aiming at a small target at near range (more than 10 yards, less than 50). Make your sixth level saving roll on Dexterity (45—DEX). If you missed the saving roll, you also missed your foe — return to the fourth part of the paragraph that sent you here. If you made the saving roll, you were right on target. Your foe must take the full amount of hits for your weapon plus adds (it can take them on armor or tough skin). If you have slain it, go to 34A. If you have only wounded it, or if it is unhurt, you have just enough time to grab a non-missile weapon. Go back to the fourth part of the paragraph that sent you here.

17c You see the tail lashing at you and you only have time to jump. If you are wearing any form of armor, make a fourth level saving roll on Strength (35—STR). If you are not wearing armor, you'll need only a second level saving roll on Strength (25—STR). If you make the saving roll, go to 21E. If you miss it, go to 10F.

17D Boron the Dwarf Warrior-Wizard has an enchanted pickaxe worth 12 dice in combat. He himself gets 12 dice + 15 adds. You get whatever you can muster in time to meet his charge. If he gets any hits on you in combat, take them directly off your CON, as his pick will punch neat little holes right through any armor (even enchanted armor) you may be wearing. Keep fighting as long as he is winning. If he kills you, go to 1A. If he reduces your CON to 5 or less, go to 1B. But, if on any combat turn you get any hits at all on your foe, go to 5F.

17E The crocodile now rushes on you with jaws open wide. Engage it in regular T&T combat, but divide your number of hits by 2 if you have taken hits. If you kill it or reduce its MR to 7 or less, you are the victor and can go to 34A. If it kills you or reduces your CON to 5 or less, it wins and gets a free snack. Go to 1A. If neither of you is defeated in the combat turn above, roll 1 die and subtract that number from your Strength. Now return to the beginning of this paragraph and run through it again, unless your Strength has fallen to 5 or less, in which case you pass out and the crocodile wins — go to 1A.

17F You are stronger than the ape, and it realizes it. It releases its grip, takes the bananas, and shambles away from you at high speed back to its cage. It ain't dumb. This counts as a victory even though the crowd is hissing and booing. Go to 34A.

18A You have come to hand blows with an Orc. Agility is very important. At the beginning of each combat turn, make second level saving rolls (25-DEX) on Dexterity for both yourself and your foe. If you miss your saving roll, you must take the difference you missed it by in hits off your CON (not armor). The same goes for the Orc if it misses the saving roll. Fight in the normal T&T method until one or the other has been defeated. Each throw of the dice represents one combat turn. If you slay or disable the Orc, go to 34A. If the Orc slays you, go to 1A; if it disables you, go to 1B.

18B1 You are up against a giant carnivorous ape, about twice as big as a mountain gorilla and many times meaner, with 6 inch fangs and dirty fingernails. If you wish to use bananas against it, go to 1D. Otherwise, go to 20A.

B2 If you want to use magic against this ape, write down the spell name and level and go to 20B.

B3 If you use a missile weapon against it, choose your range and go to that paragraph: Pointblank (3F); Near (6C); Far (7D); Extreme (8D).

B4 If you are reading this, you are in close combat with the ape. Go to 29A.

18c Your opponent is a fourth level Dwarvish warrior-wizard. He is dressed as a common Dwarf without any armor. However, it seems odd that he should be carrying a pickaxe and wearing a golden crown set with emeralds (value: 6000 GP). Roll 2 dice for yourself and 3 dice for the Dwarf. Whoever throws the highest total has the option of striking first. If you get to strike first, go to 9B. If he gets to strike first, go to 17D.

18D You are aiming at a small target at far range (more than 50 yards, less than 100). Make your ninth level saving roll on Dexterity (60-DEX). If you missed the saving roll, you also missed your foe. If you would like to try and shoot again, go to 14B. If you want to switch to a non-missile weapon, go back to the fourth part of the paragraph that sent you here. If you made the saving roll, your marksmanship is incredible and you hit it. Your foe must take the full amount of hits for your weapon plus adds (it may take them on armor or tough skin if it has any, just as you can). If you have slain it, go to 34A. If it is unhurt, or only wounded, and you wish to shoot at it again, go to 14B. If it still lives and you'd prefer to try another weapon, go back to the fourth part of the paragraph that sent you here.

18E Continue combat in regular T&T style. If you kill it or reduce the croc to a MR of 7 or less, go to 34A in victory. If it kills you or reduces your CON to 5 or less, it gets a meal, and you go to 1A. Keep on fighting until one of you is defeated.

18F You are aiming at a small target at extreme range (more than 100 yards). Can your weapon really reach this far? If not, go to 18D. If so, then make your 12th level saving roll on Dexterity (75-DEX). If you missed the saving roll, you missed your foe. If you would like to try another shot, go to 17B. If you would prefer to switch to a non-missile weapon, go back to the fourth part of the paragraph that sent you here.

If you made the saving roll, it was one of the most amazing shots that has ever been seen in the Arena. Take 250 adventure points for fantastic shooting. Your foe must take the full amount of hits for your weapon plus adds (it may take them on armor or tough skin if it has any, just as you can). If you have slain it, go to 34A. If it still lives, and you wish to shoot at it again, go to 14B as it will close very rapidly on you in desperation. If it still lives and you'd prefer to try a non-missile weapon, return to the fourth part of the paragraph that sent you here.

19A If your character is an Ogre, Troll, Giant, or any other form of non-humanoid Beast or Monster, disregard the rest of the paragraph and fight by regular T&T rules. If you kill your enemy, go to 34A. If it kills you, go to 1A. If it reduces your CON to 5 or less, go to 1B.

If you are a normal-sized humanoid you find yourself in the path of a charging Troll. Fortunately, it is a bit slow. Unfortunately, it does not tire, but you will. You will be able to do full weapons damage to the Troll as long as you can make progressively higher saving rolls on Constitution. (Start with a first level saving roll (20-CON) on the first combat turn. If you make the saving roll, the Troll gets no hits on you. Make a second level saving roll (25-CON) for the second combat turn, and so forth.) If you miss any saving roll, you will have to do regular T&T combat for that round. If you kill the Troll, go to 34A. If it kills you, go to 1A. If it disables you, it will kill you on the next round — Trolls don't believe in rules. Continue fighting until you win or are killed.

19B You are aiming at a large target at pointblank range (less than 5 yards). Make your second level saving roll on Dexterity (25-DEX). If you missed the saving roll, you also missed your foe. You must take all the hits it can dish out in one combat round. If this kills you, go to 1A. If this reduces your CON to 5 or less and your foe is not a Beast or a Monster, go to 1B. If you're fighting a Beast or a Monster, it will finish you off (you're unconscious and can't fight back) before you can be rescued. If you were able to take the hits on armor, or were only wounded but could keep fighting, return to the fourth section of the paragraph that sent you here.

If you made the saving roll, your aim was true. Your foe must take the full amount of hits for your weapon plus adds (it may take them on armor or tough skin if it has any, just as you can). If you have slain it, go to 34A. If you have only wounded it, it will move to hand-to-hand combat. Drop your missile weapon and draw a hand weapon. Go to the fourth part of the paragraph that sent you here.

19C1 If you are so impressed by her beauty that you will throw yourself on her mercy and not attack her, go to 3C. But, if you wish to attack first, you must use either magic or missiles.

C2 If you want to use magic, write down the spell name and level and go to 20B.

C3 If you wish to use a missile weapon against her, go to 15F.

C4 If you're reading this, you're in deep trouble. Go to 25A.

19D The lion covers the last 20 feet between you in one great bound. If you wish to stand and meet it head to head, go to 1F. If you'd prefer to try and dodge it while striking with your weapons, go to 4D.

19E You've been knocked down and hurt, which helps the saurian in its continuing attack. Go to 17E.

19F The ape rips your arm completely out of the socket. Take 100 hits on the spot. If this kills you, go to 1A. If you are still alive, go to 22E.

19G There are weak points in even the best of armor. If you are wearing a complete set of metallic armor, make a second-level saving roll on Luck (25-LK). If you are wearing a complete set of leather or silken armor, make a third level saving roll on LK (30-LK). If you are not wearing any armor, or have only partial armor (back-and-breast, for example), then make a fourth level saving roll on Luck (35-LK). If you make the roll, go to 7B. If you miss, go to 25E.



20A DETERMINING THE ODDS AGAINST YOUR CHARACTER FOR A FIGHT:

Before each combat you must determine the odds against (or for) your victory. This represents the official odds on your match which are being offered the bettors in the seats. It is also used to determine how great a prize you should get if you win the fight.

Odds are expressed as a ratio of two numbers, A to Y, where A stands for the *Arena* and Y for *You*. This can be written as a ratio (A:Y) or a fraction (A/Y). If A is larger than Y, the odds are against you; if Y is the larger number, the odds are in your favor.

In the lists below, you may not need every step for every fight. Just use the pertinent ones for your circumstances. Keep the figures for A and Y separate, but written down as you go through the lists here.

TO DETERMINE 'A':

1. Use a poly-die or a deck of cards and randomize between 1 and 10. This is the basic number. (Example: you've rolled a 5. Stick with me, and it'll all be clear. . .)
2. Add to A the number of *extra opponents* you must fight. (Ex: You are fighting 3 dwarves. That is 2 more than usual, so add 2 to A.)
3. If you're fighting Trolls, Giants, or any Animal (not Monster) with a rating above 100, then multiply A times 2.
4. If you're facing any of the Wizards, add 1 to A for each level the sorcerer has attained. (Ex: fighting the fourth level wizard, you must add 4 to A.)
5. If you are facing any of the Monster class, multiply A times 3.
6. If your own character is a Hobbit, Gremlin, Leprechaun, or any animal or monster with a Monster Rating of 50 or less, multiply A times 2.

TO DETERMINE 'Y':

1. Your basic value for Y *will always start at 1*.
2. Multiply Y times the number of fights you have *already won*. If you have not won a fight (or even fought a fight yet), skip this step and do not multiply times 0. (Ex: If you have fought 5 times, and won 4 times, multiply Y times 4 = 4).
3. If you are facing Gremlins, Hobbits, or any Animal (not Monster) with a Monster Rating of 50 or less, multiply Y times 2.
4. If you are a wizard or warrior-wizard, add your *level number* to Y. (Ex: a third-level wizard must add 3 to Y).
5. If you are a Troll, Giant, or Beast with a Monster Rating more than 100, multiply Y times 2.
6. If you are a Balrog, Demon, Naga, Lamia, Centaur, or any other non-human character from the monster-creation tables, multiply Y times 3. (If you are not certain whether you fall into this class, then you probably do. So multiply times 3.)

Now you have numbers for both A and Y. Put these two numbers together as "A:Y" and reduce the fraction to its lowest common denominator. Let's say you eventually got odds of 5:2. In terms of betting and money, this means that for every 2 pieces of gold you bet on yourself, the Arena will pay you 5 gold *if you win*. (If you don't win, but still live, you'll pay 2 gold pieces to the people who put down the 5).

NOTE: The odds do not always reduce to something simple like "2:1" — they will often be improper fractions like 5:2, 9:4, 13:15. In terms of winning prizes, cut Y to 1 (regardless of what this does to A) and you should get some idea of what your odds are, relative to the prize-odds. In the examples just given, 5:2 is a 2½:1 against you; 9:4 is a little bit more than 2:1 against you, and 13:15 is a little bit more than 1:1 for you.

You can bet on yourself in the arena, but importantly: *You are never allowed to bet more than 1000 gold pieces!* This is the easiest way to make extra cash in the arena — if you lose, you will probably be dead. If you do wager on yourself, you must write down how much you want to wager, and at what odds. If you lose the fight and survive, your money is gone. If you win, you keep your money as well as the odds payoff. Do not give yourself experience points for prize money or money won in betting.

Return now to **part #2** of the paragraph that sent you here, and keep reading.

20B1 Find the code for your spell on the list below. Note that "Other" includes all other possible spells. The spellcaster loses Strength for trying to cast the forbidden spell, and Khara Khang and his merry minions negate it instantly — there is no effect except Strength loss when casting a spell in the "Other" category.

Possible spells are:

Take That, You Fiend!	TT	Blasting Power	BP	Any Wall spell	WA	Medusa	ME
Vorpal Blade	VB	Freeze Please	FP	Zappathingum	ZA	Death Spell #9	D9
Double Double	DD	Protective Pentagram	PP	Summoning	SU	Hellbomb Burst	HB
Whammy	WH	Mind Pox	MP	Zapparmor	ZP	Other	OT

Proceed to the Spell Resolution Matrix in 20B2. Cross-index down from the spell code (at the top of the table) to the paragraph number that sent you here (along the left side) and read your result. All result symbols are explained beneath the Spell Matrix.

20B2 SPELL RESOLUTION MATRIX

Paragraph	TT	VB	DD	WH	BP	FP	PP	MP	WA	ZA	SU	ZP	ME	D9	HB	OT
1C1.....	!	!	!	!	!	!	!	1-4	?	!	1-3	!	1-4	1-4	@	?
2A2.....	!	!	!	!	!	!	!	1-5	?	!	1-5	!	1-5	@	@	?
2D2.....	!	!	!	!	!	!	!	?	?	!	1-4	!	1-4	@	@	?
3A2.....	!	!	!	!	!	!	!	!	?	!	1-5	!	1-5	@	@	?
4A2.....	!	!	!	!	!	!	!	!	?	!	1-5	!	1-5	@	@	?
4B2.....	!	!	!	!	!	!	!	1-5	?	!	1-2	!	1-3	@	@	?
4C2.....	!	!	!	!	%	!	!	1-2	?	!	?	!	1-4	1-3	!	?
5A2.....	!	!	!	!	!	!	!	1-5	?	!	1-5	!	1-4	@	@	?
5C2.....	!	!	!	!	!	!	!	1-3	?	!	1-5	!	1-5	@	@	?
6A2.....	!	!	!	!	!	!	!	1-5	?	!	1-5	!	1-5	@	@	?
7A2.....	!	!	!	!	!	!	!	1-3	?	!	1-5	!	1-5	@	@	?
8A2.....	!	!	!	!	!	!	!	1-3	?	!	1-5	!	1-4	!	@	?
8B2.....	!	!	!	!	!	!	?	1-2	?	!	1-3	!	1-3	1-3	1-3	?
9A2.....	!	!	!	!	!	?	!	1-3	?	!	1-4	!	1-4	1-3	1-3	?
9B2.....	!	!	!	!	%	%	?	%	?	!	1-2	!	?	?	?	?
10B2.....	!	!	!	!	!	!	!	?	?	!	1-4	!	1-4	1-4	1-3	?
10C2.....	%	!	!	!	?	?	!	?	?	!	1-4	!	?	%	%	?
11B2.....	!	!	!	!	!	!	!	?	?	!	1-4	!	?	?	1-4	?
11D2.....	!	!	!	!	%	%	!	?	?	!	1-4	!	1-4	1-3	1-2	?
12B2.....	!	!	!	!	!	!	!	?	?	!	1-5	!	1-2	1-2	1-4	?
13B2.....	1-3	!	!	!	1-3	1-3	!	?	?	!	?	!	?	@	@	?
15D2.....	!	!	!	!	1-5	1-5	!	?	?	!	1-5	!	?	@	@	?
16B2.....	1-5	!	!	!	1-5	1-5	!	?	!!	!	1-5	!	1-4	1-2	!	?
16D2.....	!	!	?	!	?	?	!	?	?	!	?	!	?	?	?	?
18B2.....	!	!	!	!	!	!	!	1-4	?	!	1-4	!	1-4	1-3	1-2	?
19C2.....	%	!	!	!	!	!	!	1-3	?	!	?	!	1-4	1-3	@	?
22A2.....	!	!	!	!	!	!	!	1-2	?	!	1-3	!	1-3	1-3	1-3	?
23B2.....	!	!	!	!	!	!	!	1-5	?	!	1-5	!	1-5	@	@	?
23C2.....	!	!	!	!	!	!	!	1-5	?	!	1-5	!	1-5	@	@	?
23D2.....	!	!	!	!	!	!	!	1-5	?	!	1-5	!	1-5	@	@	?
23F2.....	!	!	!	!	!	!	!	1-3	?	!	1-4	!	1-4	1-3	1-3	?

Key to the Spell Matrix above

- ! means your spell took full effect. See the description of the spell effect in 20B3.
- ? means your spell had no effect. Go to 20B6.
- % means the spell rebounded on you and took full effect. See the spell effect description in 20B3. If this killed you, go to 1A. If it reduced your CON to 5 or less without killing you, go to 1B. If neither of these apply, go to 20B4.
- @ means "tacky". Your spell worked and killed your foe, but it was tremendous overkill and very unsporting, not considered a fair victory. Any treasure you have won in the Arena is confiscated, and you are expelled from the Arena permanently. Scratch off your winnings, take no extra experience points, and close the book.
- !! means the wall materialized right in front of the charging elephant and it knocked itself silly. Go to 34A.
- 1-2, 1-3, 1-4, 1-5 means roll one 6-sided die. If you have rolled within the indicated range, your spell took full effect. See the description of spell effects in 20B3. If you didn't roll within the indicated range, you lose the ST for having cast the spell, but Khara Khang did not let it take effect upon your target, or didn't let the spell work at all. Go to 20B6.

20B3

Your spell worked. Check the list of spell effects below to see what effect it had.

SPELL NAME**SPELL EFFECT**

Take That, You Fiend!

Multiply the level you threw it on times your IQ for the number of hits of damage that you did to your foe. If this has either killed your foe, or reduced its CON to 5 or less, or reduced its MR to 1/10 or less of its original value, go to 34A. If none of the above apply, go to 20B4.

Vorpal Blade

Doubles the effectiveness of 1 bladed weapon of your choice (unless it has been previously enchanted, in which case it has no effect) for 1 combat turn. Go to 20B4.

Double Double

Doubles the attribute of your choice for 1 combat turn. Then halves that attribute for the following combat turn. Go to 20B4.

Whammy

Triplies the effectiveness of any weapon for 1 combat turn. Go to 20B4.

*Blasting Power, or
Freeze Please*

Throws a bolt of fire (or of ice, for FP) equal in hits to your level number in dice + your personal adds. (For example, a 3rd level wizard using a Blasting Power would get 3 dice + his number of personal adds in hits against his foe.) If this has either killed your foe, or reduced its CON to 5 or less, or reduced its MR to 1/10 or less of its original value, go to 34A. If none of the above apply, go to 20B4.

Protective Pentagram

Lasts for only 1 turn (10 minutes) but protects you from anything for that 1 turn. However, your foe will wait patiently for it to wear off. (Or maybe impatiently, with howls and curses.) Go back to the second part of the paragraph that sent you here, and try something else.

All of the Wall spells

Only worked in one instance.

Zappathingum

Enchants a weapon of your choice to triple its ordinary effectiveness for the duration of the fight. Go to 20B4.

Summoning

Calls up a demon with a MR equal to your combined ST, IQ, LK and CHR. This demon fights as a Monster in your place until it is either slain or wins the fight for you. Go to the fourth section of the paragraph that sent you here, but play the demon in your place. (If the demon is slain, go back to part 2 of the paragraph that sent you here.)

Zapparmor

Enchants your shield or armor to triple its ordinary effectiveness for the duration of the fight. Go to 20B4.

Medusa

Changes your foe to stone. This lasts only long enough for you to be declared the winner and to go to 34A, before the enchanted being comes back to life.

Mind Pox

Leaves your opponent helplessly confused for 5 minutes. Since it is defenseless, you are considered the winner and you don't have to kill it. Just push it over and go to 34A.

Death Spell #9

Kills your opponent on the spot. The poor thing swells up, turns purple and explodes. Go to 34A.

Hellbomb Burst

Vaporizes 100 cubic feet of matter. This is fatal to any living being caught in it that doesn't have magical protection. Go to 34A.

B4 Some spells listed above have shorter durations than the times listed in the T&T rules. Khara Khang is controlling their time of activity to make for a more interesting battle in the Arena. Read on.

B5 If you used magic against anyone from the class of wizards, go now to 27D. If your foe is not a wizard, read on.

B6 If your foe was the Shoggoth and your spell actually took effect, then go to 33D. If the spell did not take effect on the Shoggoth, go to 26A. If your opponent was not the Shoggoth, read on.

B7 Return to the fourth part of the paragraph that sent you here. Your magic will be in effect for the stated duration.

21A1 Unless you are a Giant or a Troll (or some kind of hero), your fight with a Giant is largely an attempt to avoid being hit. If you are a Giant or a Troll, conduct regular T&T combat until there is a winner. If you kill or disable it, go to 34A. If it kills you, go to 1A; if it disables you (CON of 5 or less) go to 1B.

A2 If you are not a Giant or a Troll, you will need all your Strength and skill to avoid getting clobbered. On the first combat round, make a first level saving roll on both Strength and Dexterity (20-ST) (20-DEX). If you made both saving rolls, you managed to dodge him for 2 minutes while getting in your licks. The giant must take all the hits you can give him. (Remember, his skin is so tough that it takes the first 10 hits just as armor would before you start to hurt his Constitution). If this kills him, or reduces his CON to 5 or less, go to 34A. If you missed either saving roll, you were unable to completely dodge his attack. Do regular T&T combat for the turn. If you slay or disable your foe, go to 34A. If he kills you, go to 1A. If he disables you, go to 1B. If neither happens, read on.

A3 Each successive combat turn, you will find it harder and harder to dodge the Giant's attack. On the second combat round you must make second level saving rolls on Strength and Dexterity to avoid his attack. On the third combat turn, you must make third level saving rolls, and so forth. Continue fighting as in 21A2 until either you or your foe is defeated or slain; then go to the appropriate paragraph as listed above.

21B The conjurer throws a Mind Pox on you. Your IQ is reduced to 3 for 30 minutes. This leaves you totally unable to defend yourself. He walks up and knocks you down, thus proving that he has won. Make a first level saving roll on Luck (20-LK). If you make it, go to 26B. If you miss it, go to 1B. Your combat has lasted for 2 combat rounds.

21c She realizes that you had a chance to kill her, and that if she spares you she will lose her job as a gladiator and gain only a lover. So now it comes down to a question of charm. She has allowed you one level for your chivalrous gesture, so you only have to make your second level saving roll on Charisma (25-CHR). If you make it, go to 27A. If you miss it, brace yourself and go to 22A.

21D She is amazed that you can still fight. Her Strength has gone down by 5 points. If this disables her, go to 34A as you are the winner. If she has more than 6 Strength points left, she skips away from you and gets ready to blast you again. You find you cannot close with her. Go to 6B and try again to beat her to the draw, but decrease your marksmanship rating (i.e., your DEX to hit with missiles) by the number of hits you have just taken. If she doesn't have 6 or more ST points, she'll hang her head and acknowledge defeat. Go to 34A.

21E You leaped over the thrashing tail and came down in good position to attack the reptile. Do your full weapons damage without taking any hits in return. If you have killed the croc or reduced its MR to 7 or less, go in triumph to 34A. If you've only wounded it, go to 18E.



22A1 If her Strength is less than 20, she will cast a second level Take That You Fiend! at you. If this kills you, go to 1A. If it reduces your CON to 5 or less, go to 1B.

A2 If you can still fight and intended to use magic against her, write down the name and level of your spell and go to 20B.

A3 If you wish to fire a missile weapon at her, go to 15F.

A4 You are now at pointblank distance. Go to 13D.

22B The war elephant just stampeded over you, but you did score your weapons hits on it. If you inflicted enough hits to reduce its Monster Rating to 20 or less, and survived your own wounds, go to 34A. If the elephant, however, which gets to inflict all the hits it scored (total – not what it beat your roll by) killed you, or reduced your CON to 5 or less without falling over, then it will finish you off, so go to 1A. If you are only wounded, despite being run over by an elephant, go to 25C.

22c Bad choice. The Orc decides that if you fear to close with him he can use the chance to throw all three missile weapons. Make a first level, second level, and third level saving roll on Luck (20–LK), (25–LK), (30–LK). For each one that you miss, take 2 dice plus the Orc's adds worth of hits. If this kills you go to 1A; if it disables you go to 1B. If the Orc missed or only wounded you, it will leap in, howling. You have no time now for missiles or magic. Go to 18A.

22D The Eagle is quite fast and never misses its strikes – unless it gets a beak full of weapon, which will usually stop it cold. In order to hit it you must be either very skillful, or extremely lucky. Make your third level saving roll on Dexterity (30–DEX). If you make it, go to 6F; if you miss it, go to 7F.

22E You fall over unconscious from the shock, but the ape doesn't care. Munching on your arm, it saunters back to its cage. Attendants haul your wounded body off the field, and take you in for medical care. Your CON is permanently reduced by 100 points. Your Strength, Luck, and Charisma are permanently halved because of your injury. You can get 10 CON points back from medication, but that's all. Go to 26B.

22F You are aiming at a large target at far range (more than 50 yards, less than 100). Make your sixth level saving roll on Dexterity (45–DEX). If you missed the saving roll, you also missed your foe. If you would like to try and shoot again, go to 19B. If you want to switch to a non-missile weapon, go back to the fourth part of the paragraph that sent you here.

If you made the saving roll, your aim was good. Your foe must take the full amount of hits for your weapon plus adds (it may take them on armor or tough skin if it has any, just as you can). If you have slain it, go to 34A. If it is unhurt, or only wounded, and you wish to shoot at it again, go to 19B. If it still lives and you'd prefer to try another weapon, go back to the fourth part of the paragraph that sent you here.

22G Do regular T&T combat with the mighty arachnid as it closes with you. If you reduce its MR to 5 or less on the first combat turn, you are the winner, and can go to 34A. If you did not conquer it completely on the first turn, but only wounded it, go to 19G. If it inflicted any hits on you, go to 24A.

23A The Gremlin comes in slowly, jabbing at you with its spear. Conduct regular T&T combat, figuring each Gremlin at 3 dice + its adds. If you kill it quickly, go to 34A. If it kills you quickly, go to 1A. If it reduces your CON to 5 or less, go to 1B. If the Gremlin scores hits on you this way without actually killing or disabling you, go back to the beginning of this paragraph and play through it again (now) . . . but if you scored hits on the Gremlin without killing it, it will change tactics and leap to very close quarters to use its knife — go to 13E.

23B1 The Hobbit stops about 30 feet from you and whirls its bola. You see the plan now — it will entangle you and leap upon you when you are helpless. If the Hobbit has a DEX of 16 or higher, your attempt to dodge failed — you are entangled for 1 turn. Go to 2C. If its DEX is lower than 16, roll 1 die. If the number is odd, go to 2C. If it is even, the bola missed you. Read on.

B2 If you wish to use magic, write down the spell name and level, and go to 20B.

B3 If you wish to use a missile weapon against the Hobbit, go to 15B.

B4 If you are reading this, you are at hand strokes with the foe. Go to 14E.

23C1 You see that the Dwarf is coming in fast and means to chop you up with his axe. You just have time to throw one spell or get off one shot at Pointblank range before it will be upon you.

C2 If you wish to use magic, write down the spell name and level you cast it on, and go to 20B.

C3 If you wish to use a missile weapon against the Dwarf, go to 14B.

C4 If you are reading this, you are in hand-to-hand combat with the Dwarf. Go to 16A.

23D1 The Human warrior(s) move toward you cautiously with their swords ready. You have time to throw a spell, or fire a missile if you wish.

D2 If you wish to cast magic, write down the spell name and the level you cast it at and go to 20B.

D3 If you want to use a missile weapon, choose one of the following four ranges: Pointblank, go to 19B; Near, go to 15F; Far, go to 22F; Extreme, go to 24D.

D4 If you are reading this, you are in hand-to-hand combat. Go to 15A.

23E The wizard throws a Rockabye spell at you. Total your Strength, IQ, and Charisma. If the total is less than 100, you fell asleep and lost the fight. A kind-hearted fellow, this wiz obtains mercy for you from the crowd. Go to 26B. If your total is 100 or higher, you did not fall asleep. His face goes ashen, and he throws himself down in front of you and begs for mercy. In the stands, Khara Khang is really disgusted, and turns him into a hyæna, which scoots away laughing and yelping. You, however, can go in triumph to 34A.

23F1 If your character does not have a Speed rating, roll 3 dice to determine your character's speed (as an Arena special, let triples add and roll over). Then make a second level saving roll on Speed (25-SP). If you miss the saving roll, go to 23F4. If you make the saving roll, you will now have time to cast magic or fire a missile weapon at pointblank range.

F2 If you wish to use magic, write down the spell name and level and go to 20B.

F3 If you want to fire a missile weapon at the Troll, go to 3F.

F4 If you are reading this, you are in regular T&T combat with the Troll. Go to 19A.

24A If your Constitution has been reduced to 5 or less, the spider will begin wrapping you in a cocoon of spider silk, and when it is finished it will carry you off for future feasting. Check your character card — there's still a chance to live. If you do not have more than 100 gold pieces left unwagered, then you are doomed to a short but agonizing future existence as spider food. If you do indeed have more than 100 GP left over, the spider master will rescue you from his pet for 100 gold pieces. Pay the travesty of a man and go to 26B.

24B Think about your character's past history. If you know that you are not a virgin, go straight to 10C2. If you know for sure that your character is a virgin, go directly to 5E. If you are not sure, make a first level saving roll on Charisma. If you make the saving roll, go to 10C2. If you miss it, go to 5E.

24c1 If the Orc warrior-wizard has been wounded, he throws a second level Take That You Fiend! spell at you. (If he doesn't have the 12 ST points necessary to do it, he dies in the attempt, and you may go unharmed to 34A). If this kills you, go to 1A. If it reduces you to a CON of 5 or less, go to 1B. If your CON is still higher than 5, and your foe's Strength has dropped below 5, then he has passed out, leaving you the victor. Go to 34A.

C2 If the Orc is not wounded when you reach this paragraph, he will throw a Whammy on his shamsheer, tripling its effect for 1 combat turn. He moves to fight you as a warrior would. However, the spell cost him 10 Strength points, and if the loss brought his Strength rating down to 5 or less, he will look foolish and then fall over unconscious. Since you have won by default in this case, go to 34A. However, you can only take half value for your prize because the crowd was greatly displeased. If he does not fall over and you wish to fight him normally, go to 3D. If you'd prefer to use magic or missiles against him, go to 5C2.

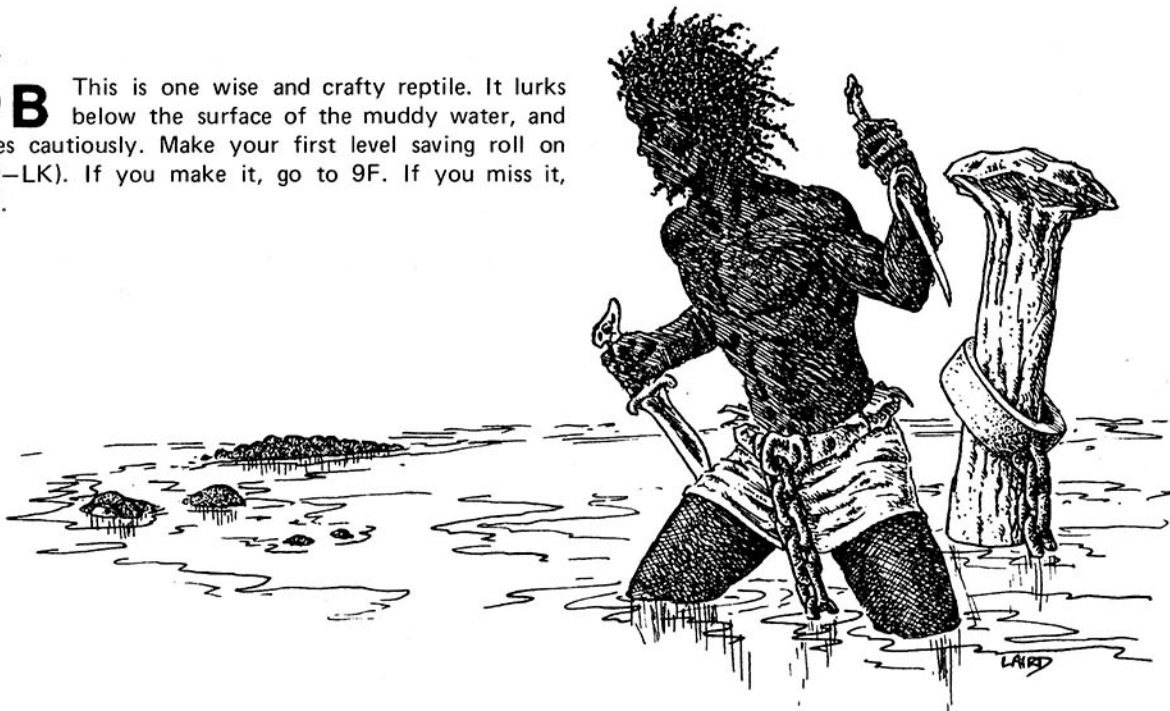
24D You are aiming at a large target at extreme range (more than 100 yards). Can your weapon really reach this far? If not, go to 22F. If so, then make your eighth level saving roll on Dexterity (55—DEX). If you missed the saving roll, you missed your foe. If you would like to try another shot, go to 19B. If you would prefer to switch to a non-missile weapon, go back to the fourth part of the paragraph that sent you here.

If you made the saving roll, it was a very good shot, and you hit your target. Your foe must take the full amount of hits for your weapon plus adds (it may take them on armor or tough skin if it has any, just as you can). If you have slain it, go to 34A. If it still lives, and you wish to shoot again, go to 19B. If it still lives and you'd prefer to try a non-missile weapon, go back to the fourth part of the paragraph that sent you here.

24E You score as many hits on the giant beast as you beat its combat roll by. If this reduced the elephant to a MR of 20 or less, it will fall over, and you go in triumph to 34A. If the elephant is still able to fight, make your third level saving roll on Dexterity (30—DEX). If you make it, go to 32A. If you miss it, go to 31A.

25A With a fiendish cackle she launches a Blasting Power spell at you. Everything on your body that is flammable goes up with a rush. Take 6 dice plus her adds in hits — and only enchanted armor will take hits for you in this case. If she has killed you, go to 1A. If she has reduced your CON to 5 or less, go to 1B. If neither of these happened, make your second level saving roll on Luck (25-LK). If you made it, you got your eyes closed in time. If you missed it, you were blinded — go to 1B. If you're still able to retaliate, go to 21D.

25B This is one wise and crafty reptile. It lurks below the surface of the muddy water, and approaches cautiously. Make your first level saving roll on Luck (20-LK). If you make it, go to 9F. If you miss it, go to 10F.



25c First, you were gored. Then, you were trampled. Take the full MR worth of damage to your CON. Armor won't take any of it. You did not score any weapons hits on the beast. If this has killed you, go to 1A. If it reduced you to a CON of 5 or less, the elephant will step on you one more time, thus reducing you to a thin red paste. Go to 1A. If your CON is so unbelievably large that you are only wounded and would be able to continue to fight, go to 30E.

25D Unable to get off another spell, the wizard defends himself with his dagger (worth 2 dice). (He also gets his adds.) Fight for 1 combat turn. If you kill him go to 34A. If he kills you go to 1A. If he disables you (CON of 5 or less), go to 1B. If none of the above things happen, he will throw an Oh Go Away! spell on you at the beginning of the next combat turn. Total up the Wizard's IQ, Luck, and Charisma, and then total your Strength and Constitution. If his total exceeds yours, you will find yourself in abject flight, which the crowd will find amusing. You will have been defeated, but you won't care as long as you can get away from that wizard — go to 26B in disgrace. If your total is higher, you are now inspired with a berserk desire to kill this guy. Go to 29F.

25E The spider has bitten you — some of its paralyzing venom has gotten into your bloodstream. Now, even if you are not badly wounded, you are going to be pressed for time, as you must kill the beast before its venom paralyzes you. Roll 1 regular die and add 5 to it — that's the number of CON hits you must take each combat turn (at the end of the turn). When your CON falls to 5 or less, you will be immobilized, and the spider, if it is still alive, will win. Go to 27G.

25F The Giant clearly intends to splatter you like a grape with its huge weapon. Roll 3 dice to determine your Speed (as an Arena special, if you roll triples, add and roll again). Make a first level saving roll on Speed (20-SP). If you made it, the Giant missed on its first attempt — go back to the fourth part of 2A and take the other option. If you missed the saving roll, you must take all the hits the Giant can deal out. If this kills you, go to 1A; if it reduces your CON to 5 or less, go to 1B. If you are still able to fight and wish now to use magic, go to the second part of 2A, or if you wish to draw your weapon and fight you may do so by going to 21A.

26A If your character is a Troll or a Giant, you don't belong here. Go to 33F. If your character is of any other short-type kindred, the Shoggoth comes tromping ominously toward you. Go to 2F.

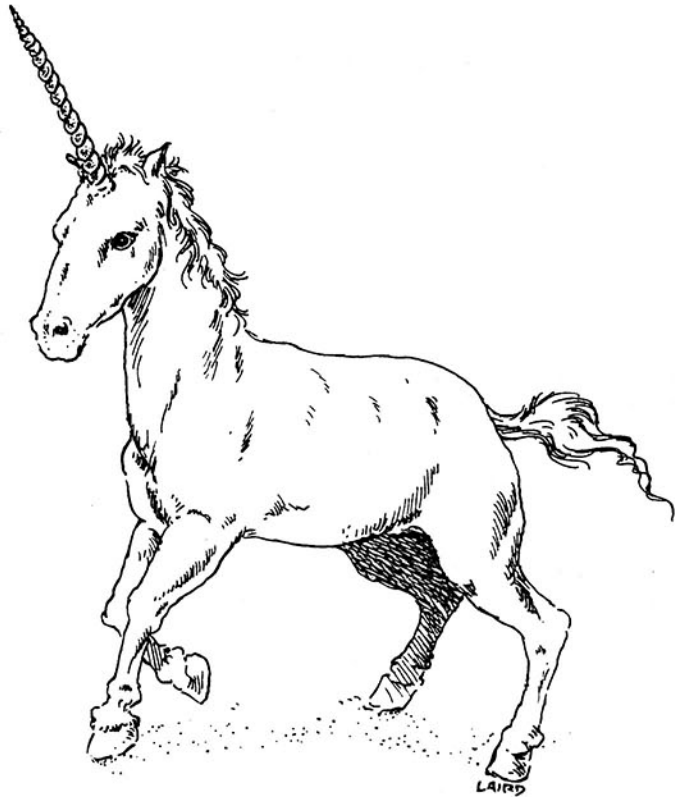
26B If you were wounded during your combat, you may purchase healing at the rate of 100 gold pieces per Constitution point restored. (This is half the standard rate in the city outside.) Wizards may, of course, Poor Baby themselves, but only at the rate of 1 CON point per day — this is a magically-enforced clause hidden in the small print of your Arena contract. (Roll 1 poly-die and randomize between 1 and 10 to see how many days you have before your next fight. For example, if you want to restore 8 CON points, but there are only 3 days before your next fight, 3 is the maximum number of CON points you can get back without buying healing.)

If you do not buy healing, or heal yourself magically, you will not get enough rest in the few days before your next fight to recover naturally. If you do not have enough cash to buy healing, and if your CON has been reduced to $\frac{1}{2}$ or less of its original value, or is less than 10 (whichever is less), go to 27B. If you're not that badly hurt, or if you have been healed, go to 34C.

26c The Unicorn cries and allows you to butcher it. As it dies you feel some changes of your own. Your Charisma drops another 5 points, and your Luck is permanently reduced to a value of 7. It will remain there until you spare the life or save the life of another Unicorn, at which time it will be unfrozen. Nevertheless, you are the winner. Go to 34A.

26D This is no trial run now. Your new contract calls for you to fight 7 more combats, which will bring your total to 10 — a very respectable achievement, and one that few fighters reach. If this is your 4th, 5th, 6th or 7th combat, go to 28B. (Remember that you don't have to buy magic if you don't want to or can't afford it.) If this is your 8th combat go first to 28B and then straight to 10A. If it's your 9th, go to 28B, and then to 11A. If it's your 10th, go to 28B and then to 12A.

If you have survived 10 Arena combats, you will be presented personally to Lerotra'hh, Death Goddess and Empress of Khazan. Go to 30F. If this is your 11th fight or more, start at 13A as if it were your first fight in all respects except for figuring the odds and in counting the number of foes you must face.



27A She comes over and plants a kiss upon your brow. Increase your Charisma by 3 points. "You are a noble soul and shall be my love!" she declares. Then, arm in arm, to the booing of the crowd, you walk out of the arena and no one dares try to stop you. (Khara Khang could, but he's in a good mood and lets you go.) Keep her character card and name her as one of your characters. She has 6500 EP and owns 22,222 GP. You are also awarded an extra bonus of 1000 experience points. If you wish to depart from the Arena of Khazan without finishing out your contract, you may do so now. But, if you are willing to finish out your contract, go to 34C.

27B You badly need medical attention, but can't afford it. The Empire of Khazan will pick up your medical bill — but you will become an Arena slave and must fight in the Arena until you can pay back ten times what it cost to heal you. You will also forfeit the right to win any magical weapons, and the right to meet the Empress should you win 10 fights. If you accept these conditions, note how much it cost to heal you and how much you now owe Khazan; go to 34C and keep reading. If you will not accept these terms, go to 28A.

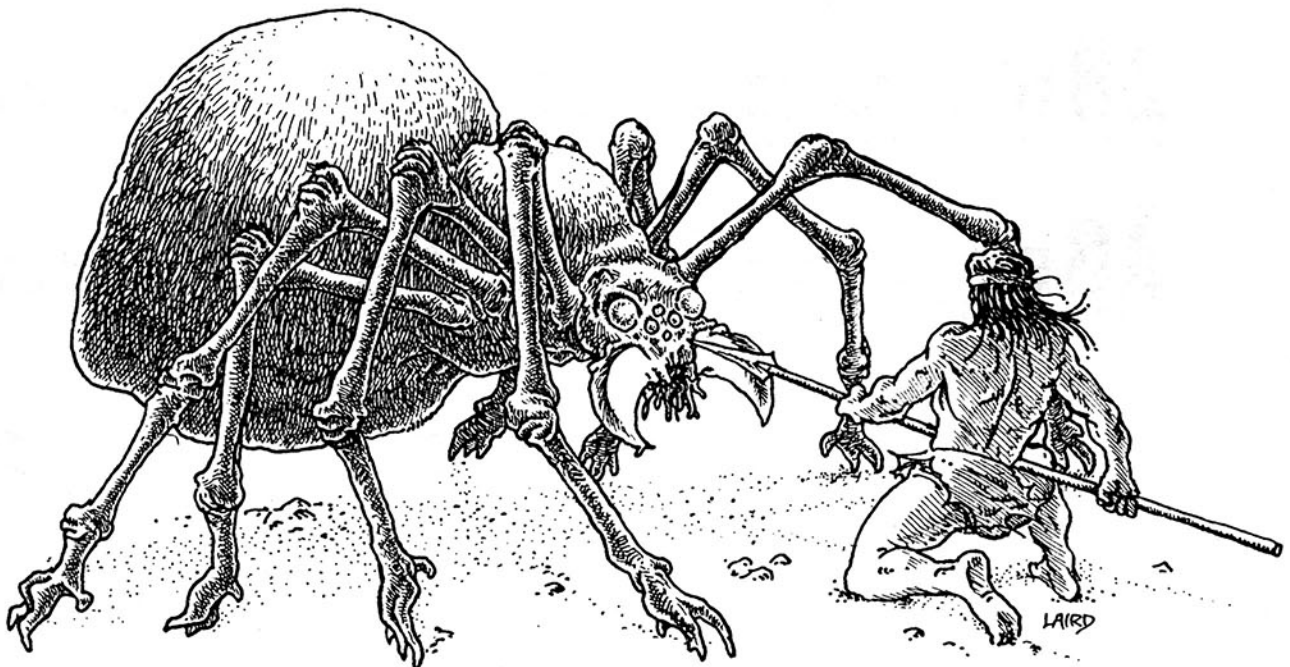
27C If your character is a Giant, Troll, or Ogre, you are big enough to meet the elephant head on. Go to 28C. If you are any smaller type of character, make your second level saving roll on Speed (25-SP). (If you don't already have a Speed rating, roll 3 dice. As an Arena special, triples add and re-roll.) If you make the saving roll, go to 28D. If you miss it, go to 25C.

27D If your opponent has been killed or reduced to a CON of 5 or less by your spell, go to 34A for your reward. If your foe has not been wiped out by your magic, choose the appropriate enemy wizard and go where you are told: 1st level (3B); 2nd level (24C); 3rd level (22A); 4th level (17D); 5th level (21B); 6th level (25A).

27E If your missile is enchanted or silver-headed, figure the damage it would do. If you have reduced the werewolf to a MR of 15 or less, it will fall over, and you can go happily to 34A. If you didn't do that much damage, go to 31F. If your missile is neither magical nor silver, it rebounds harmlessly from the wolfman's body, and before you can go for another weapon, the monster is upon you. Go to 5D.

27F Continue fighting the Human warrior(s). If they kill you, go to 1A. If you are reduced to a CON of 5 or less, go to 1B. If you slay all your foes, go to 34A.

27G Do regular T&T combat with the hairy horror. If you reduce its MR to 5 or less, you win. An Arena wizard will apply a Too-Bad Toxin spell to restore your CON to what it was before you were bitten. Go to 34A. If you only wounded it, or it scored hits on you, take the poison hits and go to 24A.



28A The Arena of Khazan is not a public hospital, and will not maintain the lives of those who are both indigent and unable to fight. They knock you on the head and use your corpse as animal food. Go to 1A.

28B The Empire of Khazan retains a 30th level wizard to make sure there are no magical surprises or disasters in the Arena. Most of the time the wiz just applies selective, precognitive anti-magic to prevent contestants from throwing spells when they're not allowed to, but Khara-Khang also maintains a staff of lesser mages for the more mundane but fairly profitable tasks of enchanting weapons and armor. You as a contestant in the Arena have the right to purchase certain spells to enchant your weapons, as it is well known that there are some opponents that only magic will stand a chance against. The spells available are listed in a table below, along with their cost and duration. All spells are cash and carry, and will only affect your ability to fight.

Spell Name	Duration	Cost
Vorpall Blade	1 combat turn	50 GP per combat turn
Double Double	1 to 6 combat turns	100 GP per combat turn
Whammy	1 combat turn	100 GP per combat turn
Poor Baby	First time you are hurt, it heals up to 10 CON points of damage	1000 GP
Zappathingum	For the length of your combat on one weapon only	1000 GP
Zapparmor	For the length of your combat	1000 GP

You may buy spells in combination, or specify that it will operate at a given time, say, your third combat turn. If a spell is unused, there will be no refund. (For example, if you wished to have a Vorpall Blade on your sword for your first five combat turns, you would pay 250 GP. If you then killed your foe in 4 combat turns, you would not receive a 50 GP refund for the unused fifth turn.) Spells must be decided upon and paid for before you learn who or what your foe will be.

Now, if you've chosen and paid for whatever you wish, roll 2 dice and go to the 'A' paragraph of the page number you have rolled. Good Luck!

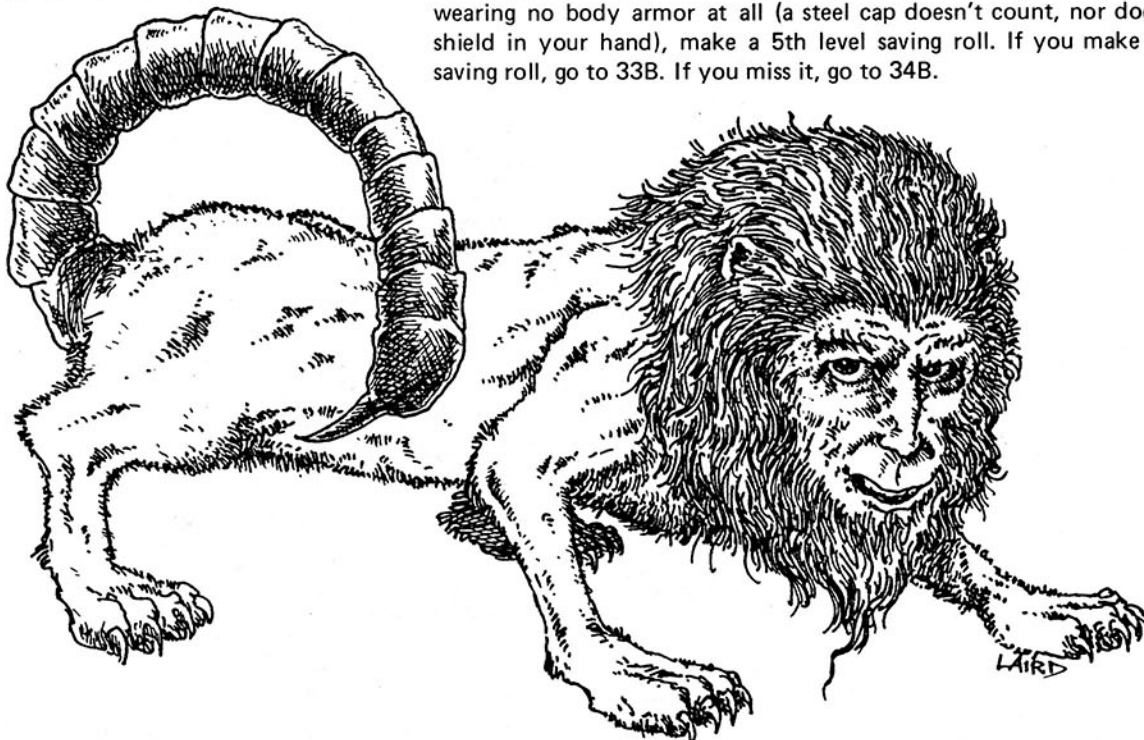
28c Because you are such a big fellow, you have no chance of dodging the elephant's charge. You must stop it cold. The pachyderm gets its full MR worth of dice and adds, and you will compute your own weapons and adds damage. If you got the same or more hits than the elephant, you stopped it cold. Go to 24E. If you didn't get as many hits as it did, then it ran over you. Go to 22B.

28D You dodged the elephant's charge and inflicted your weapons hits. Remember that the first 10 don't count. If you do enough damage to reduce its MR to 20 or less, it will fall over and you go in triumph to 34A. If it is still able to fight, go to 29C.

28E The flaming whip becomes a flaming sword in the Balrog's oversized hand. (A whip is a poor weapon for in-fighting!) Engage in regular T&T combat. If you score hits on the Balrog, go to 3E. If it scores hits on you, go to 31C.

29A Do regular T&T combat against the ape, allocating hits as you would normally — but you must also make a saving roll on Luck on the same level as the number of the combat turn. On the first turn, make a first level saving roll on Luck. On the second combat turn, make a second level saving roll on Luck, and so forth. If you missed the roll, you did not escape unscathed even though you wounded your foe. It managed to knock you down, or bite a chunk out of your thigh, or wrap one arm around your ear 3 or 4 times, etc. Take the number you missed the saving roll by in hits to both CON and armor. If you reduce the ape to a MR of 10 or less, it falls over, and you go in triumph to 34A. If your CON is reduced to a 5 or less, you will fall over, and it feasts. Go to 1A.

29B Fighting a Manticore would be like fighting a larger, stronger lion except for its sting. It can move that scorpion-like stinger with incredible speed and power, and Manticore venom is one of the deadliest known. Before beginning combat on each combat turn, you will need to make a saving roll on Dexterity or Luck (whichever is the higher attribute for your character). If you are wearing plate armor, make a first level saving roll; if you are wearing mail or lamellar armor, make a second level saving roll; if you are wearing a complete set of leather armor or just a mail shirt or cuirass with no arm and leg protection, then make a third level saving roll; and if you are wearing no body armor at all (a steel cap doesn't count, nor does a shield in your hand), make a 5th level saving roll. If you make the saving roll, go to 33B. If you miss it, go to 34B.



29c The elephant rushes by. When it comes for you again, it moves in more slowly, intending to catch you in its trunk before smashing you. If you wish to use magic or a missile weapon against it, return to 16B. If you wish to try and dodge and strike as you did this time, make a second level saving roll on Speed, and a second level saving roll on Luck (25-SP)(25-LK). If you made both of them, return to 28D. If you missed either one, go to 16C.

29D You feel the Balrog's whip curl around your body as you try to run away. There is a moment of intense pain, and then you burst into flame. When it has burned out, you're just a black spot on the sands. (This is true even if your character thought it was flame-proof.) Go to 1A.

29E Your timing is off, and the Unicorn is very quick. You find yourself transfixed upon the animal's horn and being tossed through the air. Right through the heart — it was at least a noble death. Go to 1A.

29F You will fight as a berserker until the wizard is slain. He gets 2 dice and no adds for his dagger. If, by some miracle he kills you, go to 1A. If you kill him, go to 34A. If you pass out from Strength loss (see the Berserker fighting rules in the T&T rulebook), he will slit your throat and consider himself lucky. Go to 1A.



30A Your opponent is a fifth level Human mage. He is wearing enchanted mail beneath his tunic of black silk. (It will take 33 hits in combat for him.) He is armed with a silver-tipped staff 8 feet long, and is carrying a sax (2 dice + 5 adds). Roll 2 dice for yourself (doubles add and roll over), and 4 dice for the wizard. Whoever gets the highest number has the option of striking first. If you get to strike first, go to 1C. If he gets to strike first go to 21B.

30B The Balrog scorns your approach and stands there laughing with hands on hips as you come up and strike it with your weapon. If your weapon is inherently magical, or has been enchanted for this fight, go to 32C. If not, go to 33A.

30C The cave lion stands atop your torn and bloody body. With one horrible snap it takes your head off. Go to 1A.

30D The ape draws you into a wrestling match with it. If you have a dagger you may use it in the ensuing combat. Any other weapon is too large and clumsy for such close quarters. If you don't have a knife, you get simply 1 die + your adds against the ape's full dice and adds for its MR. Continue to fight until one of you is defeated, or until you have broken free. Once each combat turn you get a chance to make your fifth level saving roll on Dexterity (40-DEX). If you make it, you have escaped the ape's clutches and can go to 29A. If you miss it, fight on. If you reduce the ape's MR to 10 or less, you have conquered and can go to 34A. If your CON is reduced to 5 or less, it has conquered and gets a meal — go to 1A.

30E Khara-Khang stops the fight and teleports you out of the Arena. His comment is that there is no point wasting the small stuff on a character of your magnitude. He heals your wounds, and allows you to re-equip yourself with whatever you can afford. This match with the elephant has counted as one fight, and even though it may have been your third fight, you must now fight at least one more combat. If you're ready for anything, go to 16D.

30F Lerotra'hh receives you in the Royal Box. She is an arresting, unusual figure of a woman, not beautiful so much as strong. Her large spherical breasts are bare, and the the skimpy harness that supports her loin-pouch and dagger is made of human leather. She chats with you about your history and some of your best fights. Finally, she kisses you once on the lips. Her mouth is cold, as chilling and forbidding as a glacier, and absolutely tasteless. Your senses swim, and you gain 10,000 adventure points. Since she is the Goddess of Death, and you have served her well, she has just granted you a slight boon. If you are ever killed (CON reduced to 0), but not dismembered, you will regenerate 10 Constitution points one hour after your death and come back to life with a new Constitution of 10. This is a one-time boon only. If you are killed again, you stay dead. Congratulations on your great combat ability, and please exit from the Arena of Khazan. Should you ever wish to return for more battles, go to 13A.

31A Your foe wrapped its tentacular trunk around your weapon and disarmed you. It also wrenched your arm out of its socket, inflicting 2 dice worth of hits. (Roll 2 dice and take that many hits directly off your Constitution). If that reduces your CON to 5 or less, that's the end of the jungle path for you. Go to 1A. If you are able to continue fighting, draw your secondary weapon and go to 32A.

31B You are stronger than the Shoggoth, and certainly smarter. In the wrestling contest that follows, you win 2 falls out of 3. Although nothing you do seems to hurt it, you are still accounted the victor. The Shoggoth goes back to its cavern beneath the Arena, and you go victoriously to 34A.

31C If you have been slain, go to 1A. If your CON has been reduced to 5 or less, go to 1B. If you are still able to fight, go to 32B.

31D You have managed to cut off the Manticore's stinger and are no longer in danger from it. Continue with regular T&T combat until the Manticore has been reduced to a MR of 25 or less (which will send you as the winner to 34A) or until your CON has been reduced to 5 or less (which will send you as the loser to 1A).

31E Make a third level saving roll on Dexterity (30-DEX). If you make it, go to 13C. If you miss it, go to 29E.

31F Do regular T&T combat with the loser taking the hits. If at any time your weapon loses its magic, cease fighting here and go to 2E. Otherwise, continue fighting until the werewolf is reduced to a MR of 15 or less, or until your CON is reduced to 5 or less. If the werewolf is defeated, go to 34A. If you lose, go to 1A.

31G The Take That You Fiend! spell works. If you did over 900 hits of damage to the Shoggoth, it falls over with a thump that shakes the walls. Go to 34A. If you did less than 900 hits of damage to the Shoggoth, it keeps coming. Go to 26A.



32 A Do regular T&T combat with the elephant. If you reduce it to a MR of 20 or less, and it cannot continue fighting, go to 34A. If you are reduced to a CON of 5 or less, go to 1A.

32 B If your weapon was not magical, go to 33A. If it was, and you want to continue the combat, go back to 28E. If you would now like to run away from the Balrog, go to 29D.

32 C The Flame-Lord is hurt, and his good humor vanishes in a hurry. If you have reduced him to a MR of 50 or less, he falls over, and you can go in triumph to 34A. If you haven't hurt him that badly, go to 15E and continue the combat.

32 D If you have reduced the Manticore to a MR of 25 or less, then you are the victor. Arena wizards will immediately use Too-Bad Toxin spells to save your life if you've been stung by the Manticore and still live. Go in triumph to 34A. If you dealt out more than 50 hits, but not enough to defeat the monster, go to 31D. If you did less than 50 hits of damage, go to 29B and keep fighting.

32 E The Unicorn is charging. If you wish to stand your ground and meet it head-on, go to 33E. If you'd prefer to dodge and strike at it, go to 31E.

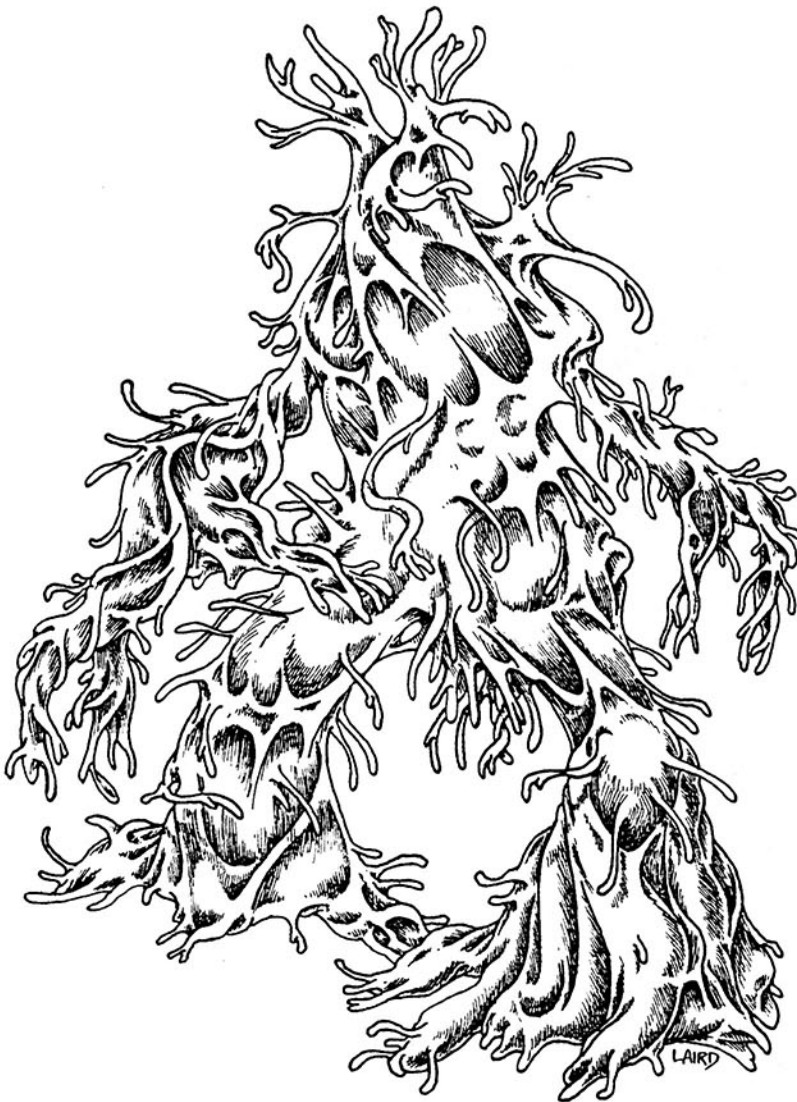
32 F If your weapon is enchanted, go to 8C. If it isn't, it will prove worthless against the Shoggoth and will shatter. If your character is a Giant or a Troll, go to 33F. If not, go to 26A.



33A Non-magical weapons have no effect on the Balrog. Instead, you are enveloped in a magical flame that does 100 hits worth of damage and destroys all non-magical weapons. If this kills you, go to 1A. If it reduces you to a CON of 5 or less, go to 1B. If you are still able to fight and have any weapons left, go to 28E. If you have no weapons and want to run away now, go to 29D.

33B Do regular T&T combat with the Manticore. If it gets enough hits on you to reduce your CON to 5 or less, then go to 1A, because you're a monster meal. If it only wounds you, go to 29B and keep fighting. If you scored hits on the Manticore, go to 32D.

33C You mount the Unicorn and ride around the Arena. Audience reaction is mixed, but there is no doubt that you have won. Add 20 points to your Charisma and 7 points to your Luck. Also, you have a Unicorn with a Monster rating of 200 that will come at your command and do your bidding when you're not fighting in the Arena. (However, keep track of your character's sex life. If you ever lose your virginity, you will also lose control of the Unicorn.) Go to 34A.



33D Since the Shoggoth is a child of the Elder Gods, very little magic will affect it. If you cast a Take That, You Fiend! at it, go to 31G. If you have enchanted your weapons or armor, and now wish to fight, go to 32F. If it was a Protective Pentagram you cast, you now have a ten-minute grace period in which to think of something else. Go back to 16D.

33E The Unicorn stops when it is nearly on you and rears up, trying to smash you with its hooves. You duck in under them and hew with all your might. Do regular T&T combat. If you reduce the Unicorn's MR to 20 or less, you win, and must go to 34A. If it reduces your CON to 5 or less, it wins, and you die and go to 1A. Continue fighting until one of these alternatives is achieved.

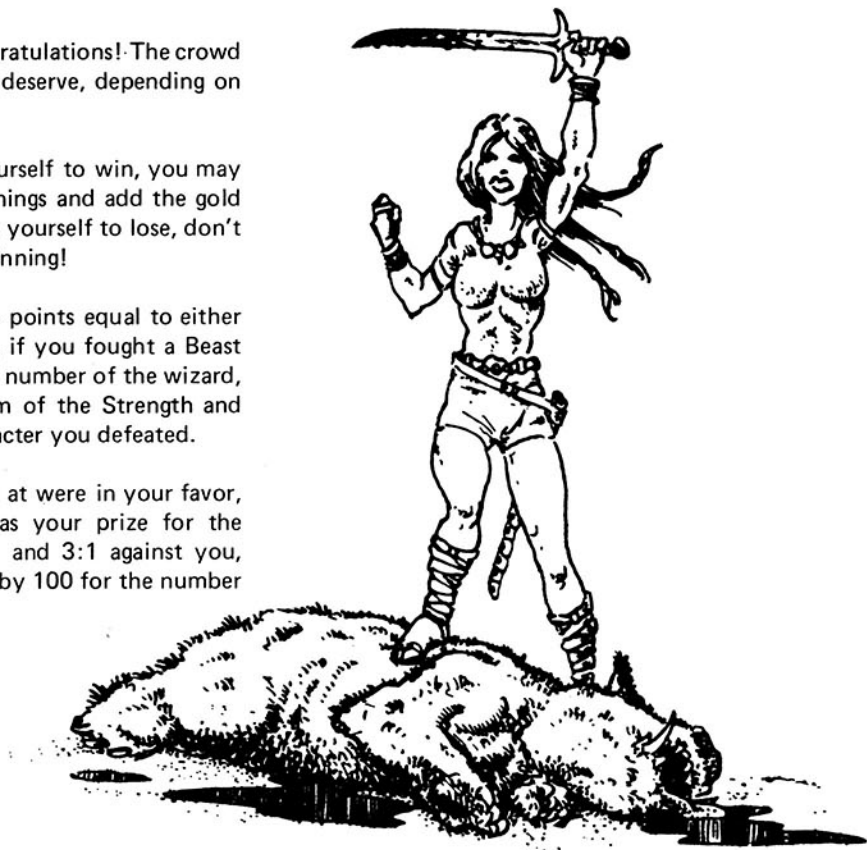
33F You are too large for the Shoggoth to stomp in its usual mindless way. It wraps you in its ropy arms and begins to squeeze. If you have a Strength greater than 500, you begin to fight back by going to 31B. Otherwise, you are slowly reduced to a lifeless pulp. Go to 1A.

34A1 You are the victor. Congratulations! The crowd is cheering you as you deserve, depending on how tremendous the combat was.

A2 First, if you bet on yourself to win, you may now collect those winnings and add the gold to your stock of treasure. If you bet on yourself to lose, don't feel silly paying out that money after winning!

A3 Second, take adventure points equal to either (1) the monster rating, if you fought a Beast or a Monster, or (2) 100 times the level number of the wizard, if you fought a wizard, or (3) the sum of the Strength and Constitution for any other type of character you defeated.

A4 If the odds you fought at were in your favor, take 100 gold pieces as your prize for the victory. If the odds were between 1:1 and 3:1 against you, you may either roll 4 dice and multiply by 100 for the number of gold pieces you are awarded, or take any 1 weapon from the T&T weapons charts except a gunne. If the odds were more than 3:1 against you but less than 7:1, roll 5 dice times 100 for the number of gold pieces and take 1 roll for one gem on the jewel generator in the T&T rules. If the odds against you were 7:1 or greater, randomize between 1 and 20 for a magic weapon from the Table of Enchanted Prize Weapons on page 35 of this dungeon, before coming back to the fifth part of this paragraph.



A5 If you took any hits of damage during your combat, go to 26B. If not, read on.

A6 If you wish to buy new equipment, or new weapons, armor, poisons, and so forth, do so now from the T&T rules, and then go to 34C.

34B You have been stung by the Manticore. You must take 200 hits on CON immediately, and 100 more at the beginning of each new combat turn. If at any time this kills you, quit reading everything else and go to 1A. If you are still alive after reading this paragraph, go to 33B.

34c If this was your first or second combat, go to 28B. If this was your third combat, you have completed your initial contract and you are free to leave with all money and weapons accumulated. However, since you are now something of a star, the management would like to encourage you to keep fighting. They will offer you a bonus of 1000 gold pieces now if you will sign up for an additional 7 fights. If you agree to this, add the gold to your total and go to 26D. If you don't like the bargain, you are out of the Arena of Khazan, but put a little 26D on your character card in case you ever decide to come back with that character. In that case, you don't get the bonus, but you start at 26D. If this is your 4th through 10th fight, go immediately to 26D and ignore the first 2 sentences.

34D You are aware that Shoggoths have a weakness for piccolo music. Fortunately, you have brought your piccolo with you. As you begin to play, the Shoggoth ceases its advance upon you and begins to dance ponderously in the sand. It is a ludicrous sight, and you have the whole Arena in stitches. After ten minutes of this, you are declared the victor, and the Shoggoth is packed off to wherever it is kept. Go to 34A for your reward.

TABLE OF ENCHANTED WEAPONS

Because of your great valor in the face of very high odds, the Arena Judges have decided to award you one of the special items listed below. Weapons may be used in the Arena in later fights. Randomize between 1 and 20 to see which of the special items you are given. Weapons on this table may only be awarded once (overall, not once per character). After you have given away a weapon, replace it on the table with 1000 gold pieces.

1. **Egil's Bow** . . . a simple self-bow of linden wood. User hits automatically with the effect of 30 dice. Requires a ST of 16 to string and a ST of 13 to pull. Those without sufficient ST will always miss.
2. **The Bronze Bodkin** . . . worth 66 dice in combat. (No berserkers.) Cannot be enchanted or poisoned.
3. **Gold Armband** . . . weighs 10 weight units. Wearer is immune to Hellbomb Bursts.
4. **The Dagger of Speed** . . . whoever holds it can always move at twice his normal rate of speed, and gets 2 combat turns to his opponent's one. Worth only 1 die in combat.
5. **Deth** . . . a great sword, 7 feet long and worth 21 dice in combat. Can be used by anyone with a minimum ST of 9.
6. **Hellslice** . . . a battered-looking falchion with a demon imprisoned in the blade that makes it worth 42 dice in combat. Even when the wielder takes hits, he gets to count the 42 dice against his foe.
7. **Finnegan's Flail** . . . on the first combat turn of any fight it is worth 9 dice + 12 adds. On subsequent turns it is only worth 3 dice + 4 adds. Requires a Strength of 20 and a Dexterity of 15 to use.
8. **The Heavy Flail** . . . gets 36 dice in combat. Subtracts the user's level number in ST points for each combat turn used.
9. **The Frog Axe** . . . gets 6 dice in combat and enables the wielder to hop up to 50 feet in any direction once each combat turn. However, it will not allow you to hit and hop the same turn.
10. **Nevermiss** . . . a crossbow worth 5 dice that teleports its bolts up to 100 yards to the intended destination, getting 5 dice of hits every time.
11. **12 Silver-Tipped Arrows** . . . each arrow strikes 33 dice worth of hits when shot from any bow — providing the shooter hits his target.
12. **Levity** . . . a small ordinary 3-dice crossbow. Its bearer cannot touch the ground (walking an inch or so above it), and can fly up to 100 yards above the ground at will (top speed is the speed of a crossbow bolt).
13. **Trollbow** . . . a triple-sized arbalest made for Trolls. Gets 42 dice if it hits. Requires a ST of 45 to recock by hand.
14. **The Little Silver Thunderstick** . . . a single-shot, muzzle-loading wheellock pistol, ornamented with silver plates bearing a portrait of Lerotra'hh in miniature. Also, enough powder and shot for 100 firings. Accurate up to 50 yards. Valued at 3000 gold pieces. Gets 8 dice + 25 adds, and must be used like any other missile weapon.
15. **Daggered Boots** . . . in combat, daggers extend from the boot toes, giving 4-dice (total) kicks per combat turn.
16. **Cross Kris** . . . a short sword of meteoric iron worth 9 dice in combat. Protects the wielder from all 3rd level and lower spells.
17. **The Great Sword Carrot** . . . anyone or thing taking hits from it is changed into a harmless bunny rabbit with a Monster Rating of 1. Intelligent characters retain their IQ and memory, although they can't talk. Carrot gets 8 dice in combat and dishes out a 9th level curse if its hits are scored.
18. **A Bottle of Warrior Juice** . . . any warrior who drinks it doubles his ST and CON. Any rogue or magic user who drinks from it loses the ability to work magic. One dose per person. A second dose is fatal. Value 2000 GP.
19. **Hardpull the Longbow** . . . requires a minimum ST of 48 to draw. It gets one die worth of damage for each ST point used in pulling it. Good at any distance up to 1 mile, but you have to be able to see what you're shooting at.
20. **The Long Golden Thunderstick** . . . a single-shot, muzzle-loading flintlock musket rifle with golden butt-plates and chasing, complete with powder and ammunition for 100 rounds. Valued at 7000 GP. Gets 12 dice + 40 adds. Treat it as any other missile weapon. It is accurate up to 200 yards.

SUGGESTIONS TO PERSONALIZE THE ARENA

1. As you create various characters for Arena combats and make up their cards from scratch, establish a file of Arena fighters. If an Arena fighter is slain, see suggestion 2, but if it is defeated while only wounded, or if it wins the fight, then name it and keep it. Next time you have to fight against that type of character you can pull the already-created fighter with a history out of your file instead of taking time to create a new character from scratch.

2. When Arena characters of a given type are killed by your protagonist, erase their name, record of gold, and experience points, but keep the card. Then roll 1 die, and add that number to its lowest attribute. That way when you need a fighter of that type again, you will have one handy, just ready to be named, and slightly better than its predecessor.

3. Treat Arena characters as you would your own. Periodically re-equip them, heal their wounds, and so forth. For fights they win, give them experience points and a treasure reward just as you would for your own characters. To determine how much reward they should get for their victories, just invert the odds against your own player in that particular fight. Thus, if you were fighting at odds of 2:1 against, then your foe was fighting at odds of 2:1 in favor of him, and would get his reward in gold pieces from the first of the award schedules.

4. Pick a time period and set all your combats within that time span (such as the years 720 to 725 of the city). Lerotra'hh, Death Goddess Empress of Khazan, reigned from 666 to 1313. All of my own characters that fight in the Arena will do so between the years of 990 and 1000.

5. Play with the parameters of combat a little when you've gained some experience. There's no reason why you couldn't run teams against teams (say Elves against Trolls) in the ordinary combat sequences. In such instances it is fair to assume that team members fight identically, but if you can handle more individualistic combat, then go to it, and more power to you!

6. Use the solitaire as if it were your own dungeon and run your friends through it. You as Game Master take the part of all Arena fighters, and your friends get to play their own characters. In such use you can pretty well ignore the more restrictive clauses as to what magic is allowed and what isn't, or what weapons the characters are armed with, and improvise to fit the situation. Such combats can go into the statistics along with the more rigidly programmed adventure sequences that I've set up.

7. Have fun. If you have any real gripes or problems, let me know about them. Include a self-addressed stamped envelope, and send it to *Arena of Khazan/Ken St. Andre, c/o Flying Buffalo Inc., P.O. Box 1467, Scottsdale, Arizona 85252* and I'll try to help out.

Swordidly,

A handwritten signature in cursive script that reads "Ken St. Andre". The signature is written in dark ink and is positioned above the printed name.

Ken St. Andre

Dungeon Design Rating Sheet

To rate the dungeons, write in a number from 1 to 10, using the scale given under each category. If you haven't seen a particular dungeon, skip it and go on. Feel free to spill over into an attached letter if you have a lot to say – we definitely appreciate your input. Even if you've filled out one of these sheets before, please continue to do so. It's important for us to know what you want. Thank you very much for your time!

[illegible]

Dungeon Design Rating Sheet

Questionnaire

1. Do you prefer to: wander around (as in Buffalo Castle)
teleport around (as in Deathtrap Equalizer)
go on a forced march (as in Naked Doom)
stand and fight (as in Arena of Khazan)
or is this important at all?
2. Would you like more artwork? Less? Or do you think it is unimportant?
3. Do you prefer a deadly adventure, or one that's relatively easy? Which holds your interest longer?
4. Do you like "segregated" adventures that allow just warriors, or magicians, or just rogues?
Do you like what has been done with mixing character types and multiple-character parties?
5. Would you be interested in much longer dungeons and adventures (with the higher cost that this would result in)?
6. Do you like the interrelationship between different adventures, where one dungeon leads into another?
Would you like to see more of this?
7. Would you like to see more adventures all set in the same mythos?
8. What do you think of the Magic Matrix idea?
9. Which is your favorite solitaire? Why?
10. What do you think of "sudden death" paragraphs? Do you feel they're at all justified where you've found them?
11. What would you like to see done in a dungeon? What would you like to never see again?
12. Do you feel that the amount of randomness in current adventures is suitable? Would you rather see more of it, or less?
13. Is it important to have a reason for your adventure, or a world-sense for background? Or would you be just as happy with room after unrelated room to explore?

DATE: _____

Thank you for answering this questionnaire.

When you're done, just drop this into an envelope and mail to:

**DUNGEON RATINGS
Flying Buffalo Inc.
P.O. Box 1467
Scottsdale, Arizona 85252**

Rating Sheet 3, 10/80

STARWEB®

ANTHONY-X



a multi-player, hidden movement,
Play-by-Mail strategic space game

STARWEB®

a game of interstellar conflict and intrigue where
fifteen star-spanning empires clash for control of 225 worlds

Pirates plunder and foul shipping lanes, Apostles convert populations to their "true" faith, Empire Builders conquer huge sections of the galaxy, Berserkers run amuck and destroy planets, Artifact Collectors scramble for ancient treasures, Merchants maintain the balance of trade ... sometimes ...

For a copy of the rules and more details, send \$1.

[The idea for the planet-destroying robot berserkers comes from stories written and copyrighted by Fred Saberhagen, and is used with his permission.]

Name _____

Address _____

City _____ State _____ Zip _____

Send to:

Flying Buffalo Inc.
P.O. Box 1467
Scottsdale, Arizona
85252

ask for our free catalog

Blood lust! *Khazan, capital city of the Empire of Khazan, is also sometimes known as the City of Death. It takes its name and reputation from its ruler, Lerotra'hh, the Death Empress of Khazan.*

Khazan was founded and built by a mighty wizard of the same name. It flourished under his benevolent rule for 666 years until it was attacked by the Orcish and Trollish hordes of Lerotra'hh and her minion Khara Khang. Khazan was slain, and the goddess from the Dragonfires Range of mountains in the north became the new ruler, and she has remained so for all the centuries that followed.

Khazan is the only known Human city on the continent of Rhalph with a sizable population of Orcs, Trolls, Ogres, Dwarves, and other beings generally considered as Monsters by the Human inhabitants of such places as Khosht. But the reign of terror has mellowed over the years until now most of the bloodletting takes place within the Arena.

ARENA OF KHAZAN is Number 12 in a series of Solo Dungeons designed for play with the Tunnels & Trolls system of dungeon delving. If you have trouble getting enough friends together to play T&T, or you have only a little time to kill, then the Solo Dungeons are for you. You need only the rules for Tunnels & Trolls, a few six-sided dice*, paper and pencil, and this booklet.

* in **Arena of Khazan**, you'll probably also need a 20-sided die or a deck of cards.

