



Grimtina's Guard

by
Ken St. Andre

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Grimtina's Guard

*A Special Solitaire Adventure for
Classic or Deluxe Tunnels & Trolls™*



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How to play this solo if you've never played T&T before.

If you already know how to play T & T (or dT&T), skip all this and go to the Introduction. If you own the rules or can borrow them, read the basic game rules. If you can't do that, this is all you need to know in order to play. There's a lot more to playing T&T than we can possibly fit here, but this should give you to enough so you can play this solitaire adventure.

Set-up: You will need paper or some kind of character sheet to show your character's attributes and belongings. Pencil and paper work well, but you could use cell phone or tablet easily enough. I also suggest you use one of the characters provided the first time you play this adventure. (See pages 19 & 20.) Their attributes and weapons have been pre-generated.

Attributes: Your character has 8 numbers that define your character's abilities. The numbers may range from 4 to infinity, but most will be between 9 and 30. We call these numbers attributes. They are Strength, Constitution, Dexterity, Speed, Intelligence, Wizardry, Luck, and Charisma. Abbreviated thusly: STR, CON, DEX, SPD, INT, WIZ, LK, CHR. To create a character, roll and add 3 six sided dice for each attribute. You get to choose where to put the total of the 3 dice. (*Triples add and roll again.*) In this game you'll need plenty of LK and CON, so you might want to put your highest rolls in those attributes.

Saving Rolls: Your character will need to make saving rolls as they adventure. A saving roll is a test where you roll 2D6 (two six-sided dice) and add that number to an attribute in an attempt to reach a target number. The target number is the level of the saving roll you need to make. The target numbers are Saving Roll Level 1: 20, Level 2: 25, Level 3: 30, Level 4: 35 and so forth. If you succeed, then good things happen; if you fail, then bad things happen. If you roll doubles (two of the same number) you always add those to your total and you get to roll and add again.



Combat: The other thing you will need to know is how combat works. It's simple: Party A rolls its combat dice and adds its combat adds; Party B does the same. The lower total is subtracted from the higher total. The losing party takes damage equal to the difference between the combat totals. That damage comes directly off the CON ratings of the losers. Example: Mukk the troll fights Arialles the elf. Mukk has a weapon worth 5D6 and has 25 combat adds. He rolls 6, 3, 3, 2, 1 and adds 25 for a total of 40. Arialles has a weapon worth 4D6 and has only 12 combat adds. She rolls 4, 4, 3, 3 and adds 12 for a total of 26. $40 - 26 = 14$ points of damage that Arialles must take. That damage comes directly off her CON. If she had a CON of 17, she would lose 14 points of it and go to a CON of 3. When CON reaches zero, the character is dead. Armor takes damage for the character. If Arialles had leather armor that would take 6 hits of damage, then she would only reduce her CON by 8 points and her CON would be 9. There is also something called Spite damage. Every 6 rolled is one point of damage that gets through "in spite" of everything else. Let us say Arialles rolled 6, 3, 2, 2. Her total is still 26, and she still takes 14 points of damage, but now Mukk also takes 1 point of damage because she rolled a 6. Mukk also rolled a 6, but he won the fight by 14 points. You may assume that his 6 is one of the 14 points that got through.

Here's a couple of other things to keep in mind:

Monster Rating: a quick way to describe the fighting ability of a non-player character, usually an enemy. Thus a goblin with a monster rating of 22 would have 3D6 in combat plus 11 combat adds. It would also have a CON of 22 meaning it takes 22 points of damage to kill it.

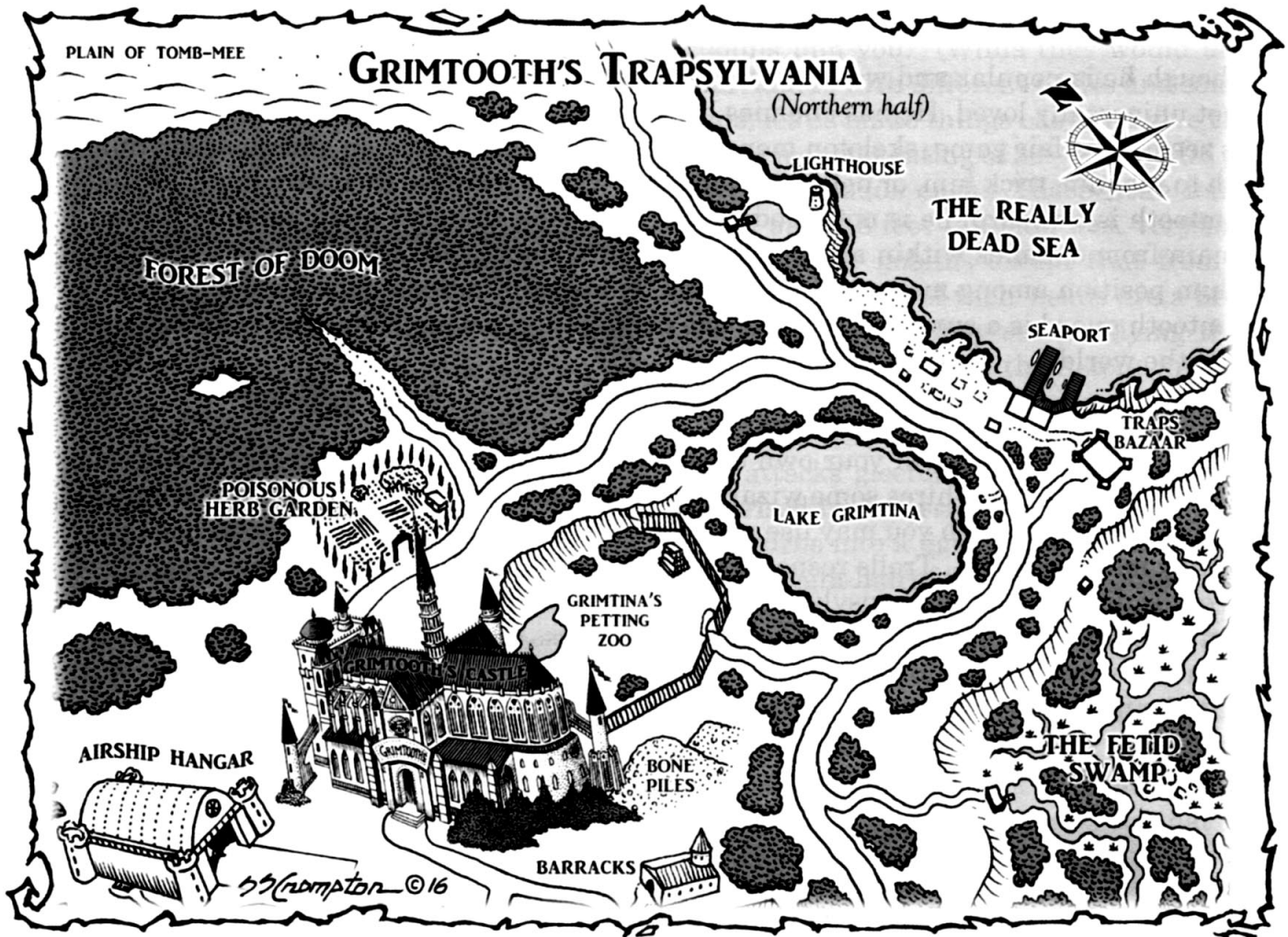
Weapons Dice: Weapons are rated in terms of how much damage they can do, typically with a number like this: 4D6 + 2, meaning roll 4 D6 and add 2 every time you use this weapon in combat.

Combat Totals: the sum of weapons dice plus combat adds.

Now you should be ready to play. Just read the adventure and follow instructions in each paragraph.

Ken St. Andre
Designer of Tunnels & Trolls

Introduction



Map courtesy of Goodman Games Grimtooth's Trapsylvania

Somewhere on the south coast of the great inland sea known as the Dragon's Mouth between the capital city of Khazan where Lerotra'hh the Death Goddess holds sway, and the ruined city of Khorrer, where the skeleton men still lurk in great numbers, lies Grimtooth's Domain. Some people call the land Trapsylvania, although that name does not appear on any official map of Trollworld. Strange and eerie, Grimtooth's holdings exist in many different universes/worlds at the same time, and those who know the secret can pass from Trollworld to other places and other times. It is a land of swamps, forests, grasslands, and in the distant south are hills and mountains as rugged as any on the planet. A road called the Savage Coast Highway connects the city of Khazan to its fortress outpost of Khizil on the edge of the western ocean. Legend says that the great elf wizard Khazan lies asleep on an island somewhere just north of Grimtooth's holding – an island that is only in Trollworld for one day once every hundred years.

Over the last century, Grimtooth the Troll has become quite a celebrity. He is known as the greatest trap master in this part of the world. Rulers and mages, and occasionally even godwizards visit him to purchase a special trap to be installed within their own

dungeon, cavern, or castle complex. Adventurers come to test themselves and to train in his far-famed Dungeon of Doom. Although his estate is remote, it can be reached easily enough by sea, by airship, or via the Savage Coast Highway.

Although he is popular and well-known to the evil overlords of northern Rrr'lff, Grimtooth is not universally loved. He has enemies by the thousands. Elves and fairies hate him; goblins see him as fair game, skeleton men think he is a monster and an abomination; humans wish to rob him, trick him, or defeat him in some way to increase their own fame. Although Grimtooth is a wizard, he is not a godwizard. He needs alliances and guards to protect his domain from enemies within and without. In fact, being a Grimtooth guard is considered a plum position among mercenaries of many “monster” kindreds. Surviving for a year as a Grimtooth guard is a sure way to make one’s reputation among mercenaries and adventurers of the world.

This is an adventure for warrior characters of any roughly humanoid kindred. You as a player, may either bring in your own character, or use one of two that we have provided. True it is that the troll hires some wizards, but he does not use them as guards for his castle and dungeons. Although you may use magical items, your character will not be one that can cast any magical spells. Trolls respect strength much more than they respect magic, and so sorcery is discouraged in Trapsylvania—not entirely absent, of course, but discouraged and often avoided for more physical ways of doing things. After all, why use magic to destroy a creature when you could simply rip its head off? That’s the trollish way of thinking. Feel free to bring in your own weapons and equipment for the adventure, but don’t worry about money. You will not need it as a Grimtooth guard. When you are ready to begin play, turn to **paragraph 1**.



I You are one of Grimtooth's guards. You've had the job for about 6 months, and you're halfway through your contracted year of duty. You've had some adventures here at Castle Grim as you call it. Actually, it's not all that grim. There is plenty of laughter, but a great deal of it is malicious. You've had some adventures. There was that time you got caught in the alligator pit at feeding time, and the time you were surprised in the act by a hairy eyeball, but you survived, and that's saying a lot in a place where the new guard's life expectancy is measured in days and sometimes hours. Roll 3D6 and 1D20 and multiply the two sums to see how many adventure points you have gained so far this year. (Write that number down. At the end of paragraphs with a * by the number, you may spend adventure points to gain attribute points.)

At the moment you are in the barracks playing Dice King with some other guards. It's a gambling game, and a good chunk of your latest pay is in the pot in the center. You are due to get the dice next, and a really good roll could win it all—a poor one and more of your money goes into the pot. Suddenly brass knuckles roll across the top of your head—knock, knock, knock, producing a solid but somewhat hollow sound. You look up to see Sergeant Dandelion, an ogre who is your immediate commander. “The big blue boss wants to see you.”

“Grimtooth wants to see me?” you gulp. Last time you did more than glimpse him as he moved around the castle was six months ago when he hired you. “Umm, why? Am I in trouble?”

Dandelion gives you a really evil smile. “Not yet, but you will be if you don't get up off the floor and come with me right now.” Make your L1SR on INT. If you make it, go to **9**; if you fail, go to **14**. (Remember that whenever

er you make a saving roll, whether you succeed or fail, you get the number you rolled on the dice times the level of the challenge in adventure points. Write those down.)

2 As you walk you begin to feel better. After about an hour you are feeling like your old self again. Indeed you feel better than you have ever felt before. Roll 1D6 and add that number to your lowest attribute. The path you are following has been dwindling away. Grimtina stops you and starts to explain. “We are looking for three “ingredients” in the forest, and we need to be on foot to find them. It is nothing as common as mandrake root, or wild honey.” “Then what is it?” you ask. Grimtina counts on her fingers. “One, we need a pixie, either dead or alive, but alive is better. Two, we need a redcap goblin—just the head really. Three, we need a talking toadstool.” “I know a little about the poison pixies and the redcap goblins,” you tell her, but what is a talking toadstool?” “In the depths of this forest, there is a kind of mushroom that has attained intelligence of a sort. Grimmy thinks an elvish wizard created it—that's the kind of weird stuff that elves do. These mushrooms can pull their roots out of the ground and walk around. Unlike other fungi that are content to live on rotting tree trunks and rich soil, the talking toadstools prefer to live directly on decomposing animal matter. They have faces, and can both see and talk, but they don't know any humanoid languages.” “What language do they use?” “That's one of the things we want to find out about them.”

“Ok, how big are these toadstools, and what do they look like?” “A big one might come up to your belt. They are a sickly green with bright orange stripes, and they look a lot like skinny mushrooms.” “Doesn't sound like much of a threat.” “They are poison-

ous,” Grimtina says, but the real threat comes from the giant spiders.” “What giant spiders?” “The toadstools like to live in the same part of the forest as the giant spiders that live here.” “Is that all? We can handle a few spiders.” “I hope so,” answers Grimtina. “How shall we start?” you ask. “Let’s go down this main trail, and then take a side trail and see if we can get lost. And look for traps.”

And that is what you do. The two of you go into the forest and search for traps. But do you really know what you are looking for? Make a L2SR on INT. If you make the SR, go to **18**. If you fail it, go to **28**.

3 ♦ You have decided to rescue Grimtina. This is an epic and heroic enterprise, *(I could do another whole mini-solo on how you do that, but I don’t have the space, so we will consolidate all those adventures into a couple of saving rolls.—Ken)* This rescue is going to depend on two of your attributes if there is any hope of success: Intelligence and Luck. The intelligence part deals with following clues, finding Grimtina, and having a plan to deal with lots of spiders. That plan probably involves fire. Perhaps even a forest fire. The luck part of it deals with finding clues, getting through a maze of trees guard-

ed by giant spiders and other beasts, and then getting away safely. Make a L2SR on INT to find Grimtina, and a L4SR on Luck to rescue her and get away successfully. If you make both of these saving rolls, go to **30**. If you fail either one, then you die trying, but at least you took the hero’s path. (I leave it to you, brave gamer, to imagine and describe Grimtina’s rescue.)

4 Good job! The pixies think you are really dead. They swoop down and land to see what they can salvage from your body. They are totally surprised when you come to life and grab at one. They try to leap into the air and escape. Make a L1SR on SPD and a L2SR on DEX. If you succeed at both saving rolls, go to **8**; if you miss either one, the pixies start to flutter away. Go to **36**.

5 Roll 1D6 to see how many wounds from poisoned weapons you just took. The physical damage is minor (take as many hits on CON as the number of wounds you just rolled) but the poison damage could be fatal. You have some protection from the unicorn potion you took earlier. Make a saving roll on CON equal to the number of wounds you just took minus one. (Example if you took only 2 wounds, you make a L1SR.) If you make the saving roll, the pixie poison has no effect on you. If you fumble the saving roll (roll of 1, 2), the poison is almost instantly fatal. Your last view of the world is Grimtina flailing about with a butterfly net. If you fail the saving roll but don’t fumble, the poison will quickly affect you, but it may not be fatal. Take damage to both CON and STR equal to the number of points you missed by times the level of the saving roll. If this reduces your CON to zero, then close the book because you’re dead. If you still live, go to **36**.



6 Before you can leave, the horrible chittering of giant spiders lets you know that your luck has run out. There are at least a dozen of them coming fast from all directions, each one nearly as big as a cow. They are fast and mean and intelligent. Their bite is poisonous. The poison would kill you quickly if you weren't at least partially protected by the unicorn potion you took. For each point of spite damage that you take in the battle, reduce your CON and DEX by 3 points each—that's the spider venom working. Their heads and limbs have strong chitin exo-skeleton armor that takes 6 points of damage before they are hurt. The spiders are coming from all directions. Each spider has a monster rating of 50—that's 6D6 + 25 combat adds. They are so large that you never have to fight more than 2 of them on any given combat round, but there are 12 of them. They always get 6D6, but the combat adds will go down as their monster ratings decline.

There is no chance of getting away without a fight. You and Grimtina stand back to back and prepare for the onslaught. Each combat round you will have to fight one or two spiders. Flip a coin or roll a die to see if it's one or two. (Heads—one, Tails—two, Odd—one). If you wound one spider, it will drop back and let another one take its place. There are 12 spiders.

Each combat round, Grimtina will kill one of them. The chainsaw just rips them up. You have to cope with 6 of them for at least 6 combat turns. On combat turn 7, Grimtina will start picking off any extras. If you win the battle you can get away and go to **30**. First give yourself 50 adventure points for each spider you slew or helped Grimtina slay. If you lose, just close the book because you are dead and eaten by giant spiders in the Forest of Doom.

7 In spite of your resolve to be alert, the spider attack, when it comes, takes you by surprise. You hear something, look behind you, and see a gigantic gray spider with blazing red eyes in mid-leap about to land on you. "Spiders!" you bellow with a bit of panic in your voice. The arachnid is bigger than you are, and it moves fast. But your weapon is in your hand, and you meet its attack head on. The spider has a monster rating of 50, giving it 6D6 + 25 combat adds. It has natural armor worth 6 points of protection. You must fight for your life. If you kill it in less than 3 combat rounds, go to **19**. If you are still fighting after 3 combat rounds, go to **42**.

8 Your frantic grab manages to hit a pixie and knock it to the ground. A second later you have it in your hand. Grimtina leaps out of the bushes, flailing wildly with a butterfly net, but she comes up empty. (The net was in her pack.) You show her the one you've caught, and she gets happy. "Good work, Grunt. That's one bonus I owe you." The trollette gets some twine from her pack and binds the pixie securely from head to ankles. Then she puts it in a jar and puts that back in her pack. "Now let's go find a redcap goblin," she orders. Go to **31**.

9 The laughter of your comrades has a nasty ring in your ears as you quickly get to your feet. Dandelion has already turned away and started to walk out. With a rueful look over your shoulder at all that money, much of it yours, lying there on the floor, you follow her out of the barracks room, across the tilt-yard, and into the castle proper. She avoids the main hall, puts two large fingers into the eyes of the statue of Khazan on his knees. There is a click-click sound and a section of wall rumbles aside, opening

a dark passageway that parallels the main hall. This is a servant way. Guards and other domestics don't spend a lot of time in the public part of the castle unless they are on duty. Dandelion enters first, and you follow right behind her, remembering to reach out and twist the fairy decoration that closes the secret door behind you. The tunnel is dim but not lightless. An occasional sunstone set into the walls provides enough light to see where you are going. These servantways are a maze that penetrate every section of the castle. Learning your way around in them was your first real challenge as a guard. Step out through the wrong door and you are likely to find a pendulum axe blade swinging in your direction, or some other painful way of telling you that you screwed it up.

Dandelion leads you to the nearest stairway and down you go, three levels. Rats the size of sheep glare and snarl at you from corners as you go by, but none of them dare to attack. Grimtooth seems to prefer the subterranean parts of his castle. He is often found underground. After a few minutes of walking the two of you stop at what looks like another section of castle stone, but this part has a gong attached to the wall. "Give it a whack, soldier," the ogress orders. "You smack the metal with the heel of your hand three times, producing a brazen clanging that would deafen a lesser person. This cacophony announces your presence to the master of the castle. A section of the wall opposite the gong grinds open and you find yourself entering Grimtooth's office. Go to **17**.

10 You feel worse and worse as you walk. You break into a clammy cold sweat even while your stomach feels as hot as volcano. You begin to stagger as you walk. Grimtina notices that you are in distress. "Don't you dare vomit!" she orders, but that is an order you cannot obey.

A few steps later you turn to the side of the path and noisily lose the entire contents of your stomach, not only the potion, but most of your breakfast. When the convulsions subside, you notice that Grimtina is sitting on a boulder laughing at you. When she sees that you have recovered, she says "That is not good, Grunt. You rejected the potion. You may not be immune to pixie poison. Try not to take any wounds from them. I don't want to carry the pack." She gets you both moving again down the path toward the forest now visible in the distance. Go to **2**.

11 You hear a buzzing, mumbling sound from somewhere up ahead. Not sure what it is, you cautiously come around the bole of a giant tree and stumble upon a ring of huge green mushrooms. They all seem to be growing on or near the body of a dessicated warthog. "Talking toadstools!" whoops Grimtina. "Quickly, Grunt, attack! Let's get one!" It is not like these fun guys can really fight back or muster much of a defense. Roll 3D6 (triples add and roll over) and take that many adventure points for beating up some helpless toadstools. Soon there are pieces of fungus scattered all over the forest floor. Grimtina chops off the head of one, and gives it to you to put in your pack. "Now, let's get out of here," she suggests. Make a L4SR on Luck. If you make it, go to **30**. If you fail, go to **6**.

12 Pixie weapons can't harm you. Your rock-like skin, rapid regeneration, and acidic blood shrug off whatever poison they are using. You stand up and begin to fight back. Take 50 adventure points for being a good decoy. You can't really hit these flying pests, so let's see what Grimtina is doing. Go to **36**.

13 It seems that unicorn is the deadliest poison in the world for you. Who knew? It is usually good for most kindreds. You fall over, quit breathing, turn purple, and die in horrible convulsions. Close the book—your adventure is over almost before it began—unless . . . your character is a troll. If you are a troll, go to **24**.

14 “But my money,” you start to protest. Her iron-bound bludgeon comes around without any warning and raps you smartly in the side of the head. It is just a love tap, really. If she had wanted to hurt you, she could have splattered your head around the room like a smashed watermelon. Roll 5D6 to see how much damage her club does to you when it sends you sprawling on your face. That is how much stun damage—she does to you with the blow. She isn’t really trying to hurt you, just get your attention. If the amount of damage is less than half your CON you will get up and go to **9**. If it is greater than half, you are knocked unconscious and take 1D6 of real damage off your CON. If that happens, go to **27**.

15 ♦ As you walk between the marble pillars that frame the entrance to this ancient temple, you see that you are not alone in the place. Waiting for you with a small escort of other guards is Grimtooth himself. When he sees the two of you, he gestures for you to approach. You walk over and give the Grimtooth salute, a slow motion heel of your hand to your forehead, as if to say, “D’oh, how could I have fallen for that?” The mighty troll smiles at you. Grimtina comes up behind you and gives you a hug, turns you around and gives you a resounding kiss. “This Grunt has done a good job, and I wouldn’t be here without him,” she says. But there isn’t a lot of time for mushy stuff in the life of a troll. “Gimmie the stuff from your pack,” she says. She

takes the toadstool parts, the redcap of the goblin, and her own pixie and goes off to see her mother.

“Well done,” says Grimtooth. He hands you a badge that bears a likeness of his face. “Wear this,” Grimtooth says. “It gives you the right to order the other guards around. Don’t abuse that right. You will still be taking orders from Sergeant Dandelion and your other superior officers in the castle, but you are now a step above the rest of the guards. Effective immediately, I’m also doubling your salary. Well done, _____!” (Insert your character name here.) Grimtooth knows your name.

For successfully completing the adventure you earn an additional 500 adventure points, and you can keep anything you took from the armory, or give it back. It’s up to you. The End.

16 ♦ The night passes uneventfully. After a light breakfast In the morning you continue heading for the forest. The trees get thicker and the path gets thinner as you walk. Go to **2**.



17 You are in Grimtooth's office. The big blue troll with the hollow black eyes is sitting regally on his throne of hewn cobalt. Standing at his right hand is his little sister Grimtina.

"Grunt," growls the troll—he calls all his guards "Grunt"—"I've got a special job for you." You start to ask what it is, but Dandelion kicks you lightly in the ankle (Take 1 point of CON damage), subtly reminding you that you have not been given permission to speak. "The lady (snicker snicker from both of the trolls) Grimtina has been called to visit her goddess mother in her temple beyond the Forest of Doom. On the way she has been asked (when a goddess asks, it's really a command) to pick up some magical ingredients that can be found in the forest. I want you to go along and protect her from any dangers she may encounter."

"This lout protect me?" quipped the lithe trollette. "Ha! What he really means, Grunt, is that you are

going along to carry things for me. I will try to protect you if anything bad comes along."

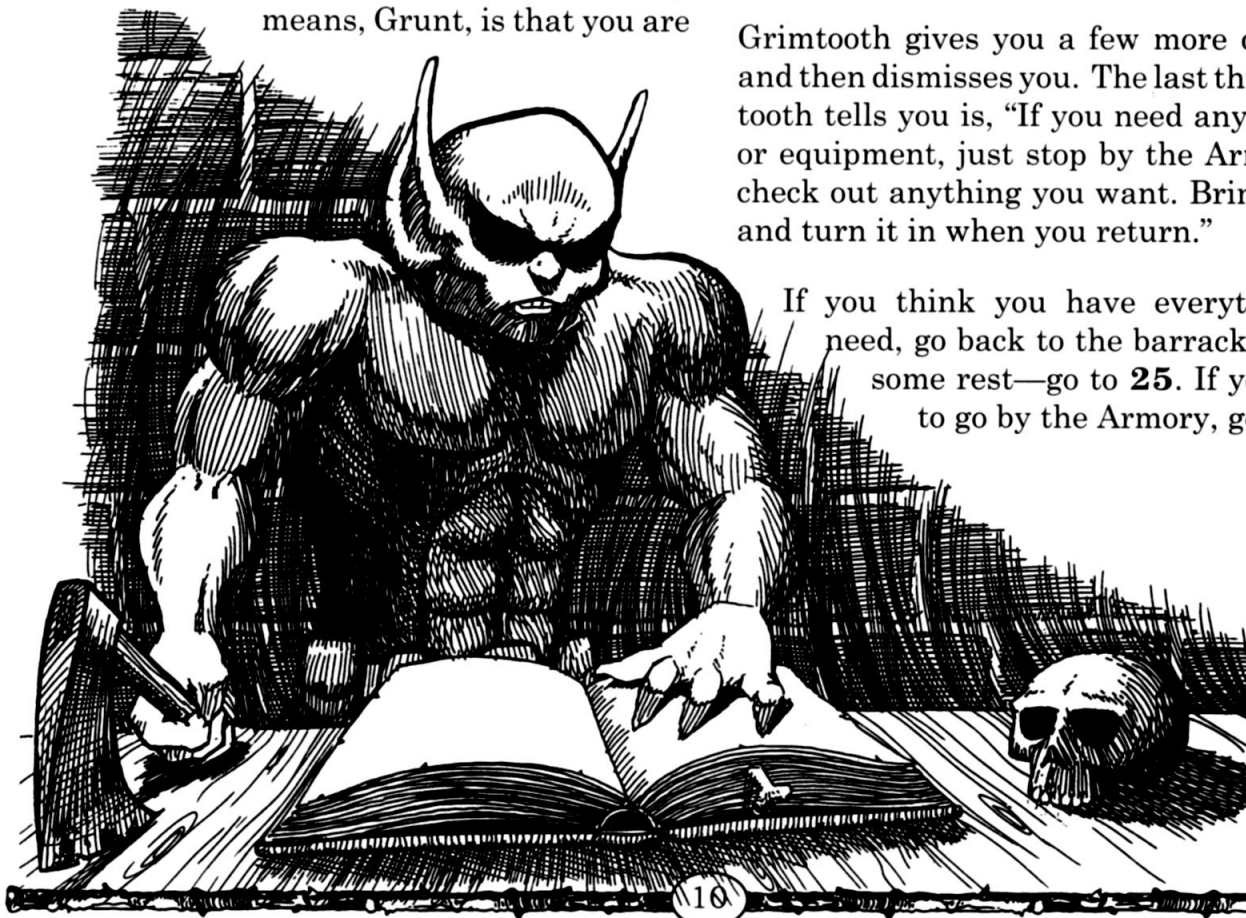
"It is the Spider mating season," says Grimtooth, "and there have been reports of elves seen in the forest. I wonder if those fools are going to attack us again. There may be some danger that Grunt here can help you with."

"Bring a pack," Grimtina tells you. "There will be a lot to carry. Meet me at the forest gate tomorrow at noon. We will leave then." She flounces out of the room.

"If you succeed in getting her to the temple, you will be well rewarded, perhaps even promoted," Grimtooth promises you once his sister has departed. "She talks tough, but she's only a little troll, and I don't want anything too bad to happen to her." He puts a lot of emphasis on the word "too", and you get the feeling that the troll would not be unhappy if she took some minor damage and had a few close calls.

Grimtooth gives you a few more directions and then dismisses you. The last thing Grimtooth tells you is, "If you need any weapons or equipment, just stop by the Armory and check out anything you want. Bring it back and turn it in when you return."

If you think you have everything you need, go back to the barracks and get some rest—go to **25**. If you decide to go by the Armory, go to **35**.



18 You walk along the forest path, eyes roving back and forth, up and down. You listen to the everyday noises of the forest, the humming and clicking of insects, the bird calls above you, the rat-a-tat hammer of a woodpecker. Everything seems normal. Coming over a small crest you see a dead log lying across the path. To see a log on the ground in the forest is nothing unusual, but paths usually go around them, and this one is covered with vines and debris. "I think I see a pixie trap," you say, putting one hand out to keep Grimtina from stepping into it. "Then, let's set it off," she answers. Throw something at it." There aren't a lot of loose pebbles and small junk available on most forest floors, so you take out your extra dagger and throw it at the log. You really can't miss that big a target at this close range. The dagger thunks into the log. Instantly a host of tiny darts shoots up from numerous concealed trigger points. They would certainly strike anyone close to the log, but the two of you are well back and remain unharmed—that is, unpoisoned. "Now go over there, collect your dagger, let out a yelp and pretend to be hurt, and lie down next to the log. Let us see who comes to check on the trap. I will hide myself nearby," says Grimtina. "Whatever comes, we kill or capture it if we can." The plan is simple enough that it might work. You don't much like being the decoy, but she is the boss. You go get your dagger, careful not to nudge the log again just in case more darts should appear. Then you howl and curse, and fall down (gracefully so as to not hurt yourself), and lie there waiting to see what will happen. Go to **29**.

19 With your foe dead, you turn to see how Grimtina is doing. It seems odd that you cannot hear the roar of her chainsaw, or any trollish war cries from the fierce trollette. Your eyes widen in horror as you see three of the monsters car-

rying some sort of huge bag made of spider-silk. Something inside the bag is struggling to get out, but to no avail. Two of the spiders are carrying the sack up the sheer trunk of a giant tree while the third is laying heavy blows with its front two legs on whatever is inside. You know what is inside. Somehow the spiders have captured Grimtina and are carrying her off. You only see them for a few seconds before they vanish into the foliage. You sit down heavily on the ground. You had one job—protect Grimtina on this journey, and you have failed. Now what are you going to do? Go to **22**.

20 Your armor protects you from most of the darts, but there is a physical component to the pixie attack that you must protect yourself from. The pixies get a total of $10D6 + 30$ adds in sheer physical attack. You can make your own combat roll to defend yourself. If you win the combat roll, then you will actually be smacking pixies that got too close to you. For every 5 points of hits that you generate, you will slay a pixie and that will be worth 10 adventure points. It will also satisfy the requirement of killing or capturing a pixie. If you lose the combat, remember to take as many of the points of damage as you can on your armor (which you can double since you are a warrior). Any points of damage in excess of armor protection get through and reduce your CON. If CON goes to zero, you're dead, unless you're a troll, in which case you will regenerate 1/10 of your original base CON rating each paragraph. Every point of spite damage that you take is poison damage, greatly reduced by the potion you drank, but still reducing your DEX by 3 points for the remainder of the adventure. If this attack kills you or reduces your DEX to zero, then that's the end of this adventure, but if you're still alive at the end of one combat turn, any surviving pixies will break off combat and flee. Go to **31**.

21 “Let’s go get ourselves a talking toadstool,” Grimtina says with a ferocious grin. “They will mostly be in the center of the forest, where it is darkest, dampest, and deadliest.” “What makes it so deadly?” you ask. “Forest cats bigger than tigers, warthogs the size of elephants, giant snakes that could swallow us whole, and worst of all, the giant spiders that throng there. When Grimmy and I go hunting in the forest, we usually avoid that part of the woods.”

The sun has passed midheaven, and it is now early afternoon, but the forest darkens rapidly as Grimtina leads you toward the center. As the forest gets darker, the underbrush gets thinner and the ground gets boggy. The trees here are huge. Some of them are ten feet in diameter, and they go up at least 100 feet. The branches and foliage are very thick, and at no point can you see the sky. Grimtina tells you to walk carefully. There may be giant spiders in this part of the forest. Make a L3SR on Luck. If you make it, go to **11**. If you fail, go to **7**.

22 ♦ Grimtina has been captured by giant spiders and you are alone in the forest. You never expected this to happen. Should you try to follow and rescue her? Should you make your way back to Grimtooth Castle and tell the troll? Perhaps he will be able to rescue her. Should you try to get out of the forest, desert the troll’s service, and get as far away from this part of the world as possible? That might be the smartest thing to do. The first choice pits you against an unknown number of giant spiders. The second is bound to incur the wrath of the mighty Grimtooth. The third choice is the coward’s way out, but it might keep you alive. If you set out to rescue Grimtina, go to **3**. If you return to tell Grimtooth, go to **33**. If you decide to run away and not tell anyone what happened here, go to **43**.

23 Slain by elves! Oh the ignominy of it all, a Grimtooth guard slain by mere elves! Elven weapons are some of the finest in the world, and they often bear enchantments that make them particularly lethal to non-elves. That may explain your demise. Or perhaps you were just too puny for this adventure. Grimtina will survive, but she will have to return to Castle Grim and get another guard. (That is your invitation to try again with a tougher character.) End.



24 Trolls regenerate. You appear to die. Your hearts stop pumping, your blood quits flowing, your lungs quit working, and you do turn purple. But you regenerate. You look dead, but Grimtina is not fooled. She calls you every name she can think of and kicks you several times, but you are dead, or nearly so, and you don’t notice. Then your skin tones return to normal, your hearts start beating again, you gasp, choke, and start to breathe again, and in about an hour you return to normal. In fact, you may add !d6 to both your STR and CON. Whatever doesn’t kill you makes you stronger. Grimtina smiles at you. “I begin to like you, Grunt. You didn’t let a little thing like death stop you. What is your name?” You tell her. (From here on, whenever Grimtina refers to you as Grunt, you may substitute the character name instead.)

Grimtina looks at the sky. The sun is getting low, and the forest is still quite far away. “We had better make camp,” she says. See

if you can find any wood. Let's make a fire." The two of you set up camp. "Did you bring any food?" she asks. You break out the elf-nut and jellyfish sandwiches you packed at the last moment. The two of you eat supper. The sun goes down. You and the trollette begin to talk. Before too long she is sitting in your lap and playing with your ears . . . (Roll your own level number of D6s and take that many adventure points. This might be the best part of the adventure for you.)

Later, it is time to sleep. "I don't think we need to keep watch," she tells you, "but just in case, try to sleep with one eye open." She rolls herself into a long cloak that was inside her pack, and quickly falls asleep. You try to stay awake—you can sleep when you're dead, if that ever happens, but you may drift off. Make a L2SR on LK. If you make it, go to **16**; if you fail, go to **26**.

25 ♦ The night is already half gone before you get back to the barracks. The dice game ended and someone walked off with all the money—it should have been you, but easy come, easy go. Your squad room is fairly dark. You hear a lot of snoring. You undress and roll into your bed. It creaks rather alarmingly, but doesn't collapse. You think about your next assignment, and wonder if you'll live through it. The Forest of Doom is a dangerous place. Thinking about it, you drift off to sleep. (While you are sleeping you may spend accumulated adventure points to improve your attributes. To bring an attribute up by 1 point you must spend ten times its current value in adventure points. Once you spend the points they are gone, subtract them from your total and move on.)

In the morning you find a large backpack, and fill it with the things you'll need: a

week's worth of survival food, based on 2 small meals a day; two canteens, one of water and one of cheap wine, a firestarter, a small hatchet, a tightly folded piece of canvass in case you need to rig a shelter for the night. The whole journey should only take a couple of hours, but it is better to be prepared. You have not gone into the Forest of Doom before, and wonder what you will encounter. The overnight sleep has healed any damage you may have taken earlier in this adventure and you are fully ready to go. When your character sheet is ready to start, go meet Grimtina at the Forest Gate. Go to **44**.

26 The elven scouting party have no idea who they are attacking or they might pass you by. Their assumption is that anyone on the trail this close to Grimtooth's castle is a trollfriend, which makes them an enemy. Your first warning is a shrill shout from Grimtina. "Elves, I can smell them. Alarm!"

Elves are famous for being bowmen, but these four scouts have different weapons. Their main weapon is a kind of heavy spear that they wield two-handed. They also have short swords that serve as secondary weapons. For this fight, you may assume that each elf has a spear worth 4D6 in combat and that they each have 20 combat adds. Scouts don't wear armor. Each elf can take 22 points of CON damage before going down. You will have to fight two of them. Grimtina is taking on the other two. Do standard T & T combat. Remember that every 6 rolled is a point of "spite" damage that gets through whether the character wins or loses the combat round. If you slay both of your foes within 3 combat turns, go to **38**; if you are still fighting at the end of 3 combat turns, go to **45**; if your CON goes to zero or less within 3 combat turns, go to **23**.

27 A bucket of cold slimy water splashes into your face, waking you up abruptly. You are lying on a cold stone floor, and not far in front of your bleary eyes you see a big blue leg. You are in Grimtooth's office. You stagger to your feet. Go to **17**.

28 You may have been searching for traps, but you never suspect that harmless-looking log of being one until your foot brushes it, and sets off a volley of poison darts. There are several possibilities when that happens. If you are a troll, or if you are wearing a complete set of armor, read paragraph A below. If you are not a troll, and you are not wearing a lot of armor, read paragraph B below.

A. The poison darts fly all around but do no damage. "Clumsy! Be more careful!" snarls Grimtina. Then a thoughtful look comes over her face. "This may work to our advantage," she says. She comes up with a scheme that involves you pretending to be dead. You make some noise, then crash to the ground, while she hides in the bushes. Go to **29**.

B. Roll 1D6 to see how many wounds from poisoned weapons you just took. The physical damage is minor (take as many hits on CON as the number of wounds you just rolled) but the poison damage could be fatal. You have some protection from the unicorn potion you took earlier. Make a saving roll on CON equal to the number of wounds you just took minus one. (Example if you took only 2 wounds, you make a L1SR.) If you make the saving roll, the pixie poison has no effect on you. If you fumble the saving roll (roll of 1, 2), the poison is almost instantly fatal. If you fail the saving roll but don't fumble, the poison will quickly affect you, but it may not be fatal. Take damage to both CON

and STR equal to the number of points you missed by times the level of the saving roll. If this reduces your CON to zero, then close the book because you're dead. If you still live, then go back and read paragraph A but obviously the darts did damage you.

29 ♦ You play dead. Every once in a while you hear Grimtina mutter, "Come on, come on! I haven't got all day." It's very peaceful for a while. You almost fall asleep. Then something comes to see what fell into the trap. Flip a coin—on heads go to **37**; on tails go to **41**.

30 "We have all the ingredients," you say, "but I am more lost than ever. How will we find our way out of there to Yidhra's temple?"

"Easy enough," the troll girl answers. She reaches into her pack and pulls out two large jade rings, each engraved with curious runes. "Wear this. As we approach the goddess, the rings will feel colder—if we move away, they will feel warmer. The rings have other powers too, but there is no reason for you to know any of them, and not being a wizard, you couldn't use them."

You quickly leave the spider-haunted section of the forest. As the trees grow smaller and the undergrowth gets thicker, the ring on your hand gradually begins to cool off. If you could accurately judge how cold the ring is, you could make a straight line for Yidhra's temple, but the rough terrain and forest trees cause you to zigzag.

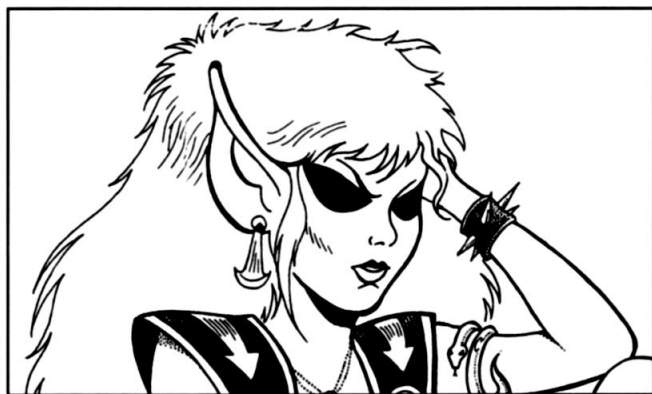
You have a few more encounters before you leave the forest, but they all seem anti-climactic. The pixies have learned to leave you alone. The goblins would like to get their revenge, and they try to set up an ambush

for you. However, their ambush is not on the path to the temple, and you avoid it, although you do have to fight a few small parties of scouts that try and lead you into it. You win those fights. Roll 3D6 and multiply by your character level number to see how many adventure points you collect in this manner.

Finally as the light begins to fade from the sky, you see the massive stone walls of the temple looming up before you. Go to **15**.

31 ♦ You and Grimtina clean up after the fight, put your equipment away, wipe your weapons clean, bandage any small injuries you may have taken. If you have taken more than half your own starting CON in injuries, Grimtina will reach into her pack and pull out a healing potion for you. It looks vile, and smells worse, but you bravely swallow it, and feel a fire starting in your stomach and racing through your arteries. For a few minutes it is like torture, but then you begin to feel better. Roll 2D6 and increase your CON by that amount (DARO—Doubles Add and Roll Over). If that lifts your CON to a higher state that you began with, you are a very lucky fellow.

“The pixies may get reinforcements and come after us again,” the trollette warns. “Let’s get going.” Go to **41**.



32 “Let’s head for the center of the forest,” suggests Grimtina. “That’s where the talking toadstools will be. Perhaps we will run into more pixies.”

“How do we know where the center of the forest is?” you ask. “I’m lost.”

“It will be mostly downhill and where the forest is darkest and thickest.”

You set off for the center of the forest. In places you have to bulldoze a path through the undergrowth. Grimtina’s chainsaw comes in handy for that. You are making some progress when suddenly . . . (Make a L2SR on Luck. If you make it, go to **40**; if you fail, go to **7**.)

33 Having decided to return to the castle and tell Grimtooth that Grimtina has been captured by giant spiders, you find your way out of the forest by retracing your path. The two of you have blazed quite a trail through these perilous woods, and backtracking is not that difficult. The only real question is whether something manages to kill you before you get back to headquarters. Make a L3SR on Luck to see if you survive. If you don’t survive, close the book. If you do survive, then you find yourself telling your tale to the great troll about 2 days later. Grimtooth is not very happy with your performance or your story, and your fate might be very grisly and gruesome, but the ogress, Dandelion, intercedes and wins a stay of execution, by arguing that you might be helpful in leading a rescue party to the scene of the abduction. (I leave it to your imagination to determine if Grimtooth exacts a horrible penalty upon you for failing your task, or if you survive to aid the rescue attempt.) END.

34 ♦ Now that you have won the battle it is time to collect goblin heads. You only need one, but it never hurts to have a spare or two. You get to carry them in your pack, and your pack is only large enough to carry 3 of them, but if you cut off the redcap part, you could carry nine. Grimtina makes sure that you have at least one redcap—that is all she needs. You have heard that there may be a bounty for goblin skulls back at Grimtooth's castle. Decide how many you intend to take and write it down. (If you get back to Castle Grim, each goblin head that you have is worth 20 gold pieces.)

If you now have both a pixie and a redcap skull, go to **21**. If you only have goblin heads, go to **32**.

35 The Armory for the Castle takes up half the first floor of the basement. There is a huge selection of weapons and armor of all types. (If you have brought your own character into this adventure and did not fully equip it, this is your chance to look at the DT&T rules and choose any armor and weapon that you have both STR and DEX enough to use. If you do not have DT&T, but you still need a weapon, the armorer recommends that you take the grimhammer, a special light warhammer with a blunt hammer on one side and a scythe-like blade on the back of the weapon's head. The grimhammer gets 5D6 in combat and any warrior can wield it regardless of STR or DEX ratings. Although Grimtooth said you will have to check the equipment back in when you return, he probably won't notice if you decide to keep it for yourself.) You also pick up a large backpack with some standard survival gear in it—food, drink, small tools. When you think your character is ready to go, then it will be time to go get some sleep. Go to **25**.

36 Grimtina pops out of the bushes swinging wildly with a butterfly net. (Where did she get a butterfly net? She had it in her pack.) With a deft swing she smashes the pixies into a nearby tree trunk, stunning it. The other pixies loose a cloud of darts at her, but the projectiles either bounce off her armor, or bounce off her trollish skin. The few that do manage to stick into her have no effect—she is immune to pixie poison. The rest of the pixies flee wildly. The trollette pulls out some twine and quickly binds the pixie from neck to ankles, mutilating the wings in the process. Then she pops it into a jar, and puts it back in her pack. Mission accomplished, Pixie captured.

“That went well,” says Grimtina. “Now let us head toward the river and see if we can capture a redcap goblin.” Go to **31**.

37 A group of pixies fly in to see what fell into their trap. Pixies are sometimes mistaken for fairies—they are about the same size and general appearance from a distance—small flying humanoid creatures, but there is a big difference. Fairies are warm-blooded and mammalian, essentially tiny elves with wings. Pixies are a form of intelligent insect. They have very little blood, a chitinous exo-skeleton and are hairless. Fairies wear clothing and speak their own language—they get along well with most of the humanoid kindreds. Pixies don't. They get along well with spiders, other insects, and other arthropods. Make your L1SR on CHR. If you make it, go to **39**; if you fail, go to **4**.

38 ♦ When you finish off your last foe, you turn to see how Grimtina is doing. She is standing a few feet away watching you. Her two foes are lying in four bloody pieces on the ground. When she sees you victorious, she grins wickedly. Go to **45**.

39 You don't look dead enough. There are times when having a high charisma is a bad thing. The pixies pull out their diminutive blowguns and knives and attack you. If you are a troll, go to **12**. If you are not a troll, but are wearing armor, go to **20**. If neither of these things are true, go to **5**.



40 On a backswing of the chainsaw, Grimtina knocks something out of the air. You look at it and see that she hit a pixie that was sneaking up on her. The chainsaw cut it in half. Well, live would be preferred, but dead is okay. Grimtina tells you to stash the pixie remains in your pack, and you keep going. The forest gets darker and darker around you. As the forest gets darker, the underbrush gets thinner and the ground gets boggy. The trees here are huge, some of them are ten feet in diameter, and they go up at least 100 feet. The branches and foliage are very thick, and at no point can you see the sky. Grimtina tells you to walk carefully. There may be giant spiders in this part of the forest. Make a L3SR on Luck. If you make it, go to **11**. If you fail, go to **7**.

41 Goblins find you before the pixies do. Roll 2D6 (doubles add & roll again) to see how many redcap goblins find you. (While they would all be individuals with different CONs and combat adds, let us make things easy and give them each a monster rating of 22—worth 3D6 plus 11 combat adds each.) These little fellows stand about 3 feet tall, and look very much like ordinary goblins except that from the eyes up, the tops of their heads are a bright red color. When they see you lying there, they rush forward with their stone knives to cut you up for supper. Grimtina leaps out of her cover with the chain saw rattling away and attacks gleefully. These goblins are too surprised (and possibly stupid) to run away. This turns into a fight to the death. You will have to fight half of the goblins—in case of an odd number, round down. Don't worry about Grimtina. She can handle her share of them.

You are going to have to win this battle on your own. Keep fighting until all your foes are dead, or else too weak to mount an effective combat against you. Remember that each goblin you slay is worth 22 adventure points. If you win the battle, go to **34**. If you lose the battle, then you are dead—close the book.

42 ♦ Suddenly the spider you are fighting breaks off the combat, leaps away, and scuttles up a giant tree, vanishing in the greenery. “Whew! That was tough.” You turn to see how Grimtina is doing and why she didn't come to your assistance, but you cannot see her. The only sign of her is the chainsaw dropped on the ground. The trollette has vanished completely. You vaguely know that spiders like to capture their prey alive, and suck the fluids out of the victim. Shuddering, you stop to consider the situation. Grimtooth gave you one important job, and you have failed at it. You collapse on the ground, hurt and alone. What are you going to do now? Go to **22**.

43 Discretion is the better part of valor, and knowing when to run away is a vital part of any person's struggle to survive in a hostile environment. You have chosen to run away. The first question is whether you manage to escape the Forest of Doom alive. This is primarily a matter of Luck. Make a L3SR on Luck. If you make it, you will escape into the dry wilderness north of the forest. If you don't make it, something kills and eats you. This act of cowardice will have a crippling effect upon your personality. Reduce your Charisma rating by 50%. You will also gain a great fear of spiders—whenever you face an arachnid foe in future adventures, you must make a L3SR on INT or else be overcome with terror and either flee or be unable to fight for the first two combat turns. Other than those penalties, you escape, and may keep this character for other T & T adventures in the future. END.

44 The forest gate is not actually in the forest—it is just on the western side of the castle closest to the Forest of Doom. Although you plan to get there early, you find Grimtina is already waiting for you. She is wearing a skimpy suit of leather armor that covers her torso, but leaves her arms and legs bare. She has a weapon strapped to her back that is unlike anything you've ever seen before. It appears to be a thin oval metal plate with some kind of serrated chain wrapped around it all attached to an oddly shaped metal box.

Grimtina greets you with a derisive "Good, you didn't keep me waiting too long." You think about pointing out that you are actually early, but remember the last time you argued with someone that you got hurt. So you just say, "I'm ready to go if you are."

"Not quite yet," the trollette remarks. "She indicates another pack that is lying nearby. "Look in that and pull out the two gray

bottles." You do so. Each one is about the size of your hand. "Give me one. You take the other, and drink it all now." She takes one, uncorks it, gulps down the contents, and throws it away to smash against the castle wall. You follow suit and discover it is a milky fluid that tastes like chalk and honey. The combination is somewhat revolting, but you manage to get it all down. "What is this stuff?" you ask. "Boiled unicorn bones," she answers. "It is a universal antidote to all known poisons. The forest is home to the Poison Pixie People. All of their weapons are poisonous, and we want to kill or capture at least one of them. It would be better to capture it alive, but . . ." she shrugs.

"Now, pick up my pack and let's go. I will tell you about the other things we need to find when we get closer to them."

While you are trying to figure out how to carry two packs instead of one, the nimble troll girl sets off down the path at a brisk walk. "Come on," she screeches. "I would like to reach the temple before dark."

You throw her pack over your left shoulder and hold it in place with your left arm. Your own pack is on your back. As you start to walk you notice a strange feeling in your stomach—it feels like it is boiling. You begin to feel very queasy. Make a L2SR on CON. If you make it, go to **2**; if you fail, go to **10**; if you fumble it (by rolling 1, 2) go to **13**.



45 ♦ Having finished off her opponents, Grimtina comes to your aid. Between the two of you the remaining elves are quickly dispatched. "Let's see if these fools brought us any worthwhile loot. You check the weapons and pouches, and I'll take their heads. She happily turns to the task of beheading the two elves she has slain. You loot the bodies. It turns out that scouts carry no money with them, and no jewels. You gain 80 adventure points for winning the fight. The main loot is 4 spears with spearheads made of elven silver, and 4 short swords made of mithril. Although the swords are relatively small, their extreme hardness and sharpness make them 6D6 weapons. The spears would be worth 200 gold pieces each and the swords are easily worth 1000 gold pieces each. However, carrying them is going to be a problem. If you are a troll, their mere presence causes you discomfort and pain. You can hide them—bury them here and come back for them later (when the adventure is over), or you can carry one sword and one spear as extra weapons. They are both 4D6 weapons.

The rest of the night passes uneventfully. When you wake in the morning you are a bit stiff from the fight. If you are a troll you have regenerated up to half your lost CON. If not, and you are wounded, then you stay wounded. After eating breakfast, you are ready to go on. Go to **2**.



Sample Characters

Although this is a simple adventure that only uses the basic T & T characters, it is not really a beginning adventure. You are advised to bring characters that are relatively tough. I am offering two such sample characters here. I suspect they will seem overpowered to you in some parts of the adventure, and underpowered in others. Heh! That's life for most people. The world doesn't balance out challenge and ability. Fate does not play fair.

1. Name: _____
Kin: Dwarf **Type:** Warrior Specialist
Level: 3.

Physical Attributes:		Mental Attributes:	
STR	22	INT	10
CON	32	LCK	19
DEX	15	WIZ	12
SPD	9	CHR	16

Combat adds: 20.
 Talents: (He has 3, but talents are not used in this adventure.)

Armor: A full suit of Dwarven plate armor (Takes 16 hits in combat, may be doubled to take 32) but each time the armor has to take more than 16 hits, it degrades to a 1-point lower basic value.)

Weapons: 1 thunderstick (gunne) worth 12D6 +2. For purposes of this adventure, you may assume that the dwarf will always hit any relatively large target—all combat will be at close range. He will always miss very small targets (like pixies) but the offensive roll of the weapon will serve as a defense against attacks.
 Also: 1 dwarven great axe worth 5D6.

Languages: Dwarven, Common

2. Name: _____

Kin: Young Troll **Type:** Warrior

Level: 5

Physical Attributes: **Mental Attributes:**

STR 39

INT 13

CON 27

LCK 11

DEX 13

WIZ 8

SPD 9

CHR 51

Combat adds: 28.

Talents: (He has 5, but talents are not used in this adventure.)

Armor: None (6 points for rock-like skin)
Cannot double that protection.

Weapon: Trollish Warhammer worth 15D6 + 9 in combat.

Size: almost as big as Grimtooth. (*Though not remotely as powerful*)



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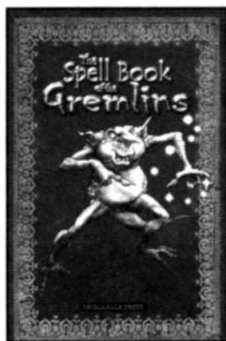
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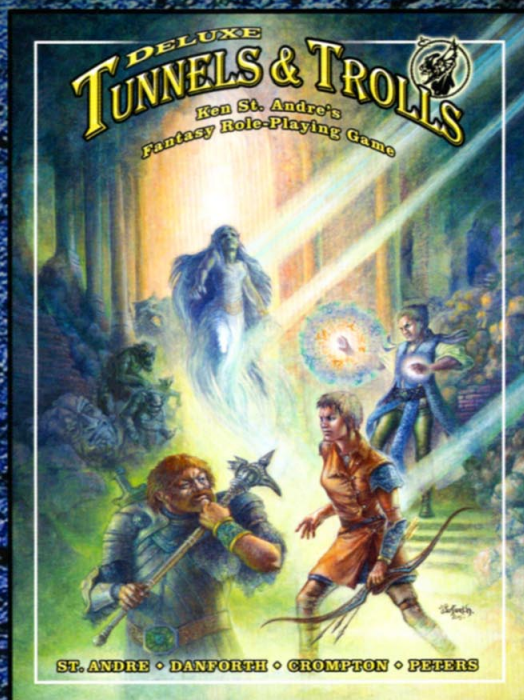
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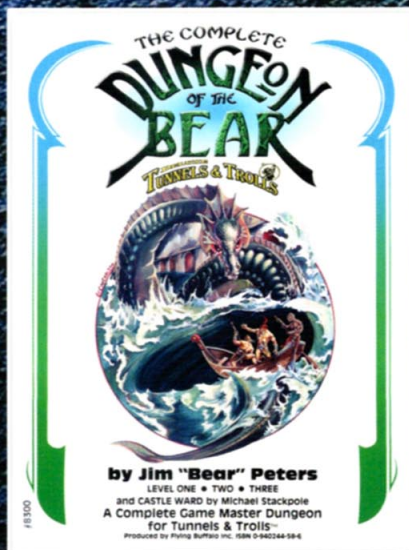
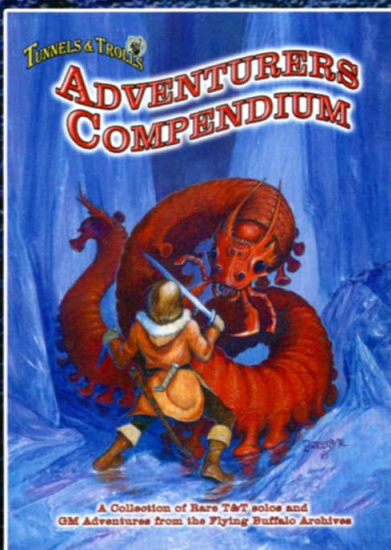


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Grimtina's Guard



DELUXE TUNNELS & TROLLS SOLO ADVENTURE

You have been summoned to Grimtooth the Troll's office in his massive castle. The big blue troll sits regally on his throne of hewn cobalt. Standing at his right hand is his little sister Grimtina.

"Grunt," growls the troll, I've got a special job for you. Grimtina has been called to visit our goddess mother in her temple beyond the Forest of Doom. On the way, she has to pick up some magical ingredients that can be found in the forest. I want you to go along and protect her from any dangers she may encounter."

"This lout protect me?" quipped the lithe trollette. "Ha! What he really means, is that you are going along to carry things for me. I'll try to protect YOU if anything bad comes along!"

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MetaArcade is proud to join our partners at Flying Buffalo and Trollhalla Press in celebrating 40 years of Tunnels & Trolls at Gen Con! As a thank you for trying our prototype of digital T&T, we hope you enjoy this commemorative solo adventure, written by the Trollgodfather himself, Ken St. Andre.

If you enjoyed what you saw in our prototype, stay in the know by following us @MetaArcade on Facebook and Twitter, and sign up for early access at MetaArcade.com!