

THE TAVERN BY THE SEA

Special
Edition

A Tunnels & Trolls™ Solo Adventure
By Ken St. Andre & Andy Holmes

THE TAVERN BY THE SEA

A TUNNELS AND TROLLS™
SOLITAIRE ADVENTURE

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TAVERNMASTER
GAMES

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Introduction

Life on Trollworld isn't all dungeon delving and dragon fighting. There are plenty of more ordinary adventures in your life. Sometimes, the simple things, like stopping for a cool drink on a hot day, can be just as dangerous as the epic adventures you like to boast about.

Well, today is one of those days. A hundred miles south of Knor, along the coast, lies the fishing village of Frargg, and at the bottom of a long, cobbled road that winds down to the sea, lined with ramshackle dwellings, dimly lit shops, shadowy doorways and timber-beam archways, stands the infamous Seven Ayes Tavern.

The Seven Ayes is constructed from large stones, random brickwork and timbers recovered from broken ships and from the sea itself. It's a wonder to behold, and has stood on the edge of the shale beach, less than 50 yards from the sea, for many years. During this time The Seven Ayes Tavern has become synonymous with all manner of seaside tavern life, including brawling, sea shanties, gambling, ruffians, and pirates. It is also a good place for adventures to begin, and to end. Step inside, where your next adventure awaits, but tread with care my friend, as danger lurks within and death could be just a moment away...

This solo has been updated to work with the Tunnels and Trolls 7.5 edition, but you may use any version of T & T with it. Because this is a mini solo dungeon, no acts of magic will be allowed by the players, so please don't use wizards in this scenario unless you are happy for them to use no magic!

You may use any humanoid (except Fairies or Giants) of third level or lower, but this is a good opportunity to create a new character to start this adventure. If you wish to use your own pre-created character, go to 9.

If you're willing to create someone new, roll 1 die.

If you roll a 1 or 2, go to 32; 3 or 4 go to 16; 5 or 6 go to 31.

SECTION ONE: THE MAIN TAVERN ADVENTURE

1

The guy next to you at the bar is one of the ugliest things you've ever encountered. He's a villainous-looking Urukin. There's a fungus infection spreading across 2/3 of his face, and one eye is swollen nearly shut. His left ear looks like a dog has been chewing it, and he has little mice bones knotted into his stringy red hair. His breath would choke a crocodile. His drinking horn is empty and apparently has been for some time. "*You clumsy nurk,*" he snarls, "*quit botherin' me or I'll shove yer face in!*"



If you want to slug him first and ask questions afterward, go to 25. If you'd prefer to knife him, and you have a knife, go to 11. If you accept his conversational gambit and want to talk to him, go to 29.

2

K'Neevle calls you a dirty cheater and says he's going to break your arms. "*Get him, boys!*" yells the Elf. Make a L1SR on the average of LK & DEX, and if you fail, you are overpowered and quickly captured, with a heavy thud to the head the last thing you experience before it goes dark – go to 52.

If you make the roll, read on...

The three thugs start toward you, but you tip the table over on two of them and kick the third in the groin, and he goes reeling back and bumps into a barmaid who spills brew all over a table of Dwarves. They get mad and start pounding the thug, so then the Troll enters to break up the fight, but a Goblin hamstringing him as he goes by, and he falls with a crash, crushing one or two uninvolved patrons. Daggers appear in hairy hands, and the gleam of murder shines in everyone's eyes, and then coherent narrative becomes impossible. Go to 23.

3

As your knife appears, other daggers appear all around the bar, popping into view from nowhere; from underneath cloaks and hats, from inside sleeves, and from hidden pockets. The bartender comes up with a big cudgel, and the Troll at the door lets out a roar, and then wades into the throng with his rock-like fists smashing in every direction, like two massive meat grinders or a pair of oversized war hammers. The guy who first attacked you ducks under your cut, and you slice someone else, who quickly lashes out with his blade, but his elbow catches the man behind him on the nose, so he draws his cudgel. Soon, there's no stopping the chaos! Go to 23.

4

"That'll be 10 gold pieces," says the Ogre. You pay him, and several eyes around the room light up when you flash all that cash. If a piano had been playing in here it would have suddenly stopped. He hands you a human skull minus its lower jaw, lined inside with fire-hardened clay, and grabbing a goatskin bag from the wall behind him squirts a venomous-looking fluid into your "cup". It's sort of greenish-white, smells like something long dead, and there are things swimming in it...



"Drink up," advises your bartender. *"Them cups leak if ya let 'em sit too long."* Screwing up your courage you gulp down a swallow of the stuff. Make your second level saving roll on Constitution (25-CON). If you make it, you roll your eyes, wipe the foam off your teeth with the back of your arm, and gasp out, *"Better than I hoped!"* Go to 30.

If you miss the saving roll, the slimy fluid hits your stomach and bounces. It comes right back up and spews out all over the guy next to you. He turns on you with an ugly look on his ugly face. Go to 1.

5

Amongst the few belongings that the clientele of the Seven Ayes had about their persons, you discover an enchanted, leather eye-patch. Whenever you wear the patch throughout the day, it can be removed at night and allow you the sort of night vision afforded by a "cats eyes" spell until dawn. Now, leave the tavern by the sea and resume your wanderings elsewhere.

THE END.

6

"One gold piece," demands the Ogre. *"Prices are high out here in the sticks."* "Yikes," you answer wittily, but you pay him. He picks up an empty auroch's horn from a pile lying on the floor behind the bar, and fills it for you from a tap. It comes out green and sharp and there's a pretty good head on it.

As you lean against the bar guzzling this stuff you feel like you're being watched. As you let your eyes slide coolly over the other beings (*'people' not being exactly the right word*) in the bar, they finally come to rest on a female figure.

She looks to you like a combination between a Kobold and a Goblin, but not too bad looking considering the kindreds. She now sidles toward you and starts a conversation.

"Buy me a brew, will ya, handsome?"

If you agree to buy her one, go to 38. If you tell her to trot along because you're not interested in what she's selling, go to 26.

7

"Very wise, I'm impressed, you passed the first test, now turn around, slowly. Don't even think of trying to fight..."

If you do as requested, go to 59. If you turn and attack as quick as you can, trying to catch your unseen for off-guard, go to 64.

8

Suddenly, the roof of the cavern opens, and a terrible horror drops through into the chamber below. It is a 20' large octopus-like monster, with a multitude of horrible eyes across its bulbous, slithering, loathsome body, and pus-dripping swollen suckers lining the many tentacles. In the center of the creature's body is a beak-like mouth, opening to reveal many layers of razor teeth, and two tongues flickering and writhing as they seek flesh and blood. This is a creature of madness from another world, and you cannot fight it – you must escape! Return to Section Two of the solo and go to paragraph 9.

9

A hundred miles south of Knor along the coast lies the fishing village of Fragg, which is really the stronghold of a good-sized smuggling ring and a pirate operation. At the end of a long, cobbled road that leads down the hill to the sea, and next to a wretched collection of huts that masquerade as the Seaman's Guild, is a building with a little more class; a 2-story house with a stable out back. It is the Seven Ayes Tavern, established by a retired pirate named Hungobble. In the last few years it has come to be the chief meeting place for all the rogues of the southern coast and forests. And to this ramshackle travesty of a drinking establishment you have come with a great thirst in your throat and money in your pocket. It's getting late in the day as you stride through the swinging doors of the saloon, but before you do so, make a L1SR on LK. Fail and go to 33. Make the roll and go to 27.

10

K'Neevle has won all 3 throws. You suspect him of using loaded dice, or some other form of cheating. If you accuse him of cheating, it will certainly start a fight. It might be better to just smash him in the face and start the fight yourself. If you do that, go to 23. If you want to tell him that you're tired of gambling, and get up to leave, go to 21.

11

Unprepared for your quick attack, your foe is unable to defend or parry your thrust and slice and your knife rips his throat out. There's a polite round of applause, which amuses you, then the Troll drags the body off and a barmaid mops the blood from the bar, casting you a bitter glance. You sit there drinking for a while as things calm down and the excitement abates. Give yourself 200 AP, but the Urukin appears to have nothing worth stealing. However, if you quickly search him anyway, make a L2SR on LK (25-LK), and if you succeed, go to 15. If you fail the roll, read on...

Now roll 1D6. If you roll 1 or 6, go to 30.

If you roll 2 through 5, go to 49.

12

Alas, not the best choice, with uncanny speed and strength he parries your blow, disables your fighting hand, forces you to drop your weapon in pain, and takes you to the floor with a sweep of his legs. You go down heavily, with your arm in a painful lock. The next move Sensei Keeley makes will break your bones, so you are powerless. He lets go and leaves the tavern, shaking his head in sorrow for your foolishness. Take 2 CON points worth of damage and go to 45.



13

K'Neevle leads you over to a large circular table where three other thugs are sitting. There are sizeable piles of gold and silver coins in front of each man, so you pull up a chair and deposit your own treasure in front of you. For each round of gambling, you will bet 10 gold pieces and then roll 3 dice once for each gambler at the table. The one who rolls the lowest number collects the 50 gold pieces in the pot.



If you win three throws in a row, go to 2. If you lose three throws in a row, go to 10. If you lose all your cash without one of the above possibilities occurring, go to 55. And if you win enough money to double the amount you walked in with, go to 20.

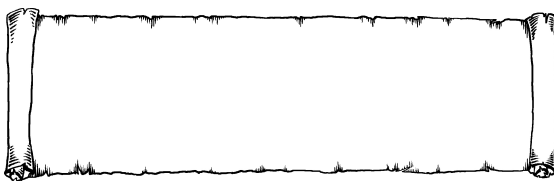
14

Your Vampire foe is taken off-guard by your sudden resistance and is unprepared for your attack. Dressed in ragged pirate garb and adorned with grim looking jewellery, and holding a sword cane with wickedly long, sharp, pointed fingernails, the creature advances with hatred in its blood-red eyes. The Vampire has an MR of 50 (6 dice & 25 adds) but your first attack may count against this. After deducting a round of damage, fight normally. If you slay the Vampire, go to 40. If you die, close the book.

15

You notice a rolled up parchment, tied with a blood red ribbon. At each end of the ribbon is a small silver skull with diamonds for eyes. This may be worth 1,000GP to the right people, but you would need to get it out of town fast! To do this, leave the adventure with 200 AP and take your 1,000 GP for the parchment and diamond skull ribbon.

However, if you decide to keep the parchment, looking at in private, go to 61.



16

Your character is a hunted human outlaw, last survivor of a group of border bandits recently wiped out near Knor. For 2 days you've been riding south along the coast without food or much rest. A few hours ago your pursuers gave up and turned back. You are hot, tired, and thirsty. Create your human character as you normally would, but roll four dice each time and only count the 3 highest. You own leather armor (which takes six hits), and are armed with the two weapons of your choice within your strength limits from the T&T weapons tables. You own a horse (good quality, but currently very tired), and in your saddlebags are two bulging treasure sacks with 500 gold pieces in each.

You already have 500 AP. Go to 9.

17

You destroy K'Neevle's face with your own return thrust. The Elf's friends leap up to avenge him, but the bartender and some friendly sailors come in on your side, and as you lie there bleeding, a regular brawl develops. Go to 23.

18

The Ogre lets out a yell at a Gremlin who's sleeping on one of the dogs down at the end of the bar. *"Hey, Stink, get down to the cellar and bring up a jar of wine fer the swell here!"* The Gremlin reluctantly opens his oversized yellow peepers, mutters a disgusted "ugh", and then throws open a little trap door and disappears into the darkness below. *"Gimmie five gold ones,"* draws the Ogre. You pay him, hoping you'll get your money's worth.

Soon the Gremlin reappears with a little stoppered jar of crude pottery. At least it's cold. You open it up and take a gulp. Not bad! Make a L1SR on LK. If you fail, you feel your elbow jiggled, and your second swallow goes all over your chin, into your beard, if you have one, and down on your shirt. The guy next to you just bumped you deliberately. Go to 1. If you make the roll, roll 1D6, and on a roll of 1 or 6, go to 30. If you roll 2 through 5, go to 42.

19

"Green-faced cheat!" you bellow. *"I'll carve your Elvish liver out!"* and you go for your knife, but the Elf is faster and whips his own dagger into your chest. You must take 20 hits. If this kills you, it's the end, but if you can still fight, go to 17.

20

K'Neevle and his friends say they've just remembered an important appointment. They gather up what treasure they have left and leave. If you'd like to take your winnings and leave the tavern also, go to 54. If you'd prefer to drink a while longer, you return to the bar, buy another drink, and go to 6. However, before you do any of this, make a L2SR on LK. If you make it, something left beneath the table catches your eye; go to 15. If you miss the roll, choose an option from above to progress your adventure.

21

"No guts, eh!" snarls K'Neevle. His hand moves with blinding speed. He really is evil. Make a L2SR on LK or a L1SR on SPD, your choice. If you fail your chosen roll, a dagger is driven into your body. You take 20 hits. If this kills you, close the book. If you are still alive, go to 17. If you make the saving roll, you dodge the knife attack but as you do so, trip up over an outstretched boot, and a cudgel knocks you out cold – go to 52.

22

Your foe is surprised by the swiftness of your actions, and you inflict damage to the Vampire you face. Dressed in ragged pirate garb and holding a sword cane with wickedly long, sharp, pointed fingernails, the creature advances with hatred in its blood-red eyes.

The Vampire has a MR of 50 (6 dice & 25 adds) but your first attack may count against this. After deducting a round of damage, fight normally. If you slay the Vampire, go to 44 in this section of the solo. If you die, close the book. If combat is going badly for you, you may leap into the sinkhole behind you and dive into the sea at any time during combat.

To do this, go to paragraph 24 in Section Two of this solo.



23

You are fighting for your life. How much damage you can do isn't nearly as important as how much you can take. Make 10 first level saving rolls on Luck (20-LK). Every time you miss one, subtract twice the number you missed by from your CON. After you've made the 10 saving rolls (which represents 30 minutes of solid fighting) if your CON has been reduced to -10 or more, you were killed. If your CON was reduced to between zero and -9, go to 52, because you were knocked out. If your CON remains higher than zero, go to 58.

24

Disarmed, you belly up to the bar. *"What'll ya have, stranger?"* asks the barkeep. You see that your bartender is an Ogre - he has one red eye in the center of his low and sloping forehead and a toothy grin that's almost 2 feet long. He stands about 8 feet tall, and the lice swarming on his naked hairy chest are the size of mice. *"Whatta ya have?"* you ask him. *"We gots some bad wine, some hot beer, and some truly evil fermented pig's milk,"* he answers.

If you order wine, go to 18; if you order beer, go to 6; if you order swine milk, go to 4.

25

In the fight that follows some blows inevitably go wild. These are not the kind of people who will allow themselves to be struck without striking back, and in a very short time, the barroom is a seething mass of battling rogues. Make a L2SR on LK. If you fail, a heavy thud to the head, from what was probably either a club or a bottle, knocks you out cold – go to 52. If you make the roll, go to 23.

26

She stalks off and you see her whispering to a mean-looking Dwarf. Suddenly, the Dwarf lets out a curse, jumps up, and rushes at you. *"Insult my girl, will ya, Scumface?"* he snarls. *"I'll punch yer mouth out the other side of yer head!"* You can fight or run.

If you intend to fight and are going to use a knife of some sort, go to 3. If you're content to meet his attack fairly with your fists, go to 25. If you decide to run from him, go to 53.

27

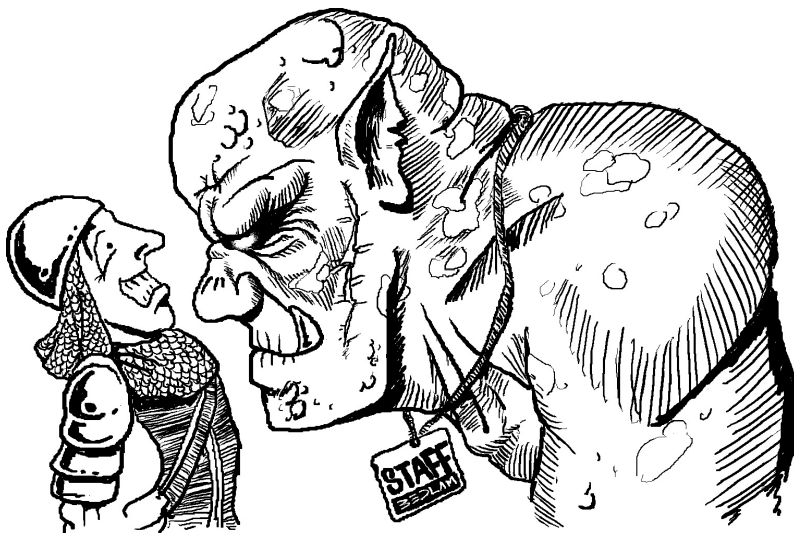
It's fairly dark inside. The only light comes from the door and a couple of open windows. A crude bar has been set up in front of the fireplace, and behind it are a couple of tapped beer barrels set up on heavy pegs driven right into the wall.

There are half a dozen crude wooden tables in the joint - they're much scarred from weapon cuts and the occasional fire. The floor consists of several decaying layers of rushes strewn over the bare earth.

Quite a few bones litter the rushes, and there are 3 big dogs gnawing away at the latest garbage. They growl at you as you enter, but make no move to attack.

As you step in, a large paw-like hand lands upon your shoulder with considerable force. You look up into the craggy and repulsive face of a rock troll. *"I'm Big Burp the Bouncer,"* he growls in a voice that is a passable imitation of thunder. He jerks his paw at a rack, which you see is full of all sorts of weapons. *"Ya gots to leave all yer killin' weapons 'cept yer dagger here at the door,"* he informs you.

If you agree to give him your weapons go to 24; if not, go to 57.



28

Not quick enough I'm afraid. The creature you turn to face effortlessly parries your first attack. Its next attack is swift and lethal, catching you off guard with incredible speed, power and guile, and in seconds you are dead. Close the book.

29

"*You're ugly!*" you retort. He snarls something obscene and takes a swing at you. You block the punch and reduce his foul mouth to a bloody ruin with a return smash. As he goes down, you feel a bottle smash over your head. This infuriates, but doesn't hurt you, and you whirl around, swing, and cream a perfectly innocent pirate. He bellows and smashes at you, but hits the bartender.

Before you know it, you're in a full-fledged barroom brawl. Go to 23.



30

A villainous-looking elf dressed all in black leather comes over to you. His complexion is off-green, and he has a scar running from the corner of his right eye down to the middle of his neck, twisting his mouth on the right grotesquely, and exposing a couple of half-rotten teeth.

"*Stranger,*" he says, "*ye have good taste. Me name's K'Neevle. Me*

and a couple of the boys," he gestures at some thugs over at the largest table, "*are having a friendly game of Death Cubes for low stakes, and we thought ye might like to join us."*

If you accept his offer to gamble, go to 13. If you tell him to bugger off, politely of course, go to 21.

31

Your character is an Uruk, exiled from its tribe for being too softhearted and manlike. Since that sad day you've wandered the world, living as best you could off the wild and an occasional wayfarer who got in your way. Create your character as you would a human, but roll four dice instead of three for both STR and CON.

This morning you were lucky and ambushed a human warrior who was carrying 500 gold pieces. You are armed with an Urukish scimitar which is slightly larger than the ordinary human weapon and is worth $(4D6+4)$ in combat, and you usually also carry a sax $(2D6+5)$ and a javelin $(3D6)$ dice). Singing an old disemboweling song, you wend happily toward the Seven Ayes Tavern. Go to 9.

32

Your character is a wandering Dwarf. To create it, roll for attributes normally, but double the Strength and Constitution rolls, and subtract four from your Luck roll. Your character is a miner in the Alzak caverns a few miles inland, and as such you usually have some kind of money with you. Roll $3D6$ (TARO) and multiply by ten to see how many gold coins you have today. You are armed with a Dwarvish pickaxe (worth $3D6$ dice in combat) and a sax $(2D6+5)$, which you can use simultaneously.

You have no armor. It's a hot summer day, and you thought you'd wander over to the Seven Ayes and guzzle some brew. Go to 9

33

"Oh I don't think so, worm, step back from the door, and slowly mind, no tricks..." comes a voice from behind you, with an edge to it like the scraping of stone on stone.

If you dash through the door, make a L1SR on SPD. Failure takes you to 62, whereas success takes you to 27 with 50 AP. If you stop as requested, go to 7. If you turn and attack quickly, go to 64.

34

He tells you that it is a Go Shin Crystal Ball of Strength, and that only he can use it to its full power. He will sell it to you for 400 gold coins. If you have this amount of coin and buy the item, go to 48. If not, or you have no interest in the item, he leaves you alone, go to 45.

35

From out of the main cavern where you believe the guardian creature to dwell, come many men, naked but for loincloths and serpent masks, with their sinewy bodies painted with green swirls and yellow serpent eyes. They all wield some manner of primitive weapon, such as a large bone, ax or club. Howling and screaming for your blood they are upon you in an instant. Go to 16 in Section Two of this solo, immediately!

36

You are back in the main tomb chamber. To remind you of what is in here, the chamber is illuminated with four burning altar pots, which also fill the room with aromatic smoke. In the center of the cavern is an ornate tomb. Around the lid an inscription reads:

"Behold the tomb of the mighty Sea Reaver.

Let no man disturb or plunder.

Leave now or be devoured by the Gods of the Sea."

A small archway leads out of the chamber, and the mighty bronze doors close themselves. You have no hope of preventing them. When the great doors thud shut, you are left alone. To investigate the tomb, go to 21 in Section Two of the solo. To leave the chamber via the archway again and jump into the sea through the sinkhole at the bottom of the spiral stairway, go to 24 in Section Two of this solo.

37

Make a L1SR on IQ (20-IQ). If you make it, you wait until nightfall before entering the cave, as the creature sleeps as soon as the sun sets. Go to 30 in Section Two of this solo. If you fail, you skip town, leaving adventure behind. Close the book and try again with another hero!

38

Before you know it, you've bought her three drinks and had three more yourself. The room is slowly spinning before your eyes and there seem to be two girls with you now, both equally attractive! Make your L2SR on LK (25-LK). If you make it, go to 52; if you miss it, go to 56.

39

Roll 2D6. If you roll doubles, the map was genuine, and after you leave the tavern you find gold coins equal to the result of your roll x 100 for each map you bought. Close the book, for your adventure here is over.

However, if you roll 7, go to 50.

If you do not roll doubles or a 7, you realize before leaving the tavern that the map is a fake and demand your money back. Alas, as you argue with the Hobgoblin, the patrons of the bar join in, and before you know it, a full-scale brawl breaks out. Go to 23.

40

You have slain the Pirate Vampire Miraxus, and may loot his corpse for 6D6 GP and may take his sword cane. Now you may enter the Seven Ayes Tavern as the Vampire crumbles to dust. However, before you do, make a L2SR on LK (25-LK), and if you succeed, go to 15 immediately. If you miss the roll however, go to 27 and enter the tavern with 100 AP.

41

Big Burp is poised to rip off your head, but something about you stops him. *"Hmmm, I'll ignore your insolence this time. In you go, but leave your weapons, I'll not tell thee again!"* If you comply this time, go to 24. If you refuse, a bar brawl breaks out as Big Burp gets very annoyed with you and draws the attention of the ruffians around you who have been watching and take this opportunity to start a brawl! Go to 23.

42

A tall, pale, thin man comes and stands next to you. In one hand he holds a quarterstaff, and in the other a glowing sphere of glass. His clothes are simple white robes, and around his middle is a blue belt of cloth, tied neatly.

He greets you with a simple nod of the head. To talk to him, go to 65, to attack him, go to 12, to ignore him and keep on drinking, you may order beer at 6, or swine milk at 4.



If you enquire about the glowing glass sphere, go to 34.

43

The passageway twists and turns, with sections flooded with seawater here and there. Make a L1SR on LK. If you fail, you slip into a sinkhole and the tide beneath carries you off into the depths of the sea, from which you do not emerge, with powerful whirlpools dragging you down to a watery grave. You die.

If you make the roll, you finally emerge outside, on the edge of a tidal lagoon, and scramble your way back to the rocky shore. You are cold, soaked and tired. It's been a long day. You leave. Return again some day or try again with another character! Close the book.

44

You have slain the Pirate Vampire Miraxus, and may loot his corpse for 12D6 GP and may take his sword cane. You are now faced with two choices in this god-forsaken dungeon. You may jump into the sea through the sinkhole behind you at the bottom of the spiral stairway, at 24 in Section Two of this solo, or go back up to the tomb chamber, by going to 36 in this section of the solo.

45

Oh dear, whilst you have been pre-occupied, a brawl has broken out in the tavern, and you are drawn into it! Go to 23.

46

Sensei Keeley raises a single eyebrow.

Hmmm, I see, you have great things ahead of you, if the Gods are kind. Before you make your final decision, I offer you another choice..."

He hands you a parchment. As you unroll the parchment, he says:

"This is a map to a secret dungeon, not far from here. Both wealth and death lurk within. I offer you this opportunity to seek both. Take it with my blessing, or depart, either with me, or on your own. Which is it to be my friend?"

To take the parchment and follow the map to the dungeon, go to Section Two of this solo adventure and begin! To return to the tavern, politely declining his offers, go to 45. Or if you go with him, go to 60.

47

The Vampire regards you with interest, and after a few tense seconds, he speaks:

"Although you may have slain me once before this day, yet I live. I have followed you. Now I will feed upon your blood, and it is you, that will die..."

The Vampire has an MR of 50 (6 dice & 25 adds) and you must fight him now, again! If you slay the Vampire, go to 44 in this section of the solo. If you die, close the book.

If combat is going badly for you, you may leap into the sinkhole behind you and dive into the sea at any time during combat.

To do this, go to paragraph 24 in Section Two of this solo.



48

The Crystal Ball of Strength will allow you to lower all Strength based SRs by one level, and add 5 to Strength whilst you are in possession of the item.

Pleased with your new purchase, you are stunned as a clay beer jug flies through the air, just missing your head.

Go to 45.

49

A rather grim looking Hobgoblin slides over to you, his furs stinking and his green mottled skin crawling with lice. In cracked, low tones, he asks if you would like to buy a treasure map. He produces a handful of ragged parchments from beneath his cloak. Quite frankly they have seen better days.



The Hobgoblin offers them at 10 gold coins each, promising you that each one is genuine and will lead to vast amounts of treasure.

If you attack him, go to 3.

If you buy a map or maybe more, give him the cash and go to 39.

If you haggle, go to 63.

If you ignore the creature and return to your drinking, go to 30.

50

You have found a map that leads to a small dungeon close by. Go immediately to **Section Two** of this solo adventure!

51

Oh horrors! Whatever next?! Just when you thought you were safe, a large, scaly sea serpent rises from beneath the waves and with rows of razor sharp teeth lunges for you! Luckily for you, nearby are some rocks that you can climb upon, and thereby find safety, you hope! To survive you must make 3 L1SRs on LK. If you fail any, the serpent snaps at you, slicing through flesh and bone and delivering 1D6 damage to CON. If your CON drops to 0, you are lost to the sea and the serpent eats you. If you make the rolls, go to **23** in **Section Two** of this solo.

52

You wake up chained to an oar among a bunch of naked and filthy slaves. You are also naked and filthy. You are now an oarsman for Grogbeard the Pirate. Once every 6 months in T&T time, you are allowed to make your 3rd level saving roll on Luck (30-Lk). When you make it, you will have escaped from Grogbeard in a shipwreck, and may use the character for other things again.

At that time, give yourself 1000 AP.

THE END.

53

Dodging his attack, you skip nimbly out of the tavern. The Troll slams your weapons into your hands as you go by. Behind you, there's a roar of laughter at your undignified retreat, but you don't care - your thirst is quenched, and you've got better things to do than get your jaw busted.

Take 100 AP for quick thinking, and go your way in peace.

THE END.

54

You get 1 AP for each gold piece worth of treasure you won. You decide it might be a good time to leave with all your new wealth, and take ship in Fragg for another continent, thus avoiding the ambush set up for you in the forest by the Elf and his friends.

Give yourself an extra 100 AP for handling the situation so well.

THE END.

55

They say they're sorry for taking all your money, and laugh so you know they aren't sorry at all. If you get mad and accuse them of cheating, go to 19. If you prefer to just walk out, Big Burp gives you your weapons back at the door, and tells you to come back any time.

Take 100 AP for finding a good place to drink and close the book.

THE END.

56

In a short time you pass out. You never wake up. How could you be so stupid?

THE END.

57

Big Burp isn't keen on taking any lip from little guys like you. Make a L1SR on CHR. If you fail, he rips your head off, and eats it like a cherry. The last thing you hear is a crunching sound!

THE END.

If you make the roll, go to 41.

58

You are the only one left standing in the Seven Ayes. Some are unconscious. Many are dead. You decide to loot the place. Give yourself 500 AP for surviving the fight and roll 2D6 (doubles add and roll over). That is how many gold pieces you find. Then, roll 3D6. That is how many silver pieces you found. You decide to ignore the copper pieces and other bits of weird money; too much trouble spending shark's teeth and other oddities. Now, attempt to make a L2SR on LK. If you are successful, go to 5. If you fail this SR, you should exit the battered brew house and resume your wandering.

THE END.

59

You turn to face a hideous creature. Dressed in ragged pirate garb and adorned with grim looking jewellery, is a Vampire, holding a sword cane with wickedly long, sharp, pointed fingernails that you reckon could easily pass as daggers. The Vampire stares into your eyes with a ferocity you have never before felt, and you feel drawn to him. Make a L1SR on IQ. If you fail, it's the end of the line, as the creature ends your mortal life, draining you of blood as you helplessly give in to his hypnotic gaze. Close the book. If you make the roll, go to 14.

60

Very well, you have chosen another path in life, which will lead to further adventures, but for now, your time here is over. You stay with his sect for at least a year, during which you raise each of your attributes by 1D6. You have also learned basic martial art skills and may add a special add of +6 in any combat situation. Who knows what your future will bring. Close the book and fare thee well.

61

Upon the parchment a map is scrawled, showing the location of a secret dungeon not far from here. If you would like to head for the dungeon, go immediately to Section Two of this adventure. If not, go to 23.

62

The sharp point of a sword cane protrudes through your chest and multiple razor cuts slice your throat. You never make it past the door. Farewell, your life is over ...

63

The Hobgoblin is cleverer than he looks, and argues the validity of the treasure maps very well. Make a L1SR on IQ. If you make it, you argue the price per map down to 5 gold coins. Choose how many you wish to buy and go to 50.

If you fail, the price per map remains at 10 gold. If you have no interest in buying maps now, go to 45, as it seems to have gotten very boisterous in the tavern all of a sudden...

64

Make a L2SR on the average of SPD and DEX. Failure takes you to 28, whereas success takes you to 14.

65

He is pleased that you have spoken to him, and announces himself simply as Sensei Keeley. He has a proposition for you. If you join his sect of martial art warriors, to begin training and from now on dedicating your life to simple pleasures and discipline, go to 46. If you refuse, he leaves you in peace, go to 45.

This ends the main section of this mini solo.

Section Two that follows is the mini dungeon adventure.

If you have found a way to enter the dungeon, begin Section Two by going to paragraph 1 now!

You may be asked to refer back to paragraphs in Section One, just to keep you on your toes and mix things up a little!

SECTION TWO: THE DUNGEON

THE TOMB OF THE SEA REAVER'S GOLD

1

Following the map, which leads you away from the coastal fishing village of Frargg, you arrive at a rugged cliff path, with a rough pathway winding its way to the top. This looks like an exhausting climb, but fortunately for you, it is not this way that the map tells you to take. Scrambling onto the jagged rocks at the foot of the cliff, and with the powerful sea crashing all around you as they strike the rocks, you arrive, soaking wet, but strangely refreshed after the suffocating clamor of the tavern, at a small cave, hidden completely from view of the coast.

Suddenly, a large, dark shape forms out of the darkness ahead! Make a L1SR on LK. If you make it, go to 25. If you fail, go to 11.

2

The tunnel continues straight ahead, with walls of glowing algae producing a dim light. Soon, an opening appears on your right, but as you peer through, you realize that it is the main cave entrance, and the lair of the creature you encountered! The cave stinks of death and you quickly pass by. After around ten minutes of steady walking, you reach an archway at the end of the tunnel, above which a serpent's head has been carved from the rock. Through the archway a set of rough-hewn steps lead downwards into the gloom. Make a L2SR on LK. If you miss, go to paragraph 35 in Section One of this solo. If you make it, go to 15 in this section.

3

Make a L2SR on LK. If you fail, go to 31. If you make it, go to 19.

4

You stand in a large cave, with walls of phosphorescent algae, but it does not help you to see, for the chamber is illuminated with four burning altar pots, which also fill the room with aromatic smoke. In the center of the cavern is an ornate tomb. Around the lid an inscription reads as follows:

*"Behold the tomb of the mighty Sea Reaver.
Let no man disturb or plunder.
Leave now or be devoured by the Gods of the Sea."*

A small archway leads out of the chamber, and the mighty bronze doors close themselves. You have no hope of preventing them. When the great doors thud shut, you are left alone. To investigate the tomb, go to 21. To leave the chamber via the archway, through which stone steps lead down, to where you can hear the sea crashing in the darkness, go to 18.

5

Take 100 AP. You stand in a small cave, which is half-filled with seawater, which enters through many openings in the cave wall, and the water in which you stand rises and falls with the tide. If you remain in here too long, you will drown. You may leave through a crawlway to the north by going to 20, or crawl down the largest of the passages that the sea enters this cave, by going to paragraph 43 in Section One of this solo.

6

The lid lifts easily and you are amazed to find the tomb filled with ancient gold coins. Take as many as you are able to carry. When you are done, go to paragraph 8 in Section One of the solo.

7

Bad news, more Living Skeletons emerge from the walls behind you, and now you are surrounded. It is not looking good! Maybe you should have escaped whilst you had the chance! You are now fighting for your life, much akin to a bar brawl in the Seven Ayes! How much damage you can do isn't nearly as important as how much you can take. Make 10 first level saving rolls on Luck (20-LK). Every time you miss one, subtract twice the number you missed by from your CON. After you've made the 10 saving rolls (which represents 30 minutes of solid fighting) if your CON has been reduced to zero or less, you were killed. If your CON remains at 1 or higher, go to 17.



8

Take 300 AP as you creep along the cave floor and out of the chamber, where *something* huge and monstrous dwells. What it is, you may never know, but for now, you have escaped. The tunnel winds unevenly until you reach a large, bronze, double door, blocking the way ahead...

Go to 29.

9

Make a L1SR on IQ. If you fail, the sight of the octopus-horror sends you mad, and you are helpless as it devours you, bones and all. Close the book. If you make it, read on...

You cannot fight this guardian, so you must escape. Your only way out is the archway in the cavern wall, but the bulbous swellings of the octopus-thing are in the way. Make a L1SR on the average of LK & DEX three times as you try and avoid the huge, dripping tentacles and dive for the exit. Failure leads to death, as you are caught up by a slimy, sucking tentacle and fed to the terrible mouth, where you are crunched and chewed to a pulp, to be digested by the thing as it sleeps. Close the book.

If you make the rolls, you escape! Take 300 AP and go to 18.

10

Oops. You touched a hidden switch. That's not good. Go to paragraph 8 in Section One of the solo.

11

A fearsome creature appears, guarding the cave entrance! It is a Naga; a monster with the body of a large serpent, and the torso, arms and head of a wicked-looking human, neither male nor female. It carries a 12' long pole topped with a 3' curved blade, and it squats defiantly in the mouth of the cave, spitting at you, its eyes evil and shining green. It is way too large and nasty for you to fight, but you may be able to skip past it. You must fight it anyway, and each combat round the Naga scores $4D6 + 14$ adds against you. If you do not take damage to CON during the combat round, you may attempt a L1SR on DEX (20-DEX) to skip past it, ducking into a narrow entrance to the cave. Success takes you to 30. If you don't want to fight this monster, and would rather try something else, go to paragraph 37 in Section One of this solo adventure.

12

You finally emerge above the surface of the water, gasping for air, as you look for the nearest place to drag yourself out of the water to safety. Take 100 AP. Make a L2SR on LK. If you make it, go to 23. If you fail, go to 51 in Section One of this solo.

13

The tunnel climbs steadily, and you see a faint light ahead. You emerge in a small circular cave, in which a dim glow radiates from the algae upon the walls. There are no other exits from the cave and in the center is a rough-hewn well, heading straight down. The sea can be heard far below. To climb down, make a L2SR on the average of ST & DEX. If you fail, go to 28. If you make it, progress to 5. To return the way you came and take the other tunnel, go to 2.

14

You find a hidden switch that opens a secret compartment. Inside is a longsword, wrapped in seaweed. When you take it out and clean it however, it shines like the sun. This is the sword Oceanus, and it scores $12D6 + 30$ adds in combat. The sword is now yours. Now, you may either take the exit from the chamber at 18, open the lid of the tomb at 6, or wait to see what happens next, by going to paragraph 8 in Section One of the solo.

15

You pass through the serpent-headed archway and walk carefully down the stone steps, emerging in another cave. This one is quite dark, as the glowing algae does not feature heavily in here, and there is a musty smell of death and of the sea. In the gloom you cannot quite make out what is in here, although you can sense something large. To your right there is a tunnel through which the seawater enters the cave, splashing with the tide. You may swim down through this underground sea passage if you wish, by going to paragraph 43 in **Section One** of this solo.

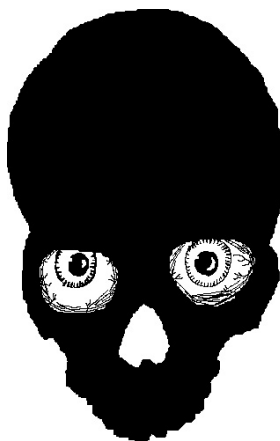
However, to investigate the cave, go to 27.

16

You are now fighting for your life, much akin to a bar brawl in the Seven Ayes! But these are savage, cannibal followers of an unknown god, and they will stop at nothing until you are dead and they can feast upon your flesh! How much damage you can do isn't nearly as important as how much you can take. Make 12 first level saving rolls on Luck (20-LK). Every time you miss one, subtract twice the number you missed by from your CON. After you've made the 10 saving rolls (which represents 30 minutes of solid fighting) if your CON has been reduced to zero or less, you were killed. If your CON remains at 1 or higher, go to 26.

17

Broken bones surround you after half an hour of furious fighting, but you have survived. However, as more Skeletons begin to emerge from the walls of the cave and the passageway leading into it, you grab the opportunity to dash out and run up the stone steps, leaving the undead behind. As you go you quickly grab a handful of gold from the floor, dropped by the Skeletons as they were slain. You take 1D6 x 100 coins. You don't stop running until you reach a dead end – a large, bronze double door... Go to 29.



18

The steps lead down and around in a spiral, getting rougher, colder and slime covered as you descend. Finally, you reach the bottom, where a sinkhole filled with seawater is your only means of escape.

From above, further up the spiral steps, you can hear a slow, steady, shuffling and knocking, and a rasping cry that freezes your heart. *Something* is coming down...

To wait, go to 22. To jump into the sinkhole and swim for it, go to 24.

19

Something brushes past your head, *something large and horrible*, causing you to quickly fall to the floor, lying close to the cave rock floor with the seawater lapping up around you. You are now very aware of a hulking figure in the cave, and you must escape quickly! Make a L1SR on the average of LK and DEX as you slowly creep along the cave floor towards a dim exit in the far wall, keeping as flat as possible to the floor and trying hardly to make a sound! If the roll is missed, ah, go to 31. If you make it, go to 8.



20

The passageway leads straight ahead, climbing steadily upwards for quite a way until opening out into a larger cave, with an exit opposite, from which rough-hewn stone steps lead upwards into the gloom. Suddenly and terrifyingly, from the rock walls of the cave, Skeletons emerge, wearing battered bronze armour and fighting with large daggers. Roll 1D6 and add 1 to the total to discover how many skeletons you face. If you run back to the cave at the foot of the well and dive into the sea tunnel to escape, go to paragraph 43 in **Section One** of this solo.

If you fight the Living Skeletons, go to 7.

21

There isn't much to the tomb at all really. It's rectangular, about 10' long and 4' wide, standing 4' high. It is made from stone and carved intricately with scenes and creatures of the sea, but otherwise it is just a tomb. You may poke around a little more by making a L2SR on LK, or try and lift the lid. If you lift the lid, go to 6. If you poke around go to 10 if you fail the SR, or to 14 if you make it. To leave the chamber now by the archway, go to 18.

22

A terrifying being has come down to meet you. You face a hideous creature. Dressed in ragged pirate garb and adorned with grim looking jewellery, is a Vampire, holding a sword cane with wickedly long, sharp, pointed fingernails that you reckon could easily pass as daggers. The Vampire stares into your eyes with a ferocity you have never before felt, and you feel drawn to him. If you have met this creature before in this adventure, go to 47 in **Section One** of the solo immediately. Otherwise, make a L1SR on IQ. If you fail, it's the end of the line, as the creature ends your mortal life, draining you of blood as you helplessly give in to his hypnotic gaze. Close the book. If you make the roll, go to 22 in **Section One** of the solo.

23

You climb onto the rocks and make your way back to shore, leaving the caves behind. You have had more than enough for one day, and decide to leave for other adventures. Perhaps one day you will return to the Seven Ayes, but for now, you have had your fill. Go home with 200 AP.

24

Turbulent undersea currents, whirlpools and creatures that reach for you in the darkness, all hinder your attempts to find a way through the watery passages beneath the dungeon and bring you to the surface. Make 10 first level saving rolls on CON (20-CON). Every time you miss one, subtract the number you missed by from your CON. After you've made the 10 saving rolls (which represents 30 minutes of swimming around in the undersea passages) if your CON has been reduced to zero or less, you drowned. Close the book. If your CON remains at 1 or higher, go to 12.

25

A fearsome monster is writhing out of the darkness, blocking the main entrance to the cliff cave, and expecting you to attack or try and leap past it. You espy a narrower entrance away to the left, so you leap towards it, catching the creature unawares, and duck through the rock, with the furious hiss of the unseen horror behind you. Go to 30.

26

Bloody corpses surround you after half an hour of furious fighting, but you have survived. You quickly dash through the serpent-head archway as you hear more savages screaming in the main cave. However, as you do so, you stop to quickly pick up a golden statue of a hideous serpent creature, dropped by the savages as they were slain. It is worth 450 gold pieces if you escape the adventure and can get back to town. But for now, you run down the stone steps. Go to 15.

27

Something isn't right and you feel very, very uncomfortable and nervous. Is something large and deadly in here with you? Or does the sound of the sea sloshing into the cave from many underground fissures and passages make you uneasy? Make a L1SR on IQ (20-IQ). If you make it, you decide to escape through the tunnel in the floor through which the sea enters the cave. Take 100 AP and go to paragraph 43 in Section One of this solo. If you fail the IQ saving throw, go to 3.

28

This climb was never going to be easy, as the walls are slippery and wet. You fall, banging your head as you drop, landing in a small cave of sharp rocks and seawater. Roll 6D6 and deduct the result from CON, using armour if you have it. If this kills you, the sea will eventually claim your bones when this cave floods, close the book. If you survive, thank the gods and go to 5.

29

You stand before a bronze double door, the panels of which have been intricately carved with serpents, skulls, sea creatures and strange symbols. The doors stand 20' high and two large bronze ring handles, shaped like the tentacles of horrid sea creatures, provide entrance.

There is nowhere else to go, for going back the way you came leads to certain death. You begin to wish for the relative safety of the Seven Ayes Tavern, despite its many dangerous characters!

You pull open the huge doors and enter the chamber beyond.
Go to 4.

30

You stand in a narrow cave, the walls of which are wet and slimy with sea algae, the floor smooth and slippery. Behind you the sea spray crashes through the narrow fissure, with the guardian creature angrily hissing at you. You are out of its reach, but you press ahead quickly anyway.

Soon you are lost to the darkness, as the rock tunnel twists away from the entrance, and the creature cannot be heard any longer. You enter a larger, empty cave and as your keen eyes become accustomed to the near dark of, you see two tunnels leading ahead.

To go straight ahead, go to 2. To take the left tunnel, that seems to lead upwards slightly, go to 13.

31

Something huge, lumbering and hungry bites off your head in an instant, and your body falls limp, spurting fountains of blood to the cave floor. The sea will eventually claim your remains after the beast has devoured your flesh. Close the book.



A NOTE FROM THE AUTHOR

Thank you for purchasing and playing **The Tavern by the Sea**, with **The Tomb of the Sea Reaver's Gold** mini dungeon adventure.

The Tavern by the Sea was written by Ken St. Andre and Andy Holmes and originally released in the USA with art by David Ullery. You can buy a copy of the USA version from *www.drivethru.com*.

This UK Special Edition features additional material and all new artwork by talented artist, and my good friend, Jeff Freels. Jeff desperately needs a kidney transplant and all proceeds from the sale of this **Tunnels & Trolls™** solo adventure will go to Jeff's transplant fund.

You can read all about it here: *www.jeffwerx.com/tf*

Thank you for supporting Jeff at this difficult time.

Andy Holmes
September 2011

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A hundred miles south of Knor, along the coast, lays the fishing village of Frargg. Standing on the edge of the shale beach there, less than 50 yards from the sea, is The Seven Ayes Tavern. Frequented by all manner of seafarers, pirates and ruffians, the tavern is a lively, notorious haven of drinking, brawling, gambling, and sea shanty singing.

It is also a place where many great adventures begin... and end.

Step inside where your next adventure awaits, but tread with care, my friend, as danger lurks within and death could be just a moment away...

The Tavern by the Sea is a mini solo dungeon for use with the **Tunnels & Trolls™** role-playing system created by Ken St. Andre. It is intended for use with the 7.5 Edition of the Rules, but will easily adapt to earlier versions. You may use any humanoid character (except fairies or giants) of third level or lower, but the use of magic is not allowed, so warriors and rogues are most likely to fare best within this particular den of iniquity.

This Special Edition includes an additional dungeon adventure:

The Tomb of the Sea Reaver's Gold



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Mini Solo # 3