

TUNNELS
& TROLLS

TROLLGOD'S
EXCITING RANDOM
ROOMS OF RUINATION



Pozas '09

TROLLGOD'S EXCITING RANDOM ROOMS OF RUINATION

A Devious Official Tunnels & Trolls™ Solo

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Mercilessly published by Fiery Dragon Productions, Inc.

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http://www.geocities.com/hobbit_lands/index.html

www.fierydragon.com

Maliciously printed in the Canada
First Printing November 2008.
First Fiery Dragon Printing September 2009.





INTRODUCTION

The fellow on the middle in the previous page is the Trollgod. He saw other mighty wizards opening their own dungeons and decided to get in on the fun. He spent some time talking to Umslopogaas of the Shiny Teeth, and then he opened up his own shop for the destruction of adventurers and the entertainment of the masses.

With a wink from the Death Goddess, he located his new enterprise in the heart of downtown Khazan, right next to Hela's House of Dark Delights. Experienced adventurers may note some similarities between this dungeon and the *Deathtrap Equalizer Dungeon* of many years ago. That is because the Trollgod got the idea for this one from Umslopogaas, the original proprietor of the Deathtrap.

There are rules for adventuring within the magical walls of this dungeon, and the Trollgod has minions to explain all this to you—they are all Ogres and Trolls, so listen carefully, or risk getting your head bashed in.

General Instructions

This adventure is designed for a single character. Your adventurer (referred to as *you* in the text) may be of any humanoid kindred, except for Fairy or Giant, and of any character class. You may bring into the dungeon big and experienced characters, not beginners—in fact, you are advised to bring in really tough ones. If your character is not a very good fighter or a potent wizard, then his or her chances of survival are very slim.

The *Tunnels and Trolls™* 7th Edition Rules apply for this adventure. The Trollgod recommends that you read over the rules before sending any characters into the dungeon.

At the beginning of this dungeon, characters are presented with a choice: taking the Trip of the Gremlin, or taking the Trip of the Troll. The Trip of the Gremlin costs 10 gp. A delver taking this trip will be given a ring in the shape of a grimacing Gremlin to wear while adventuring, which will randomly transport him or her into one of fifteen possible adventures (roll 3D6 and go to the A paragraph of that number). The Trip of the Troll costs 100 gp. A delver taking this trip will be given a ring in the shape of a snarling Troll to wear while adventuring, and will be required to go through all fifteen of the adventures in sequence (when an adventure is completed, instead of teleporting out of the dungeon, the delver will move on to the A paragraph of the next adventure). Delvers who complete all fifteen adventures will have won fabulous rewards; however, the Trip of the Troll is not

recommended for any except the bravest and mightiest of adventurers.

Abbreviations: 1D6: the result of rolling one six-sided die. SR: Saving Roll; MR: Monster Rating; STR: Strength; CON: Constitution; DEX: Dexterity; SPD: Speed; INT: Intelligence; CHR: Charisma; WIZ: Wizardry (i.e., Power, Krenn); LK: Luck. AP: Adventure Points; wu: weight units; gp: gold pieces; sp: silver pieces; cp: copper pieces.

Adventure Points: This is a bonus you give characters for daring or undergoing something that is instructive or experience-worthy. In this dungeon, AP are also earned for SRs (dice result times level of SR), combat (MR value of defeated monster), or expending WIZ for magic (attribute points expended). For example, every time you are asked to make an SR, you will gain AP equal in number to the number rolled on the dice times the SR's level of difficulty. For example, *rolling a 7 on a L3-SR would be worth 21 AP*. Keep track of these earned AP, as they are your major way of improving your character attributes while in play.

Saving Rolls:

Inside this dungeon, you will be told to make some SRs. Remember that each SR is made on 2D6, and that doubles add and roll over (DARO). A roll of 3 or less is an automatic failure. If you are missing the SR, you may add to it the level number of your character. For example, a *2nd-Level Dwarfish fighter may add 2 onto whatever he rolls in order to try and make the SR. If that is enough to save him, hooray! If it is not, the SR is still missed by whatever it was missed by.* (See table at right for the target number of die roll plus selected attribute for the first six levels.)

Level	SR Goal
1	20
2	25
3	30
4	35
5	40

Spite Damage: The default form of Special Damage is *Spite Damage*: dealing 1 additional point of damage for every 6 rolled during combat. However, alternate forms of Special Damage can come into play, and they will be identified in the text where appropriate. Each form of Special Damage is triggered by the number of 6s rolled in combat. Special Damage could cause a specific spell to be cast, or a unique situation to occur. All Special Damage (including Spite Damage) is dealt directly to the target's CON (or MR) *regardless* of armor protection.

[2G] You have been magically evicted from the *Trollgod's Exciting Random Rooms of Ruination*, and now find yourself in the Khazan Market near the vendors. Arrrdalia probably doesn't want to see you ever again and certainly not any time soon. But, for being able to at least survive the *Trollgod's Exciting Random Rooms of Ruination*, your consolation prize is 500 AP. **The End.**

[2H] You awaken to see the Trollgod and Arrrdalia smiling down at you.

"You were dying, but we decided to save your life because you did manage to exit the situation."

They give you a ragged gray tunic to protect your modesty, show you to the dungeon's exit, and tell you that you have been completely healed.

Again, you find yourself on the streets of Khazan—poorer but a lot wiser. You may take 500 AP for surviving the *Trollgod's Exciting Random Rooms of Ruination* dungeon. **The End.**

[2I] You awaken to see the Trollgod and Arrrdalia smiling down at you.

"You were dying, but we decided to save your life because you put the good of the world above your own desires."

You have completed the Trip of the Troll. Go to **[2F]** and double the rewards listed there.

[3A] You are inside a large, dark room. High above the wind whistles softly and eerily. Do you wish to make a light and have the ability to do so?

If your answer is yes, then go to **[10B]**.

If it's no, then go to **[15B]**.

Or, you may put a *Cateyes* spell upon yourself if you have the ability. (Under 7th Edition Rules, you must overcome the magical resistance of the universe each time you cast a spell—in this case, it means making a *L2-SR* on *INT*.)

If you made it, the room will remain dark, but you will be able to see perfectly well. Go to **[10B]** and ignore the first two sentences.

If you missed it, subtract the *WIZ* cost of the wasted spell, and go to **[15B]**.

[3B] Only a *Protective Pentagram* could save you in this situation.

If you wrote anything else, first go and read **[7B]**, and from there go directly to **[21B]**.

If you actually called up a *Protective Pentagram*, return now to **[5A]** and choose another option as soon as the spell walls begin to fizzle.

[3C] First, make your *SR* on *INT* on the same level that you cast the *Take That, You Fiend* spell. If you make the *SR*, hit the spider and do your damage.

If you do 50 points or more of damage, go to **[42B]**. If you do less than 50 points of damage, go to **[42D]**.

[3D] "War games!" you exclaim happily. "Who do I fight? You, I hope," and you give her a leer.

She smiles evilly at you. "In war, you may use either your might or your mental ability," she tells you.

If you choose muscles, go to **[10D]**. If you chose mentality, go to **[7B]**.

[3E] You get 300 AP just for meeting the Marvelous Merchant of Metal, and your *CHR* goes up by 1 point.

Your ring is glowing. If you are on a Gremlin Trip, go to **[2D]**. If you are on a Troll Trip, go to **[15A]**.

[3F] *THUD!* All goes black.

Much later, you awaken in a ditch, aching in every part of your body. You have a terrible headache, and can't really remember what happened. You have nothing left of your personal equipment except a basic loincloth—you have no weapons, no gold, no armor. Each of your attributes has been decreased by 3 points.

Since you were a customer, Arrrdalia was merciful. You have no rings on your fingers, nor bells on your toes. Still, this adventure is over for you. **The End.**

[3G] Surprise! The reflection comes out of the mirror and attacks you. It looks like a leopardman dressed the same way you are dressed. It also has the same weapons and the same armor you have, but a *CON* of 50 and personal adds of 25. Its *WIZ* rating is the same as yours, so you cannot cast spells against it—in reality, it is attacking so furiously that you really don't have time to cast any spells. Still, you must fight to the finish.

If you lose, well . . . you're dead. You can turn to **[2E]** for the last rites.

Still reading? That certainly means that you won the fight, congratulations! You may now loot the leopardman's corpse for treasure—it has exactly the same things that you have, which would allow you to double up on them if you wish.

As soon as the fight is over your ring starts glowing. If you are on the Gremlin Trip, go to **[2D]**. If you are on the Troll Trip, go to **[16A]**.

[4A] You are in a large, square, dimly lighted room. The floor is strewn with bones of all sorts, many of them human, and all of them broken and chewed. If, for general purposes, you'd like to cast a *Hidey Hole* spell, make the required *L2-SR* on *INT* and go to **[12B]**.

If you fail the spell, or just decide to wait, several minutes will go by and then you can go to **[25B]**.

If you choose to explore and search the room, go to **[14B]**.

[4B] The man in black tells you that his name is Khurss the Master of Death, and that he is weary of living, but that his gods will not allow him to die without a fight.

"Please attack me," he requests.

You don't have to accommodate him. But if you do decide to fight him, you can attack him with your own weapons by going to **[23E]**, or using the scimitar that he gave you at **[38A]**. You can also attack with magic by writing down your spell and turning to **[18C]**.

Or, you can tell him that he will have to find some other way to die, and return his scimitar by going to **[30A]**.

[4C] If you use a *Will-o-wisp* spell, make a *L1-SR* on *INT* to overcome the magical resistance of the universe.

If you make that, you cast the spell and go to **[11C]**.

If you failed the *SR* on *INT*, you're stuck with fighting in the dark. Go to **[11B]**.

If you try to strike flame to a torch or lantern, go to **[14D]**.

[4D] If you blast it with fire, go to **[35E]**. If you blast it with ice, but you do less than 50 points of damage to it, go to **[42D]**. If you do 50 points of damage or more to it, go to **[42B]**.

[4E] You cautiously did not make a light, but you have been in the dark long enough. The room begins to glow dimly until you can see, and you suffer no harm. You receive 100 AP for your exemplary caution. Go to **[10B]** and ignore the first two sentences.

[4F] A dozen magical swords—disembodied weapons—are attacking you. However, for each parry you can make, a sword will fall inert to the floor. To parry, you must make *SRs* of increasing difficulty on either: *DEX*, *LK*, *SPD*, or your *Weapons Talent*. To stop the first sword, make a *L1-SR*; to stop the second, make a *L2-SR*; and so on, all the way up to a *L12-SR*.

If you miss any *SR* (and remember, a roll of 1 or 2 is always a fumble and a miss), then you are stricken through the heart and slain. **The End.**

If you make all 12 *SRs*, your ring will begin to glow and you may exit the situation by rubbing it. If you are on the *Gremlin Trip*, go to **[2D]**. If you are on the *Troll Trip*, go to **[11A]**.

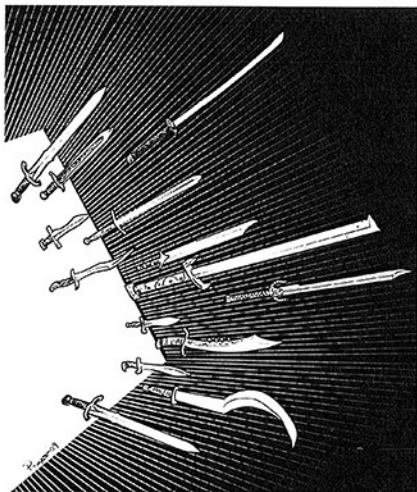
Alternately, if you wish to use magic to escape this situation, write down the spell you cast, and go to **[25C]**.

[4G] The mirror changes you into the leopardman that you see inside it. Your attributes remain the same, except your *CON*, which has become 50—only your outward form has changed, and you look like a walking leopardman now. You will only fully regain your previous form when under the light of two full moons, but it will only last for as long as you're in the moonlight. You get 1,000 AP for the change.

Your ring is glowing. If you are on the *Gremlin Trip*, go to **[2D]**. If you are on the *Troll Trip*, go to **[16A]**.

[5A] You are in a large dark room, and you can't see a thing. With your first step, you can feel brittle bones crunching under your feet. Make a *L1-SR* on *LK*. If you make it, go to **[17B]**. If you fail it, go to **[37B]**.

[5B] It's the direct approach . . . Trolls appreciate that. But how good a talker are you actually? Roll 2D6 (an open-ended *SR* and *DARO*), and add it to your *CHR* rating.



If your total is less than 20, you totally failed to impress Arrrdalia. She knocks you across the room, and then signals for help. Grrrethgash the Grisly comes in and attacks you—go to [10D] and fight for your life.

If your total is 21 to 30, Arrrdalia pushes you back and says, "You smell of vegetables!" She gestures magically—you go to [2F].

If your total is 31 to 40, she smiles a little smile, and asks if you'd like to take her out for a date. You can take her to the *Arena of Khazan* by going to [44A]. Or, you could go to an Urukish rave by going to [44B]. Or, you could take her to a poetry reading by going to [44C].

If your total is higher than 40, she is overwhelmed by your sheer animal magnetism. She takes you off to her Trollish lair—go to [44E].

[5C] Rrrulff is a formidable fighter. He gets 8D6 + 6 for his weapons, and he has 16 combat adds. His armor gives him 12 points of protection, and he has a CON rating of 16. This is a simple fight to the finish. Don't forget points of Spite Damage for each 6 rolled by either Rrrulff or you.

If Rrrulff wins, go to [2E].

If you win, go to [26B].

[5D] Zharrra comes striding out of the circle of flames, nine feet tall and amazingly impressive. In her right hand, is a flaming whip; and in her left hand, a triple-bladed dagger. Her MR is equal to the sum of your attributes. Her crimson skin gleams in the firelight as she attacks. She laughs with the joy of battle. If you meet her weapon to weapon, go to [9E]. If you wish to try and cast magic against her, go to [33B].

[5E] If your total is more than 50 gp, go to [26C]. If your total is less than 51 gp, you notice that your ring is glowing—you may rub it and depart. For the Gremlin Trip, go to [2D]. For the Troll trip, go to [12A]. However, you may ignore your ring and search for secret doors if you wish—go to [28A].

[5F] It occurs to you that the room was absolutely dark when you appeared in it, and nothing bad happened to you—a mirror can't reflect in the dark.

You put your light out, and wait for absolute darkness. When you can't see a thing, you push a button. You have a bit of a strange feeling and your hair tingles, but nothing bad happens.

Your ring is glowing. If you are on the Gremlin Trip, go to [2D]. If you are on the Troll Trip, go to [16A].

[6A] You are suddenly in a cave with a Troll—well, a Trelf actually. You recognize the strangely attractive Arrrdalia from when she gave you the ring. She is dressed in a short black leather skirt and is wearing black lipstick and long, dangling, black skull earrings, and has a black pearl piercing her abdomen. She has black hair, and you notice black talons at the ends of her shapely fingers.

"Hi there, Gruesome," she says in a seductive voice. "Would you like to talk with me?"

You sense that nothing you say would be a bad choice in this situation, and so you answer her in the same flirting tone that she used. "Yes, I'm up for any kind of game with you," you say with a leer.

"Wonderful!" she answers. "I love to play."

If you want to play War Games, go to [3D].

If you want to play Love Games, go to [19C].

If you want to play Mind Games, go to [7B].

[6B] You may cast any spell within your power, but remember to make a *SR on INT* at the level of the spell before expecting it to work. Write down which spell you used and go to [8B].

[6C] The gem has a demon guardian—touching it summons the creature. You have called up a gigantic green winged toad called Glargh'naslk'ncdl'n. It has a MR of 102 and gets 11D6 + 51 adds in combat. It will attack you unto the death.



If you decide to fight with magic, write down your spell and go to [37A].

If you use weapons, go to [9C].

[6D] Behind the door is a Gobblesnork. No one has ever seen one and lived. Neither do you. *Splash!* More bloodstains. **The End.**

[6E] You found a safe hidden behind one of the pictures on the wall. There is a little notice beside the lock that says, "Warning, this safe has a deadly trap. Get it wrong and die hideously."

If you decide to ignore the safe, you may exit safely by rubbing your ring and going to [2D].

If you have a Roguery or Thievery Talent you may try to make a L3-SR on either of them, or a L4-SR on LK. If you make the SR, go to [19D]. If you miss it, go to [44D].



[6F] Make a L2-SR on INT. If you make the SR, go to [5F]. If you miss it, return to [29D] and make another choice.

[7A] You are standing in the middle of a room that is 30 feet square. The walls are covered with mirrors and paintings, but all the paintings are battle scenes. There is a table set with a big savory joint of ham, and plenty of chairs and couches.

In front of the one door leading out of the room stands a great blond hulk of a warrior—a man that is at least 6 feet 8 inches tall, and probably 400 pounds of solid muscle. He is wearing Leather Armor (takes 6 hits normally, but will take 12 for him since he is a warrior), and is armed with twin battle-axes (4D6 + 3 for each).

He speaks jauntily when he sees you.

"Hello, Buster. Rampaging Rrrulff is my name, and robbery is my game. Har, Har! Don't bother trying any magic, none of it will work in this room. Now either lay down your cash, or pull out

your weapons!" Rrrulff grins ferociously through big teeth that have been stained bright blue.

If you choose to fight, go to [17D].

If you surrender, go to [20B].

[7B] Arrrdalia takes your hand and leads you to a corner of the room that you hadn't noticed before, where you find a table and two chairs, just the right size for the two of you.

On the table is a chessboard, set up and ready for play. The chess pieces are beautifully carved to represent Trolls and Dragons.

"Because you are my guest, I will let you choose which side you would like to play," she says.

Write down your choice and go to [11D].

[7C] As long as you do nothing, the situation will remain unchanged. However, this is a wonderful opportunity to attack you with a Wandering Monster.

You smell the powerful fumes of sulfur, hear the *BAMFF!* of displaced air, and turn to [40A] to see what has appeared to attack you.

If you win the fight, or it's a rock star, return to the paragraph that sent you here, and try something else.

If you lose, you are dead. **The End.**



[7D] Deluxe Staffs are indestructible, so you wedge yours between the floor and the ceiling, and the roof grinds to a halt—very clever of you.

The door pops open. If you wish, you may now take the emerald, which is worth 1D6 x 500 gp.

However, you have lost your Deluxe Staff, as you now have no way of getting it out of there. You must return to **[11A]** or **[26C]** and to whatever situation you left there.

You also notice that your ring is glowing. If you wish, you can make a sudden exit. If you are on the Gremlin Trip, go to **[2D]**. If you are on the Troll trip, go to **[12A]**.

[7E] You may either grope around with your hands, or use an *Oh There It Is* spell on the walls around you.

If you grope, go to **[25A]**.

If you use the spell, go to **[23D]**.

[7F] "Foolish mortal," laughs the demoness. "To free me you must gain an enchanted jewel that is somewhere within this place of torment."

If you already have the enchanted toad jewel, go to **[29A]**.

If you don't have the jewel, you will see a door open in the air. To jump through it, go to **[3A]**. If you manage to obtain the desired jewel, ignore the rest of the text and jump through a magic door to **[29A]**. If you don't obtain the jewel, just count yourself lucky for escaping from Zharrra.

If you decide this is a bad idea, you can always fight the demoness at **[5D]**.

[8A] You are in a very dark place. You see what appears to be the night sky full of stars, directly in front of you and close enough to touch.

If you are a wizard, you sense magic all around you. If not, you deduce that magic may be involved.

If you'd like to try an *Omnipotent Eye* spell, go to **[23C]**.

If you decide to make some light, either naturally or by magic, go to **[14E]**.

If you step forward, or turn around and try to walk away, go to **[32C]**.

If you don't move, and just wait for something to happen, go to **[25E]**.

[8B] If you wrote *Mind Pox* or *Protective Pentagram*, the toads will be baffled and will fly away, leaving you safe—go to **[12D]**.

If you used any other spell, it was not enough to stop both monsters—you may have blasted

one, but the other one got you—go to **[2E]**.

[8C] The spells you can use are:

Take That, You Fiend—go to **[3C]**.

Blasting Power or *Freeze Pleeze*—go to **[4D]**.

Smog—go to **[14C]**.

Protective Pentagram—go to **[23A]**.

If you tried anything else, the spell failed, and the spider-thing killed you before you got a chance to do anything else. **The End.**

[8D] The door opens into a small room that is 10 feet square. At the far side of the room, in a niche in the wall, is a large emerald. You sense no magic in the room. Go to **[29F]**.

[8E] You sense very powerful magic about this fellow and his weapons. It is enough to make you listen to what he has to say—go to **[4B]**.

[8F] "I am the Goddess," says the beautiful woman, "and this is a test of character. What do you think of Men?" You answer her in your own words, but it boils down to one of these three choices:

For the most part, Men are horrible—go to **[9F]**.

Some are good, some are bad; you treat them as they deserve—go to **[10F]**.

For the most part, Men are wonderful—go to **[11F]**.



[9A] You appear in a large room, with tall pillars of stone all around you. In the center of the room is a huge balancing scale. The Trollgod is sitting on one of its platforms, and Arrrdalia is on the other. Even though the both of them are very different in size, shape, and weight, the scales are perfectly balanced.

"Come to me for a fighter's boon!" yells the Trollgod.

"Come to me for a wizardly gift," offers Arrrdalia.

If you choose the Trollgod, go to **[46A]**.

If you choose Arrrdalia, go to **[46B]**.

If you can't decide, go to **[46C]**.

If you turn and run away from both of them, go to **[46D]**.

[9B] Make your *L3-SR* on *INT*. If you made the *SR*, go to **[30B]**. If you failed it, go to **[13D]**.

[9C] Each toad gets 5D6 + 20 adds. To hit them, you must make a *L2-SR* on *DEX*, or else all you can do is flail in defense.

If you reduce their MRs, they keep the same number of combat dice, but have their adds go down normally. Your combat total is applied to both bats each combat round, but you may only damage one of them per turn.

If you lose the fight, go to **[2E]**. If you slay them both, go to **[12D]**.

[9D] You try to dodge out of the room and escape from Rrrulff. Make your *L2-SR* on either *DEX* or your Dodge Talent if you have one. If you made it, you eluded his attack, and got out of the room unhurt. Rrrulff laughs, and locks the door to go through your stuff in peace. Your ring begins to glow, and you rub it.

If you are on the Trip of the Troll, go to **[8A]**, and may Trollgod have mercy on your soul.

If you are on the Trip of the Gremlin, go to **[2D]**.

If you failed the *SR*, Rrrulff managed to hit you with one of his axes—you take 4D6 + 9 in

combat damage. If that kills you, go to **[2D]**. If you take the damage and still live, your ring is glowing, and you manage to rub it before passing out—go to **[2H]**.

[9E] The flaming whip is extremely dangerous to you. Before you can counterstrike, you must somehow parry it.

If you have a shield and wish to parry with that, go to **[12E]**.

If you would like to try to dodge the whip, go to **[15E]**.

[9F] "You need a better understanding of Men," the Goddess declares, "and so, you shall live as one for a while."

It's magic—it doesn't really hurt, but it does feel very strange. You become a Man. Add 3 points to your *STR* and *CON*. Subtract 2 from your *INT*, *DEX*, and *CHR*.

The Goddess has disappeared, but your ring is glowing. You rub it. If you are on the Gremlin Trip, go to **[2D]**. For the Troll Trip, go to **[18A]**.

[10A] You find yourself in Saruman's Sword Shoppe, Proprietor Murgatroyd W. Stonehead. Mr. Stonehead himself, a rather grotesque dwarf, bustles up to you and says, "I can tell that you need a new sword. It's your lucky day. We have some bargains on magical swords today." He rubs his grotesque little hands together greedily, and beams at you.

If you would like to buy a magic sword, go to **[24C]**.

If you don't want to buy a sword, you can excuse yourself, and slip out the door of the shop directly into an adventure, go to **[11A]**.

If you think it's a trick and you want to attack Murgatroyd, go to **[31B]**.



[10B] You must have a means of producing a light—such as a torch, lantern, or magical ability to cast a *Will-o-wisp* spell.

If you can't honestly make a light, go to **[15B]** now.

If you use magic to make a light, make a *SR* on *INT* at the level of the spell being cast. If you miss it, go to **[15B]** right now.

If you can make a light, you will be able to see the room. It is a vast circular room, about 250 feet in diameter. In its center is a pit 150 feet in diameter and 50 feet deep. The bottom of the pit is a forest of planted spears, all pointed up.

Magically suspended in mid-air, 10 feet above floor level and located directly over the pit's center, is a huge emerald in the shape of a toad.

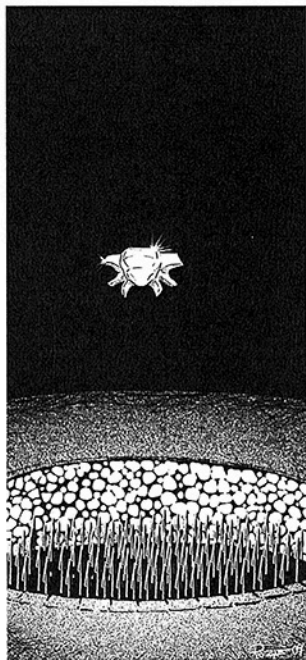
You have several options:

1. If you wish to take a closer examination of the walls and floor, go to **[19A]**.

2. If you have the ability to cast a *Fly Me* spell, and wish to try it (*L3-SR* on *INT* to succeed), you may fly yourself to the jewel and take it. Go to **[22A]**.

3. If you have a rope, you may improvise a lasso and try to pull the jewel towards you. Go to **[21A]**.

4. If you just stand there, muttering and thinking, go to **[7C]**.



[10C] You turn invisible. Rrrulff lets out a shriek of terror and throws down his battle-axes. He falls on his knees, and begs you not to kill him. He is helpless.

"Please don't kill me," begs Rrrulff. "I'll give you all my wealth, 500 gp, to spare my life."

If you decide to kill him anyway, go to **[26B]**. If you spare his life, go to **[45E]**.

[10D] Arrrdalia claps her hands and sparks fly.

"Grrrethgash," she growls in a voice like thunder. "Get out here and see if this fool can fight or not!"

From the shadows emerges the ugliest Troll you've ever seen. He is mottled ghastly green and corpse blue, drooling, and wielding a huge rock mace. He has a MR of 200 (he gets 21D6 and 100 combat adds), and his rocky skin serves as armor that will take 20 hits of damage for him before you can do any real damage.

Grrrethgash attacks like a whirlwind. There is no time for magic, or to do anything but defend yourself. Fight one round!

If you do any real damage to Grrrethgash, go to **[16D]**.

If you lose the fight, and take damage (other than Spite Damage) but are not slain, go to **[21C]**.

If neither of you takes any damage except for Spite Damage, then subtract 1 from your STR temporarily. (Your full STR will return if you survive this encounter.)

Fight another round by rereading this paragraph. Continue fighting in this manner until you are sent to either **[16D]** or **[21C]**.

[10E] Beneath the moss you found a loose stone, which you pull out in your hand.

If you want to see what is there, go to **[32E]**.

If you think it might be something nasty, and don't want to stick your hand in there, go to **[27C]**.

[10F] "You have a very realistic and balanced approach to life," says the Goddess. "I give you a gift of luck to match your wisdom."

She takes your hands, and you feel a magical tingle go through your body. (Write down the following: you have the Gift of Second Chance on SRs on LK. If you miss a SR on LK, you may try a second time. If you miss two in a row, then you truly missed it.)

The Goddess has disappeared, but your ring is glowing. If you are on the Gremlin Trip, rub it and go to **[2D]**. If you are on the Troll Trip, rub it and go to **[18A]**.



[11A] You find yourself in a dimly lighted cave that is roughly 50 feet in diameter and 30 feet high. The floor is covered with gold and silver coins. If you came here from the Sword Shoppe, there is no longer any sign of that Dwarfish establishment.

A wave of nausea rolls over you. You don't know it, but your WIZ attribute has been drained down to 1 point (if you live through this adventure, you will get back those lost WIZ points). The immediate effect is that no magic will work for you.

The logical thing to do now would be to gather up some coins, or seek an exit. But, you can't help feeling that the coins may be a trap . . . then again, maybe you just hit the jackpot.

If you decide to gather up coins, you will need to compute your carrying power. If you have no weapons or armor, you could carry 100 times your STR rating in coins. If we assume that weapons, armor, and other gear are taking up half of your carrying capacity, you could take 50 times your STR rating in gold or silver coins. If you wish, you can calculate the weight of what you are carrying exactly. Figure out just how greedy you are, then write down the number of gold or silver coins gathered, and go to [5E].

If instead you ignore the coins, and just look for a way out, go to [28A].

[11B] You find yourself fighting for your life against some unknown beast with a MR of 50 (6D6 + 25). Your foe is extremely mobile and you can't see it—if you use weapons, you are just flailing around, hoping for the best, so you only get half your combat total against it. You will need to do 50 points of damage to it in order to kill it. Remember, all 6s rolled are Spite Damage.



If you choose to fight with magic instead of weapons, write down your spell and go to [3B]. You may also fight it blindly in the dark with weapons—straight T&T combat. If you kill it that way, go to [42B]. If it kills you, go to [2E].

[11C] "Aren't there any other alternatives?" you ask. "Can't we just talk?" "No!" snarls the demoness. "Choose, or die!" She prepares to strike you with her flaming whip. If you choose to fight, go to [5D]. If you'd rather try to free her, go to [7F].

[11D] You choose your pieces, and Arrrdalia takes the other set. She is a very skillful opponent, and sometimes you suspect she is merely toying with you. In addition, she uses a number of tricks to distract you—like batting her eyelashes at you, or making a little air kiss when you make your move, or leaning over the board to study it so that you get a great look at her cleavage.

If you chose the Trolls as your pieces, make a *L7-SR on INT* now. If you chose the Dragons, make a *L10-SR on INT* now. If you made the SR, go to [43A]. If you missed it, go to [43B].

[11E] The swords strike your protective barrier and fall to the floor.

"So you're a wizard, eh?" growls the Dwarf. "I have just the sword for you. I will give it to you, but only if you promise to peacefully leave my shop." If you decide to take the sword, go to [18E].

If you turn it down, your ring begins to glow, and you can make a magical exit. For the Gremlin Trip, go to [4D]. For the Troll Trip, go to [11A].

[11F] You are a very idealistic and wonderful person," says the Goddess. "It is wonderful to be so positive and happy in your outlook. I give you the Gift of Outer Beauty." She lays hands upon you, and you shape up. Add 10 points each to CON and CHR.

The Goddess has disappeared, but your ring is glowing. You rub it. For the Gremlin Trip, go to [2D]. For the Troll Trip, go to [18A].

[12A] You are at the bottom of a circular well, knee-deep in water. Far above you is a dim circle of light, and a great roaring windy noise. The walls are crusted with slimy blue algae. The floor underwater is soft and porous, but undeniably rock.

If you want to further explore your surroundings, go to [7E].

If you just want to get out of this uncomfortable hole, go to [27C].

[12B] You are now invisible until you leave this room. If you are attacked, your foes will only get half of their combat total to use against you. Return to **[4A]** and try something else.

[12C] By dropping to the floor and rolling away, you gain a moment of grace—but that's all, and it ends before you want it to. You now can:

Fight blindly—go to **[11B]**.

Make a light—go to **[4C]**.

Put a *Cateyes* spell on yourself to see in the dark—go to **[13C]**.

[12D] You may go through the door. If you do, go to **[19B]**. If you don't, go to **[21B]**.

[12E] Make a *L3-SR on DEX*. If you make it, you manage to stop the whip strike with your shield, which will be destroyed. You will take 10 points of CON damage as parts of the whip bite into your arm, but you may now do your entire weapons damage to the demoness. If weapon damage is less than the sum of your attributes, then go to **[47C]** now.

If you missed the SR, go to **[13E]**.

[13A] You meet a tall, thin, bearded man dressed in black, including a black turban, who offers you one of the two scimitars he is holding. If you are a wizard or a rogue, go to **[8E]**. If not, go to **[4B]**.

[13C] Whether you now have light or a *Cateyes* spell, you can see that you are in a large triangular room, 20 feet high. The ceiling is a mass of cobwebs, and so is the angle with the door in it. Your foe is an enormous yellow zhilov spider—it is said they have human intelligence or greater. It has a MR of 50, and a magic resistance of 10. To get out alive, you must kill it.

If you wish to fight with magic, go to **[8C]**. To use weapons, go to **[17C]**.

If you have an open flame, such as a torch, and wish to set the cobwebs on fire, go to **[35E]**. If you fight them with magic, go to **[6B]**. If you use weapons, go to **[9C]**.

[13E] Zharrra's flaming whip curls around your armor, and then jerks you off your feet and into the air. You crash against a wall with horrible force, suffering 40 points of impact damage that your armor cannot take for you.

If that slays you, go now to **[2E]**.

If you are still alive, you grimly roll to your feet and prepare for another round of combat. The demoness drops her whip and closes with you, slashing with her triple-bladed dagger. Go to **[1E]**.

[14A] You are in front of the booth of the Marvelous Merchant of Metal. He is an elf, and seems to be made entirely out of glittering tin. He offers to trade you one of his special tin weapons for any one of yours.

If you agree, go to **[34B]**.

If you refuse, go to **[29B]**.

If you do neither, but would like to attack this metallic merchant, go to **[36B]**.

[14B] You discover some gold coins and broken weapons among the bones on the floor. You also find a foul crawl passage hidden in one dim corner of the room.

If you start to gather up some coins, go to **[26A]**.

If you wait with weapons drawn to see what comes out of the crawl passage, go to **[27B]**.

If you decide to crawl into the passage, and try to find a way out, go to **[21D]**.

[14C] Have you ever seen a spider choking? It is ridiculous. Its MR is reduced to 25 (3D6 + 12) for the duration of the fight.

But, since you are also in a small room full of foul fumes, you are also affected. Your maximum STR is reduced by half as long as you remain within the *Trollgod's Exciting Random Rooms of Ruination* dungeon.

That will probably change your combat adds as well, and whether or not you can use your weapon effectively. Return to **[8C]** and try something else.



[14D] You do have something that gives light, right? A torch, a lantern, a candle . . . ?

If you don't, go immediately to **[37B]**.

If you do, make a *L2-SR on DEX*. If you make it, you get light—go to **[13C]**. If you fail, you dropped your fire striker and must fight in darkness—go to **[37B]**.

[14E] Whatever you tried, you succeeded in making a light . . . unfortunately. You have triggered the solar corona trap.

There is a tremendous flash of light and heat from all sides, and you get an instant sunburn that will peel away the top 3 layers of your skin in the next two days. Ouch!

You are also blinded by the flash—maybe your vision will come back over time, maybe it won't.

Your CON goes down permanently by 4 points, and your DEX is halved until such time as you get your vision back. Go to **[29C]**.

[14F] Behind the slimy algae on the walls of the well, you find some indentations deep enough to sink your fingers and toes into, but not big enough to accommodate a boot. Reluctantly, you take your boots off, and cram them into your pack—you're not leaving your only foot protection in this hole.

Climbing out of this hole will take STR. To get out of here, you must make five successive *L2-SR on STR*. If you miss one SR, you will lose your grip and fall back down into the well, hurting yourself. Each time you fall, take 1D6 in damage to your CON.

If your CON falls to zero or less in this fashion, you will be unconscious and unable to keep your head above water—thus, you will drown and have to go to **[2E]**.

If you manage to climb all the way up the wall without falling, go to **[35A]**.

[15A] You are in a totally dark room.

If you want to make a light, go to **[29D]**.

If you prefer to grope around in the dark, go to **[33C]**.

If you do nothing, you will quickly notice that the room remains perfectly still and quiet—go to **[7C]**.

[15B] You have chosen to remain in the dark.

If you change your mind, go to **[10B]**.

If not, you may sit tight by going to **[7C]**, or begin to explore.

If you choose to explore in the dark, make a *L1-SR on LK*. If you make that SR, go to **[20C]**. If you missed it, the floor suddenly falls away beneath you. You fall down a distance of 50 feet

before you can do a thing about it—there is not even time to cast a spell. You are impaled upon several vicious spears, and the pain is just horrendous—go to **[2E]**.

[15C] The apes either are dead or have fled—you may search the room without hindrance. You find 109 gp, 33 sp, and 188 cp.

Your ring begins to glow. If you are on the Gremlin Trip, go to **[2C]**. If you are on the Troll Trip, go to **[5A]**.

[15D] You have discovered a hidden door in the far wall: it isn't locked, and will slide open if you wish.

If you open the door now, go to **[13D]**.

If not, return to **[10B]** and try something else.

Now that you have found the door, you may exit through it whenever you don't know what else to do—go to **[13D]**.

[15E] You leap to one side and dart forward, trying to dodge the whip strike and to close with the demoness.

If you have a Dodge or Evasion Talent, now would be a good time to use it. If you don't have such a talent, but have saved a spot for such ability, you may now develop an Evasion Talent. Roll 1D6 and add that number to your DEX rating to determine your Evasion Talent rating.

Now, make a *L4-SR on DEX* or the *Talent*. If you make the SR, move into close combat with Zharra by going to **[20A]**. If you miss it, the whip will wrap around your armor—go to **[13E]**.

[16A] You are underwater, and are unable to see anything, not only because your eyes are closed, but also because there is no light. Your ears hurt due to the water pressure.

If you are wearing armor, or carrying any weapon larger than a knife, go to **[24E]**. If not, go to **[31E]**.

[16B] You come shooting up out of the well. There is a female Trelf—Arrrdalia—waiting at the top of it with a club. She takes a swipe at you.

Make a *L2-SR on LK*. If you miss it, go to **[3F]**. If you made it, then she missed you cleanly, and you can either fly away, or try to defend yourself.

If you wish to stay and fight, land and go to **[25D]**.

If you are still flying, you will notice that your ring is glowing. You better rub it now, because you are running out of both space and spell. For a Gremlin Trip exit, go to **[2D]**. If you're on the Troll Trip, go to **[13A]**.

[16C] Zharrra falls back, howling with pain. Her cry causes your head to pound with pain, and you see red flashes before your eyes—you feel very strange. She has taken terrible wounds, but even as you watch and prepare to strike again, her demonic flesh heals itself. Once again, she strikes at you with her whip. This time, you have no shield to deflect it.

If you take the blow on your armor, go to **[13E]**.

If you'd prefer to dodge and close with her, go to **[15E]**.

[16D] Grrrethgash is moderately tough as Trolls go, and the fact that you can even damage him shows that you are even tougher. (If you slew him outright, take 200 AP and just act like you wounded him—Arrrdalia isn't going to let him stay dead.)

Since you wounded him, Arrrdalia will call him off—no point in getting one of her favorite minions killed or broken.

"You please me with your fighting ability," she tells you, and you shall have a reward." Go to **[18D]**.

[16E] Your third choice has always been to die ignominiously. While you dither, Zharrra's whip lashes out, curls around your neck, and when she snaps it, your head comes off in a fountain of blood. He who hesitates is lost. Go to **[2E]**.

[17A] You are sitting face to face with the most beautiful woman you have ever seen. She is your ideal. Everything else fades into nothingness when you see her.

If you are a female character, go to **[3F]**.

If you are male character, go to **[35D]**.

[17B] Something swished by you in the dark. You could feel the long coarse hairs on its body brushing your neck. There was a loud click, as of clashing mandibles, and a hot liquid splashed on your tunic. Your options now are:

Fight blindly in the dark—go to **[11B]**.

Drop to the floor and roll away from your foe—go to **[12C]**.

Make a light quickly—go to **[4C]**.

Use a *Cateyes* spell upon yourself to see in the dark. Make a *L2-SR on INT* to see if the spell works. If it does, go to **[13C]**. If it doesn't, you find yourself fighting for your life in the dark by going to **[11B]**.

[17C] At last, you can see your foe. It is a huge yellow zhilov spider, easily the size of a

horse. It leaps about the room, and swings on its webs with great speed and agility. It has a MR of 50 (6D6 plus 25 combat adds).

From this point on, you are limited to physical combat with the arachnid.

If its combat roll beats yours at any time by 10 points or more, you have been bitten and are poisoned—go at once to **[42C]**.

If the zhilov doesn't manage to bite and poison you, it might still batter you to death. Keep fighting until the end, and don't forget Spite Damage.

If the spider slays you, go to **[2E]**.

If you win the fight, go to **[42B]**.

[17D] Are you fighting with weapons or fighting with magic? Remember that Rrrullf said that magic wouldn't work.

If you are fighting with weapons, go to **[5C]**.

If you tried magic, go to **[24B]**.

[17E] Despite the pain, you are strong enough (character wise) to hold on. You draw back your hand, and in it is an enchanted zircon. It has turned your hand into living zircon, which has added 5 points each to your STR, LK, and DEX. Your hand will now always glow in the dark like a star. It is also a 4-dice enchanted weapon when you are fighting in close quarters.

As your body surges with new power, the jewel loses its magic, but it is still worth 500 gp in any large market. Your hand would be worth 5,000 gp if someone could slice it off your wrist, but such a wound would cost you 21 CON points. The entire experience has been worth 6,000 AP.

The night sky fades away, and you see that your ring is glowing. For the Trip of the Troll, go now to **[9A]**. For the Trip of the Gremlin, go to **[2D]**.

[18A] You are inside a nine-sided room, and in its center is a roaring fire. Bathing in the flames is a beautiful demoness. She glares at you with fiery green eyes. She begins to speak.

"My name is Zharrra, and I offer you a choice. Fight me for a chance to be immortal, or free me for a vast monetary reward." She waits for your decision.

If you wish to fight, go to **[5D]**.

If you want to try to free her, go to **[7F]**.

If you don't like either of these choices, go to **[11C]**.

[18B] If you wrote:

Take That, You Fiend, go to **[28C]**.

Blasting Power, go to **[33B]**.

Hidey Hole, go to **[29A]**.

Mind Pox, go to **[30D]**.

Protective Pentagram, go to [41A].

Oh-Go-Away, go to [41B].

If you tried anything else, it failed, and you will find yourself in physical combat with the apes. Go to [33B].

[18C] Khurss has a higher WIZ attribute than you do. Your spell fails, and you lose the WIZ you used to cast it. While you were trying that, he hit you with his scimitar and did 29 hits of damage—armor will help protect you.

If you still survive, you realize that your only chance to win is to fight him with his own scimitar. Pull it out, and go to [38A].

If you died just now, go to [2D].

[18D] Arrrdalia

gives you a pouch with 500 gp in it. Your ring begins to glow. Rub it, and move on.

For the Gremlin Trip, go to [2C]. For the Troll Trip, go to [7A].



[18E] "I call this the Hollywood blade," the Dwarf explains, "and it is only for Wizards. Only a full wizard can use this weapon." You notice that this leaf-shaped sword is actually made out of wood.

If you pay the 60 gp for it, go to [20F].

If you'd like to see something else, return to [24C].

[19A] You may search by using either magic or luck. To use magic, make a *L1-SR on INT* to overcome the magical resistance of the universe and cast an *Oh There It Is* spell. To use luck, make a *L1-SR on LK*.

If you managed either feat, go to [15D].

If you failed, return to [10B] and try something else.

[19B] The door slams behind you and the ring begins to glow. If you have the Gremlin ring, go to [2D]. If you have the Troll ring, go to [4A].

[19C] Arrrdalia looks you over carefully.

"You are an adventurer," she says in a husky growl, "but you have to show me a little more than that." She waits expectantly. . .

If you talk to her, go to [5B].

If you ask her out on a date to the *Arena of Khazan*, go to [44A].

If you ask her out to attend a rave with the Murdering Uruks, go to [44B].

If you want to take her to the Moldering Elf Smoothy Shoppe for a poetry reading, go to [44C].

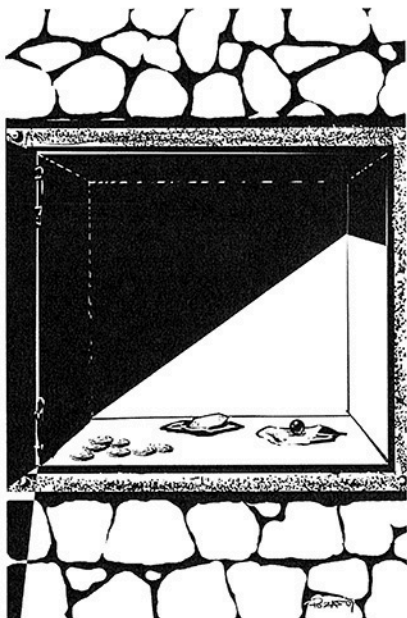
If you wait for her to make a move, go to [44D].

[19D] You opened the safe successfully.

Inside it, you find a ruby worth 300 gp, a magical black pearl valued at 500 gp that allows the wearer to see in the dark (*Cateyes* spell), and 7 semi-magical cp.

If you ignore the copper, then your ring is glowing. Rub it and go to [2D].

If you also take the copper, go to [24A].



[19E] Make a *L2-SR on INT*. If you make it, go to [7D]. If you miss it, go to [24D].

[20A] You find yourself in close combat with the demoness. She slashes wildly at you with her triple-bladed dagger [4D6 plus one half the sum of your attributes as combat adds]. She shrieks as she fights, and the sound causes you an intense headache, while crimson diamonds flash before your eyes. Do standard combat now.

If you seem to be winning, you notice with some dismay that her wounds heal almost as fast as you inflict them. Fight on!

If you last for 3 combat rounds, go to [21E].

If she kills you in 3 rounds or less, go to [2E].

[20B] Rrrulff tells you not to try anything tricky, or he'll cut you to pieces and feed you to the dungeon's Daggerteeth. He directs you to place on the table all weapons, coins, clothing, magical implements, food, jewels, and any other items of value you might be carrying.

If you rebel and attack him, go now to **[17B]**. Otherwise, you get naked and helpless. He leaves you the Gremlin or Troll Ring—go to **[23B]**.

[20C] You have found the edge of a pit.

A deep voice, which sounds like the Trollgod's, cackles laughter and says, "Make a light, you fool, or you will surely die!"

If you make a light now, go to **[10B]**.

If you don't, go to **[4E]**.

[20D] The pain was too much for you, and you released the star.

It feels as if your hand has been seared off at the wrist. Subtract the number that you missed the SR by from your current CON.

If CON falls below one, then go to **[2E]**.

If you still have CON points left, then go to **[22C]**.

[20E] You haven't purchased any of Murgatroyd's marvelous swords, and the Dwarf is disgusted.

"You're no fighter, or you're dead broke," he sneers. "Well, I can't let you go away empty-handed."

He gives you a cheap copper dagger. "This is good enough to cut paper and eat with, but I wouldn't suggest using it in a fight," he warns you.

If you take the dagger, go to **[21F]**.

If you don't take it, then your ring is glowing. Rub it and depart. For the Gremlin Trip—go to **[2D]**. For the Troll Trip—go to **[11A]**.

[20F] Hollywood may look like a primitive wooden sword, but it is actually a very powerful Wizard's Staff, functioning like any wizardly focus to reduce the cost of casting spells. It will also get 6D6 in combat. However, if it is ever used directly against a bladed weapon, it will be cut up and destroyed.

Your ring is glowing. Rub it and depart. For the Gremlin Trip, go to **[2D]**. For the Troll Trip, go to **[11A]**.

[21A] Make a *L3-SR on DEX* to lasso the jewel. You may try as often as you wish, but each time you fail, subtract 1 from your STR rating.

If STR falls below 12, you are no longer strong enough to reach the jewel with a throw, and must stop. (You will regain STR as you continue the adventure, at a rate of 1 point per paragraph read.)

If you fail to lasso the jewel, return to **[10B]** and try something else.

If you succeed, you manage to draw the jewel down to where you can grab it. Go to **[6C]**.

[21B] You hear the evil laughter of the Trollgod, and he growls, "You had your chance!"

The door slams shut and vanishes, and you will not be able to find it again. Go back to **[10B]**.

If you didn't have a coil of rope before, you found one just now. It's more than 100 feet of a light strong rope—you might need it.

You must now get the emerald in order to get out and complete this room. If you can't find a way to get the emerald, you will eventually starve to death in here. **The End.**

[21C] Grrrethgash the Grisly is too tough for you.

If you are dead, close the book. **The End.**

If you're only wounded, Arrrdalia will freeze time and stop the fight for a moment. "You gave it your best try," she says, "and you're just not tough enough. If you wish, I can save your life. Do you want to keep fighting, or let me save you?" She gives you a truly evil, bloodthirsty grin.

To fight on, go to **[45A]**.

To accept her mercy, go to **[45B]**.

[21D] Crawling, crawling, ack! You're face to hairy face with a purple ape that was coming the other way. There isn't much time to react as it reaches for you.

If you can cast a combat spell right now, go to **[40B]**.

If not, go to **[41A]**.

[21E] What a headache this fight has given you! You can't stand it any longer. With a cry of unbearable agony, you fling your weapons aside and crash to the floor. All goes crimson, and it seems you are burning, burning, burning . . .

When you wake up, you find yourself imprisoned in a circle of magical fire. You seem to have the form of a demon or demoneess, and the mortal that attacked you has vanished.

Zharra spoke truly: you have gained immortality, but lost your soul. Now you must alter this copy of the *Trollgod's Exciting Random Rooms of Ruination*, replacing Zharra's name with your own wherever it appears. You are now the demon!

(Special note: your character's body is now inhabited by the spirit of Zharrra. If you wish to play the demoness's adventures as a mortal, you may go to [2F] and collect your reward. Because you now have the knowledge and personality of a demoness, your character changes into a rogue—no matter what you were before. You won't know any magic, but you can learn it just as any rogue could.)

[21F] The Ughh blade looks like a worthless piece of copper, but it is strongly enchanted. As long as you carry it, it will take up to 20 hits of non-magical damage for you each turn, and heal them. Magical damage from spells will still affect you. If you ever try to fight using the Ughh, its blade will be destroyed.

Your ring is glowing. Rub it and depart. For the Gremlin Trip, go to [2D]. For the Troll Trip, go to [11A].

[22A] Before you reach out and grab the jewel, you sense powerful operational magic on it.

If you don't want to touch it, you may fly back to solid ground. Return to [10B] and try something else.

If you take it anyway, go to [9B].

[22B] You hit it.

If you got 102 hits or more, you killed it—take 102 AP plus the cost of the spell in WIZ. All magic goes out of the jewel, which is worth 4,000 gp.

If you got 51 hits or more, you banished the toad, and you may take the gem, which now belongs to you. If anyone else touches it, the demonic guardian will be summoned once again (this is a situation for face-to-face play), and it will attack the new intruder.

In either case, beating the demon will activate your ring. If you are on the Gremlin Trip, go to [2D]. If you are on a Troll Trip, go to [4A].

If you didn't do that much damage, then the demonic green toad is not defeated. Subtract your magic total from 102, and use that as the MR of the toad that bit you. For example, if you did 24 hits of damage to the toad, then $102 - 24 = 78$. The toad gets $8D6 + 39$ combat adds, and gets to apply all that to you.

If that killed you, go to [2E].

If you lived, write down your next combat spell and go to [37A] again.

[22C] Your hand has been hideously burned, and you are permanently crippled—the best thing you could do is cut it off, and replace it with a hook.

You also lose 7 points from your STR attribute. Those lost points will not regenerate. Your STR is 7 points lower now—but if that takes your total points to 3 or lower, then your STR rating becomes 4.

Your ring is glowing. Rub it. If you are on the Trip of the Troll, go to [9A]. For the Trip of the Gremlin, go to [2D].

[22D] Make your *Blasting Power* roll and subtract that number from 102 for the damage you did. The demonic green toad shied off and did not hurt you.

If you got 102 hits or more, you killed it—take 102 AP plus the cost of the spell in WIZ. All magic goes out of the jewel, which is worth 4,000 gp.

If you got 51 hits or more, you banished the toad, and you may take the gem, which now belongs to you. If anyone else touches it, the demonic guardian will be summoned once again (this is a situation for face-to-face play), and it will attack the new intruder.

In either case, beating the demon will activate your ring. If you are on the Gremlin Trip, go to [2D]. If you are on a Troll Trip, go to [4A].

If you didn't do at least 51 points of damage to the toad, write down your next spell, make your SR on INT on the proper level, and go to [37A] to continue combat.

[22E] You are safe behind the magical walls of the *Protective Pentagram*. The toad gets confused and goes back to its demonic dimension. The jewel is yours, and it's worth 4,000 gp. If anyone else touches the gem, the demonic guardian will be summoned once again (this is a situation for face-to-face play), and it will attack the new intruder.

In either case, beating the demon will activate your ring. If you are on the Gremlin Trip, go to [2D]. If you are on a Troll Trip, go to [4A].

[23A] Make a L4-SR on INT to see if the spell works.

If it works, the *Protective Pentagram* protects you from the spider's attack. Frustrated, it retreats through an exit in the ceiling. You have evaded the situation, and your ring begins to glow. Rub on it to be teleported. If you are on a Gremlin Trip, go to [2D]. If you are on a Troll Trip, go to [6A].

If you missed the SR on INT, you didn't manage to cast the spell, and a huge yellow zhilov spider manages to bite you. Go to [42C].

[23B] With you humiliated and helpless, Rrrulff indulges in some cowardly villainy—in

case you hadn't noticed, he is a truly loathsome character.

If your CHR is 12 or less, he sneers, and kicks you out of the room. Your ring begins to glow—go to [2D].

If your CHR is 13 or higher, Rrrulff will try to kill or disfigure you while you are helpless—go to [9D].

[23C] *Omnipotent Eye* is a second-level spell. If you know it, make a L2-SR on INT for the casting to succeed.

If you missed the SR, you also failed to cast the spell—you lose the adjusted WIZ cost and return to [8A] to choose some other action.

If you made the SR, go to [23F].

[23D] Two things begin to shine with a purple radiance beneath the moss. One thing is obviously a series of finger- and toeholds, the other looks like a loose stone that you could pull out of the wall.

If all you want to do is climb out, then go to [14F].

If you want to see what is behind the loose stone, go to [32E].

[23E] Your weapon—even if it is a very powerful enchanted weapon—shatters on contact with his scimitar. You then take 29 hits of damage (armor will help protect you).

If that kills you, go to [2C].

If you still live, you realize that you had better use the weapon that Khurss gave you. Switch weapons and go to [38A].

[23F] As soon as you cast the spell, you hear the gravelly voice of the Trollgod chanting:

"Reach far—great pain!

"Take star—great gain!

"Reach far—great pain!

"Take star—great gain!"

If you wish to grab a star, go to [31A].

If not, return to [8A] and choose something else.

[24A] There are 7 Rogue Pennies. If you are a rogue, you may use each coin to buy one spell of levels 1 to 7 from the Rogues Guild. If you are not a rogue, the pennies are worthless to you.

In any case, your ring is glowing. If you are on a Gremlin Trip, go to [2D]. If on a Troll Trip, go to [8A].

[24B] Rampaging Rrrulff lied. He is only protected against some spells, which makes him vulnerable to others. Write down the spell you want to use, and then go to [28B].

[24C] The first thing Murgatroyd asks is if you have any money.

If you don't have any, he boots you out of the shop—go to [11A].

If you have at least 10 gp, he shows you seven amazing swords. You can only buy one, but he refuses to tell you their powers before you do—perhaps their names will give you a hint.

The swords that the Dwarf offers you are:

Zaliburn. Cost 10 gp. Go to [26E].

Crimsonkiss. Cost 20 gp. Go to [27E].

Razzldazzl. Cost 30 gp. Go to [28E].

The Nixthing Sword. Cost 40 gp. Go to [29E].

Daffyd. Cost 50 gp. Go to [30E].

Hollywood. Cost 60 gp—for wizards only. Go to [18E].

If you decide that you don't want to buy any of the weapons the Dwarf is offering, you must try to make a L1-SR on CHR.

If you make the SR, go to [20E].

If you miss it, go to [11A].

[24D] *SQUISH!* Ow! That hurts! Go to [2E].

[24E] Too much weight . . . it is pulling you down.

If you are wearing any armor, you must take it all off quickly. You need to make a L2-SR on DEX.

If you made it, you manage to get out of your armor, and drop all the heavy stuff you are carrying—and which is dragging you down—before you start to drown. Go to [36C].

If you failed the SR, you didn't manage to get rid of the weight and you drowned. Go to [2E].

If you were not wearing armor, you may be able to swim out of this situation. Go to [31E].

[25A] Make a L2-SR on LK. If you make it, go immediately to [10E]. If you miss it, go to [27C].

[25B] A few minutes later, three carnivorous purple apes crawl into the room towards you through a large hole in a dark corner.

They sniff the air, and immediately detect your presence.

They snatch up long bones to use as weapons, and shamble closer and closer to you.

The apes really aren't much larger than Dwarves, and have MRs of only 26 each (3D6 + 13), but they are extremely hungry and determined, and they are coming for you!

If you use magic to fight them all, you must write down your spell, and go to [18B].

If you use your weapons, and decide that the



best strategy is to fight them head on, go to [33B].

If you try to dodge them, hoping to escape through the same hole they came into the room from, go to [16C].

[25C] If you wrote:

Protective Pentagram, go to [11E].

Invisible Wall, go to [15E].

Anything else (well, that didn't have much effect! *Chop! Chop!*), go to [2E].

[25D] You twist out of her grip, and land on your feet.

If you defend yourself with magic, go to [36A].

If you use your ordinary (or even magical) weapons, go to [36A].

[25E] After many minutes of standing motionless (you get 1D6 x 10 AP for caution), you hear the Trollgod's voice telling you, "You must either walk forward in darkness, or reach for a star."

Further waiting produces no other result.

If you step forward, go to [32C].

If you reach for a star, go to [31A].

[26A] You have time to gather up 3D6 gold coins (triples add and roll over) before your treasure hunt is interrupted by a kind of barking and screeching. Three carnivorous purple apes are entering the room through the hole in the corner.

They locate you and shamle in your direction, picking up long bones with which to attack. You must defend yourself.

If you use magic, write down your spell and go to [18B].

If you use weapons, go to [33B].

[26B] You killed this stupid bandit at last. Take 80 AP, and you may have his axes, which are worth 120 gp each. Either you may leave by going to [2D], or you may search the room by going to [6E].

[26C] *BAMFF!* The terrible stink of sulphur fills the air, and the Guardian of the Treasure appears. It is a legendary Kalam-Atee, a kind of giant demon with a lust for money.

"You're in trouble now," it says, and advances on you with its weapon—the Cornucopia Club. (The Cornucopia Club is a large hollow aurochs horn held by the small end. From the large open end, a shower of golden coins continually spills.)

"I didn't know it was your money," you say. "I'll put it back."

"Not good enough," gloats the Kalam-Atee. "I want your bones to make my bread."

If you have searched for secret doors earlier, and you found anything, you probably don't want to fight the Kalam-Atee. Now would be a good time to run for cover by fleeing to one of those doors. Otherwise, there is nothing for you to do but fight.

Magic will not work against this demon, but good old steel will. The Kalam-Atee gets 12D6 and 38 combat adds each turn. It has a CON of 50. Once each turn, it will throw coins at you out of its Cornucopia Club. When that happens, you need to make a L3-SR on LK to dodge them. If you miss the SR, coins hit you—the same number as you missed the SR by. Each coin that hits you does 1 magical point of damage to whatever your highest attribute is—permanently reducing it by 1 point. On the other hand, if you make the SR, then the coins that hit you have the effect of raising your lowest attribute by 1 point for each coin that hits—total coins being whatever you made the SR by.

Fight to the finish. Either you die or the Kalam-Atee does—well, sort of, because the Trollgod isn't going to risk any creature as rare and valuable as a Kalam-Atee in a single fight.

If you reduce the creature's CON to 25 or less, then it vanishes again in a cloud of stench, and you are the victor. To the victor go the spoils—take as many coins as you can carry (up to half your weight possible), and your ring will begin to glow. For the Gremlin trip, go to [2D]. For the Troll trip, go to [12A].

If the Kalam-Atee killed you, go to [2E].

[26D] Many spells might help you get out of here, but the only ones that are going to work this time are *Oh There It Is* and *Fly Me*.

If you tried to cast any other spell, it either worked and was useless, or it fizzled and was useless. In either case, the WIZ is gone, and you're still stuck down here.

If you cast an *Oh There It Is* spell, go to [23D].

If you cast a *Fly Me* spell, go to [16B].

If you have to climb out, go to [14F].

[26E] "For 10 gold pieces, Zaliburn is a wonderful sword," says Murgatroyd. "But this fine falchion requires a Strength, Dexterity, and Intelligence of 10 each."

He shows you a beautiful but plain short curved sword.

If you pay the 10 gp to Murgatroyd, then go to [27F].

If you tell him that you'd rather like to see something else, return to [24C] and make another choice.

[26F] The Nixthing sword is made of meteoric iron. It will never break in combat, and no spell may be cast upon it. It has the power of warding the wielder from any spell of third level or lower, but it will only get 3D6 in combat.

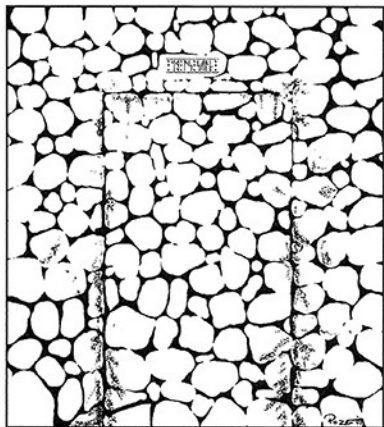
Your ring is glowing. Rub it and depart. For the Gremlin Trip, go to [2D]. For the Troll Trip, go to [11A].

[27A] You found a secret door in the east wall. A sign cut in small runes into the wall above it says, "49 is safe".

The door gives you a kind of inexplicable bad feeling—maybe it comes from the brown, crusty stain around its edges.

If you want to open the door and leave, you can do it now—or at any time in the future—by going to [6D].

If you want to pick up some coins first, go to [11A], and don't search for any more secret doors.



[27B] When the first purple ape sticks its misshapen head out of the hole, you are waiting.

If you are waiting with a magical spell, the apes will surprise you, bowl you over, and get into the room before you can cast it—go to [18B].

If you have any weapon worth 3 dice or more in combat, you may take it at a disadvantage, and kill one of the apes without harm to yourself. You get 26 AP. The other apes are frightened by your savagery, and retreat. If that happens, you should continue at [15C].

If you don't have a big enough weapon, then do your damage to the first ape unopposed. The other two will force themselves into the room with you, making physical combat inevitable. Go to [33B].

[27C] If you are not able to use magic, you will have to find a way out. Go now to **[14F]**. If you can use magic, write down the spell you want to try, and then turn to **[26D]**.

[27D] To sneak by, you must be invisible. If you can cast a *Hidey Hole* spell on yourself, go to **[32A]**.

If you can't, then you could try something else by going to **[31D]**.

[27E] Murgatroyd explains that Crimsonkiss—a wide black weapon with runes incised on it—is a cursed blade, yet excellent in combat. If you pay the 20 gp for it, go to **[28F]**. If you want to see something else, return to **[24C]**.

[27F] This is the story on Zaliburn . . . It gets 4D6 in combat, and every time you roll a 6, not only do you get the Spite hit, but you also get to roll the die again. If you ever roll four 6s or four 1s on one throw, the blade will shatter, and Zaliburn will be destroyed.

Your ring is glowing. Rub it and depart. For the Gremlin Trip, go to **[2D]**. For the Troll Trip, go to **[11A]**.

[28A] Make the highest-level SR on LK that you can. If you can't make even level 1, return to **[11A]**—you don't find any secret doors.

If you made level 1, but not level 2, go to **[27A]**.

If you made level 2, but not level 3, go to **[30C]**.

If you made level 3 or higher, go to **[31F]**.

[28B] Here are your options. If you wrote: *Hidey Hole*, go to **[10C]**.

Take That, You Fiend or Blasting Power, go to **[26B]**.

Hold That Pose, go to **[45C]**.

If you chose anything else as a spell, go to **[45D]**.

[28C] You cast a *Take That, You Fiend* spell at the first creature you see—make a SR on INT to see if you can cast it. If you succeeded, you did enough damage to stop cold one of the creatures. Dead or badly hurt, it will not fight you again.

From here on, there is no time for casting more magic, so you must fight for your life. Go to **[33B]**, but fight only 2 apes, each with a MR of 26.

[28D] You never do find out where the hideous scream and moan came from.

If you wrote 7, 13, 28, 47, 69, 77, or 100, you have touched a magically poisoned coin, and it does that number of points of attribute damage to you. You may lose the attribute points wherever you wish, but if any attribute falls to zero, then you fall down dying—go to **[2H]**.

If you chose any other number, then you gain 100 times that number in gp, and your ring begins to glow so brightly that you just have to rub it . . . If you are on the Gremlin Trip, go to **[2D]**. If you are on the Troll Trip, go to **[16A]**.

[28E] The Dwarf shows you a dazzlingly beautiful weapon that radiates powerful magic. It has golden runes incised on the shining blade, there is a huge ruby in the pommel, and its quillions are made of reinforced gold.

"Only 30 gold pieces for this deceptive beauty," chants Murgatroyd happily.

If you pay the 30 gp for it, go to **[29G]**.

If you'd like to see something else, return to **[24C]**.

[28F] Crimsonkiss feeds on the CON it destroys in others, giving it back to you as extra STR for the next combat turn. For example, you use *Crimsonkiss*, and do 8 points of damage to your foe in combat round 1. On combat round 2, your STR would be 8 points higher, and that should mean probably 8 more adds and more damage to your foe.

The black blade gets only 3D6 in combat, but whatever you roll is doubled—thus a roll of 1, 3, 5 for 9 points of damage would really do 18 points of damage.

However, there is a curse associated with *Crimsonkiss*. Each time you use it in combat, you must make your own level SR on INT. If you make it, everything is fine; but if you miss the SR, you will lose 1 INT point permanently. (If INT gets down to 3, then your character is an idiot who cannot take any independent action—he will need a keeper.) Of course, you can fight the curse by steadily raising your INT, if you wish.

Your ring is glowing. Rub it and depart. For the Gremlin Trip, go to **[2D]**. For the Troll Trip, go to **[11A]**.

[29A] "What a hero you are!" crows the demoness. "To free me, and gain boundless wealth, simply fling the jewel inside the flaming circle!"

But before you can throw the jewel into the circle, there is a loud *BAMFF!* noise and the smell of brimstone. Suddenly, the Trollgod appears in the room with you.

"Don't do it!" he bellows. "If you free the demoness, the entire world will suffer!"

"You promised!" howls the demoness. "Free me or die!" She coils the whip to strike at you.

Will you free the demoness by going to [30D]?

Or will you listen to the Trollgod and give the jewel back to him by going to [31C]?

[29B] The Marvelous Merchant of Metal is also a potent wizard. For your discourtesy, he turns you into a living tin statue of yourself, leaving only your clothes and weapons untransformed. Your STR and CON are reduced to one quarter of their current value as a new base. And since this is a twelfth-level curse, it will take a thirteenth-level *Curses Foiled* to remove it.

The Merchant of Metal will no longer even consider trading with you. Go to [3E].

[29C] Make a *L1-SR* on *INT*.

If you fail it, you will stagger blindly away from where you are standing. Go to [32C].

If you make it, you will feel your ring warm up a little bit as it begins to glow. You will rub it. If you are on the Trip of the Troll, go to [10A] and enough of your vision will return so you can function, but your DEX is still cut in half. If you are on the Trip of the Gremlin, go to [2D].

[29D] You make a light—torch, lantern, *Will-o-Wisp*. It doesn't matter as long as you had the ability to make it. If you cheated, you may as well close the book—the game isn't any fun when you cheat. For cheaters, this is **The End**.

The first thing you see is the Mirror of the Leopard, so called because the reflection inside it is always a leopardman dressed exactly as you are dressed. The reflection in the mirror does everything that you do, but once in a while, it winks at you.

There is a scroll on the wall beside the mirror that reads, *push a button*. Nothing happens until you push a button.

Near the top of the mirror frame, you see two buttons—one is blue, one is yellow. If you are a wizard, you sense magic.

If you decide to push the yellow button, go to [3G].

If you push the blue button, go to [4G].

If you don't push either, but wait to see what will happen, go to [7C].

If you want to think about the situation, go to [6F].

[29E] "This is my plainest and most functional sword," Murgatroyd tells you. "I call it the Nixthing sword, because there is nothing fancy about it. You have to bring your own fighting skill to use this weapon effectively—its magic won't make you tough. Still, this is a good bargain for only 40 gold pieces."

If you buy the Nixthing sword, pay him and go to [26F].

If you'd like to see something else, return to [24C].

[29F] No sooner are you inside than the door slams and locks behind you. It is too heavy and solid to break down. There is no apparent lock to pick, and *Knock-Knock* spells don't work in this room—your magic, if you ever had any, isn't working here.

With a rumble of machinery, the roof begins to move slowly toward the floor.

If you have a Deluxe Staff, go to [19E].

If don't have one, go to [24D].

[29G] Razzldazzl is very showy, with gold inlaid runes on the blade, gilt on the quillions and grip . . . but the ruby in the pommel is paste, and the steel is very poor quality.

This sword is enchanted to get 10D6 for one combat round, but after it has been used once, it is only worth 3D6 in combat, and you must make a *L2-SR* on *LK* each time you fight with it to see if it breaks or not.

If you have a Persuasion or Roguery Talent, it is possible that you could sell the sword for quite a lot of money—if it isn't broken, you can get for it 100 times the highest SR you can make on your talent in any city market.

Your ring is glowing. Rub it and depart. For the Gremlin Trip, go to [2D]. For the Troll Trip, go to [11A].

[30A] "You decline to help me because you fear death," says Khurss. "I will take away that fear." He takes back his scimitar from you, and clashes it against the other one, hitting you with a spell. You fall down. All goes black.

You open your eyes to see Khurss holding a cup of some vile black fluid to your lips.

"What did you do?" you ask.

"I killed you, and brought you back as a Zombie," he says. "You need not fear death now—you are already dead. Fear only fire and dismemberment, for if your head is destroyed, then you will cease to exist."

Your attributes remain the same, but you are now a Zombie. Should your CON be reduced to zero, you will fall down in a deathlike trance, but after a few hours you will rise again with your

CON restored. The bad thing is that you now smell like a dead thing, which takes your CHR rating down to 3.

Your ring begins to glow. For the Gremlin Trip, go to [2D]. For the Troll Trip, go to [14A].

[30B] You have the enchanted jewel, and it is easily worth 8,000 gp. But, you have also summoned its demonic guardian: a gigantic green winged toad with a MR of 102 (11D6 + 51). The insane creature is attacking you! Since you are a magic user, you must fight it with magic. Write down your spell, and go to [37A].

[30C] You found two secret doors, one in the east wall and one in the west wall. They both are easy to open.

For more information about the eastern door, go to [27A].

To go through the eastern door, go to [6D].

To go through the plain western door, go to [8D].

If you decide not to open either door, you may go to [11A] and pick up coins, remembering that you still have options at [6D] and [8D].

[30D] You hurl the toad jewel into the flaming circle. As it crosses the fire, the flame winks out, and it is replaced by a cloud of winged toads.

"I was afraid you'd do that," snarled the Trollgod. "I call now upon the Death Goddess to appear and save us all!" There is a flash of purple flame and the Death Goddess is standing beside the Trollgod.

"Do you like jewels, demoness? Perhaps you'd like to live inside this one?" She raises her hands into the air. Khazan the Immortal appears on her left, Khara Khang appears on her right, and the Trollgod holds up a huge ruby.

The three supreme wizards of the Empire throw their power at the demoness, and she is caught and hurled into the jewel where she beats helplessly against the faceted sides. Then the three wizards clasp hands, disappearing in another blinding flash of light.

"Does this mean I don't get infinite wealth after all?" you ask weakly.

"That's what it means," laughs the Trollgod. "In fact, for not listening to me, I declare you shall not have any wealth at all." Trollgod takes all the treasures you have won. Then he kicks you out of the dungeon. Go to [2G].

[30E] "This blade is for tricksters," says the Dwarf. "Watch closely."

He points the blade upward, and pushes hard on the pommel with his thumb. A short blast of

fire leaps off the blade and spurts to the ceiling.

"Wow!" you say.

Murgatroyd then uses the blade to make a cut on his hand. The blood is flowing. He touches the wound with the pommel, and it rapidly heals before your eyes. "It won't bring you back from the dead," he warns, "but it might help you stay alive."

If you buy Daffyd, give Murgatroyd 50 gp, and go to [30F].

If you'd like to see something else, return to [24C].

[30F] Daffyd doubles as a fire lighter and a first aid kit. It will throw 2D6 worth of flame in combat for a cost of 2 WIZ points—even warriors can use this, and recover the WIZ normally at 1 point per 10 min. It will also heal 3 points of damage—only to its wielder—each combat round.

Daffyd has a lifetime guarantee. If it ever breaks, just bring it back to Murgatroyd, and he'll fix it for you.

Your ring is glowing. Rub it and depart. For the Gremlin Trip, go to [2D]. For the Troll Trip, go to [11A].

[31A] Your fingers close around a star about the size of a large diamond. It feels like you have clutched an ingot of white-hot steel. Make a L2-SR on STR.

If you make it, go to [17E].

If you miss it, go to [20D].

[31B] The sword seller has a personal *Protective Pentagram* spell—your attacks fail, and you are unable to harm him.

"We can't have people robbing and assaulting legitimate business establishments," he tells you with scornful look.

A dozen magic swords levitate and begin to attack you.

If you wish to fight them, go to [4F].

If you wish to apologize, first throw down your weapons and then make a L3-SR on LK.

If you make it, Murgatroyd is in a good mood and accents your apology. He lets you keep your weapons, but he makes you leave the store via the rear exit—go to [11A].

If you miss the SR, then you must fight the magic swords—go to [4F].

[31C] "Very well," you say. "Here is the jewel, Trollgod. I will not endanger the world. The demoness remains in prison here."

"Nooooo!" shrieks Zharrra. "I was so close to freedom."

Her whip flicks out and strikes you with horrific

force. There is an indescribable blast of pain, and you die. Go to [21].

[31D] You reach the bottom of the shaft 100 feet down. As you kick around in the dark, you feel a lot of bones and piles of coins.

A faint glimmer of light begins to glow around you. The light is from your ring, and it is glowing weakly. However, it is enough for you to recognize the dull yellow gleam of gold in the coins on the floor. You may have found the jackpot!

If you would like to pick up some money, write down any whole number between 1 and 100, and then go to [28D].

If you don't take any money, you may rub your glowing ring and depart. If you are on the Gremlin Trip, go to [2D]. If you are on the Troll Trip, go to [16A].

[31E] You must decide if you want to swim up, down, or sideways:

If you decide to swim up, go to [38B].

If you decide to swim down, go to [39A].

If you decide to swim sideways, go to [36D].

[31F] You found two secret doors, one in the east wall and one in the west wall. They both are easy to open. However, you have a very bad feeling about both of them, especially about the bloodstained eastern door.

To ignore those feelings and go east, go to [6D].

To ignore them and go west, go to [8D].

To pass up the doors, and instead collect some coins, return to [11A].

[32A] The demoness has a WIZ greater than yours. Your attack fails, and she strikes at you with her whip. Go to [13E].

[32B] Well, we caught you reading a paragraph that you were never sent to. Your penalty is to pay the Trollgod US\$10 by sending it through PayPal directly to Ken St. Andre at ken@flyingbuffalo.com.

If you do this, you will have gained a one-year membership into Trollhalla at this reduced price. Who says cheaters never prosper? Bwa, ha, ha, ha!

[32C] You just stepped out into interstellar space. There is no way back, and no way to stay alive outside your little magical bubble of safety. You're dead. Go to [2E].

[32D] Did you know that this dungeon has guest appearances by the Death Goddess, Khazan, and Khara Khang? Find them if you can!

[32E] Behind the loose stone is a little cavity in the rock. In the cavity is a small statuette of a female Troll. In fact, it is a small statuette of Arrrdalia, and it is made out of mithril.

If you are a wizard, you will sense that the statue is enchanted—you could probably guess that even if you have no magical ability.

A wizard who would like to try the *Ornnipotent Eye* spell on the statue should go to [33D].

If you can't use that spell, or just don't care, then you must either climb out by going to [14F], or fly out by going to [16B].

[33C] Groping around, you move toward the center of the room and find a shaft with an iron ladder in it leading downwards. Suddenly, you hear a blood-curdling shriek followed by a horrible moan from the bottom of the pit. Your hair (if you have any) stands on end, and your blood (if you have any) runs cold. Make a *L1-SR on CON*. If you miss it, go to [13B]. If you made it, you have the choice of either making a light and going to [29D], or climbing down the stairs by going to [31D]. Or, you could just wait and see if anything happens by going to [7C].

[33D] The statuette begins to speak. "Death awaits up outside the well. My mistress Troll will smash your head, and send your soul to Hell!" Forewarned is forearmed—go to [35B].

[34B] He takes your weapon, and gives you just one just like it made of magical brass. The first time you use it, it will get 10 times its regular dice roll; the second time, it will get 5 times its regular dice roll; and the third time it will get just its regular dice roll. A single combat round counts as 1 time. After 3 uses, it will crumple up and be useless except as scrap metal worth 1 gp. Go to [3E].

[34D] If you are at the bottom of the pool, and you wrote down the spell *Imafrawg* (and you have the knowledge, ability, and WIZ power required to cast that spell, and you make a *L8-SR on INT*) then you may morph yourself into a water-breathing form, and explore until you find the way out.

When you find the way out, your ring will begin to glow. For the Gremlin Trip you can go to [2D]; for the Troll Trip you can go to [17A].

If you chose the tenth-level spell *Blow me to*.

.. (and you have the knowledge, ability, and WIZ power required to cast that spell, and you make a *L10-SR on INT*), then you may teleport back to the dungeon entrance. Go then to [2D].

If you are at the top of the pool, with the stone right above your head, and you cast a *Slush Yuck* spell directly on the rock overhead (and you have the knowledge, ability, and WIZ power required to cast that spell, and you make a *L3-SR on INT*), then the rock directly overhead goes *goosh* all around you, and you pop up into life-giving air. It's still dark, but now your ring is glowing. For the Gremlin Trip, go to [2D]. For the Troll Trip, go to [16A].

If none of these things is true, then you have run out of air, time, and life. Go to [2E].

[34E] Truly, you are blessed—the Goddess takes you to her bower. When it is over, you fall asleep. Maybe it was just a dream?

But this touch with Divine Grace does wonderful things for you—each of your attributes increases by 1 point.

When you awaken, the Goddess has disappeared, but your ring is glowing. If you are on the Gremlin Trip, rub the ring and go to [2D]. For the Troll Trip, rub the ring and go to [18A].

[35A] Oh, the horror! A female Trelf—in fact, it is Arrrdalia—suddenly reaches down as you near the top of the climb, painfully grabs you by the hair, and forcefully swings you out into the open air.

Dangling you in one hand with your feet above the ground, she takes a tremendous swing at you with the club in her other hand.

Make your *L4-SR* on either *DEX* or *LK* to see if you were able to respond in time to defend yourself.

If you missed the SR, go to [3F].

If you made the SR, go to [25D].

[35B] You must decide if you want to fight the Troll, or sneak by it. If you want to fight, go to [26D]. If you want to sneak by it, go to [27D].

[35E] You have set the webs afire.

The zhilov spider dies horribly, shriveling up in the flame—surprisingly, it smells kind of good, of roasted meat. You get 50 AP for killing it.

But you now find yourself trapped in a raging inferno that you must endure or escape. There is the problem of heat and smoke inhalation, and you must make a *L3-SR on CON*.

If you make the SR, the smoke was actually good for you. Your STR will go up by 10 points, and your CON will increase by 5—go now to [42B].

If you miss the SR, take the amount you missed it by as burn damage.

If that kills you, turn to [2E].

If you are still alive, your ring will begin to glow, and you can take your wounded self to [42B].

[35D] "I am the Goddess," says the beautiful woman, "and this is a test of character. Answer truthfully now. Would you rather choose Love or would you rather choose War?"

If you choose to Love, go to [34E].

If you choose to War, go to [40A].

Fight the fight you find there. If you lose, it will be **The End**. If you win, your ring will begin to glow. Rub it. For the Gremlin Trip, go to [2D]. For the Troll Trip, go to [18A].

[36A] The Trelf is Arrrdalia. When she sees you courageously settling down to fight her, she puts her club down and starts laughing.

"You have courage," she says happily. "I grant you 500 AP. You may move on now." She vanishes in a flash of green radiance.

Your ring begins to glow. For the Gremlin Trip, go to [2D]. For the Troll Trip, go to [13A].

[36B] "No Fair!" yells the Marvelous Merchant of Metal, whether you attacked him with weapons or magic. There is a tremendous flash of light, and your INT and CHR are both reduced permanently by 3 points. The Merchant and his booth vanish, leaving you alone in limbo. Go to [3E].

[36C] You got out of your armor just as you reached the bottom of the pool. You lose it all, but you still have a little air left. You can't see a thing. Maybe your eyes are shut. You open them. It doesn't help. Go to [39A].

[36D] Swimming strongly, you reach a stone wall and crash into it. Take 1D6 damage to your CON. Make a *L2-SR on CON* to see if you have run out of air.

If you made the SR, then you still have some air—either swim up by going to [38B], or down by going to [39A].

If you missed the SR, then the last air bubbles come out of your lungs and all goes black. Go to [2E].

[36E] You went the wrong way. The odds were stacked against you from the beginning, and now your luck has run out. You drown. Go to [2E].



[37A] If you wrote:

Take That, You Fiend, go to **[22B]**.

Blasting Power, go to **[22D]**.

Protective Pentagram, go to **[22E]**.

If you tried anything else, it failed, and the bat got 11D6 + 51 hits on you. If you are dead, go to **[2E]**. If you still live, go to **[30B]**.

[37B] Something large, hairy, and heavy landed on you, and took a big bite out of you. Roll 6D6 and add 25 for the damage you just suffered.

If that killed you, go now to **[2E]**.

If somehow you are still alive, go to **[11B]** and fight on.

[37D] You swim strongly with the current, and enter a narrow channel sloping downwards. It gets very steep, and the current is tremendous. Make a L2-SR on LK to avoid being knocked out.

If you miss the SR, *glub, glub* . . . go to **[2E]**.

If you make the SR, then try for a L3-SR on CON to see if you can hold your breath long enough to reach safety. If you miss it, go to **[38C]**. If you make it, go to **[39B]**.

[38A] The scimitars seem unusually light—they hardly weigh more than a big dagger. Consider each a 2D6 enchanted weapon.

It is time now to fight to the finish. Khurss has a CON of 100, and gets 2D6 + 22 combat adds. He wears no armor. You get 2D6 plus your combat adds, and may use your armor for protection. All 6s are Spite Damage, and hit for a point of damage whether you win or lose, have armor or don't.

If Khurss kills you, go to **[2C]**.

If you kill him, go to **[39D]**.

[38B] You swim for what seems like a long time, and your lungs begin to hurt. Then your hands bang into solid stone. There is no air up here. Make a L3-SR on CON to see if you can hold your breath any longer.

If you miss it, you release the remaining air you had in your lungs and all goes black. You're drowning—two seconds is too long. Make a L3-SR on LK. If you miss this SR, go to **[2E]**. If you make it, go to **[2H]**.

Still alive? If you are a wizard, a rogue, a paragon or a specialist who knows some magic, it occurs to you that perhaps you can get out of here by using magic. Write down the spell you want to try, and make your SR on INT to see if it works. Then go to **[34D]**.

If you can't use any magic here, but still have a little air left, go to **[36E]**.

[38C] A Dwarvish fisherman found your body floating in a subterranean lake. He pulled you out, and found there was still a spark of life.

Although you were on the verge of death with a CON of 1, he was able to take you back to a wizard in his underground city far below the streets of Khazan, and they patched you up. Of course, being Dwarves, they want payment, so if you have any jewels on you (sharp rocks you might have found at the bottom of the pool), they appropriate them before you ever wake up.

Eventually, you come to, regain your health, and are ready to leave. You notice that your ring is glowing. The Dwarves wouldn't send you out defenseless, so they give you a packet of food and a Dwarvish Dagger (2D6 + 4). You gain 500 AP for reaching a Dwarvish city rarely seen by surface dwellers, and the dagger has a curiosity value of 100 gp back on the streets of Khazan.

If you are on the Gremlin Trip, go now to **[2D]**. If you are on the Troll Trip, go now to **[17A]**.

[39A] You have reached the bottom. Groping around, you feel some large sharp stones. You may take a few of these if you wish (roll 1D6 to see how many you get), but you don't have to take any. You also feel a strong current moving along the bottom.

You must make a choice:

You may launch off the bottom for the surface, and swim desperately upward by going to **[38B]**.

You may swim with the current by going to **[37D]**.

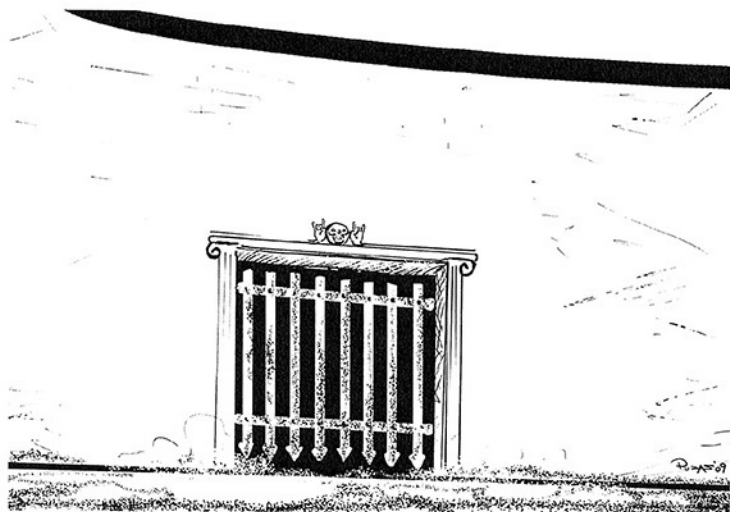
Or, you may try to swim against the current by going to **[36E]**.

If you can use any spells, and think one could get you out of here, write it down, make your SR on INT, and go to **[34D]**.

[39B] You shoot out of a hole in the rock, and suddenly find yourself falling through open air. It is still very dark, but your ring has started to glow. You quickly rub it. If you are on the Gremlin Trip, go now to **[2D]**. If you are on the Troll Trip, go now to **[17A]**.

If you picked up any sharp rocks on the bottom of the pool, you will find that each one is a large jewel with a value of 1D6 x 100 gp.

[39D] As you deliver the fatal blow, Khurss cries out "Free at last! I reward you!" Then he is dead for the last time, slain by the only weapon that could have slain him. You get 500 AP, and now have 2 black scimitars, both strongly enchanted. They will shatter and destroy any other weapon they touch, but they only get 2D6 in combat. Take the weapons if you want them.



Your ring is beginning to glow. If you are on the Gremlin Trip, go to [2D]. If you are on the Troll Trip, go to [14A].

[40A] You find yourself in an arena. The light from above is bright and harsh, and thirty-foot high walls of stone surround you in a circle perhaps 300 feet in diameter. The sand underfoot is dry and hard-packed, providing excellent footing. Soon it will be mushy with blood.

A gate opens in the far wall, and out charges a creature designed to test your mettle. The creature has been adjusted for toughness to give you a good challenge. Whatever you face has a MR of $x + 30$ times your character level. For example, if you are a second-level Dwarf warrior, the thing you face has a MR of $x + 60$. If $x = 5$, that means it gets $7D6 + 33$ combat adds each

round. Under 7th Edition Rules, the number of combat dice that a monster-rated being gets to roll never decreases, but the combat adds go down as the MR goes down. For example, if you do 10 points of damage to your foe in combat round 1, it will only get $7D6 + 28$ combat adds for round 2. (New MR would be 55. Half of 55 is 28 rounded up.) Remember that each 6 rolled on a die is a point of Spite Damage, and it gets through all defenses—either yours or the foe's.

Roll 1D10 to see what your foe will be:

If you rolled anything between 1 and 9, now is the time to fight to the death, and to prove that you are worthy of entering into the *Trollgod's Exciting Random Rooms of Ruination* dungeon.

If you win the fight, the arena master will give you 100 gp, and your Skull Ring will begin to glow. Rub it and go to [2A]. If you lose the fight, go to [2E].

Die Roll	Name	Description
1	Giant Rat	MR = 5 + 30 times your level.
2	Giant Lizard	MR = 10 + 30 times your level.
3	Blood Bat	MR = 15 + 30 times your level. Make a LI-SR on DEX each turn to hit the bat; otherwise, you miss it and take full damage from it.
4	Daggertooth Leopard	MR = 20 + 30 times your level.
5	Dire Wolf	MR = 25 + 30 times your level.
6	Living Skeleton	MR = 30 + 30 times your level.
7	Rock Dwarf	MR = 35 + 30 times your level.
8	Rock Ogre	MR = 40 + 30 times your level.
9	Rock Troll	MR = 50 + 30 times your level.
10	Rock Star	He gives you his autograph. You got lucky. You sell the autograph for 100 gp. Your Skull Ring glows. You rub it, and go to [2A].

[40B] You cast your spell. Remember to make your SR on INT on the level of the spell you wish to cast. If you made the SR, write down the amount of damage that your spell did, and turn to **[41B]**. If you missed it, turn to **[41A]**.

[41A] There is no time for weapons. You must grapple the ape, and hope that you are stronger than it is.

This is unarmed combat in a restricted space—you can't flee. You get 1D6 plus your combat adds. The ape has a MR of 35, and gets 4D6 + 17. Armor will not help you in this situation, so just ignore it. Remember that all 6s rolled are Spite Damage, and it goes through all defenses to inflict 1 point of damage. Fight until either you or the ape has died.

If you died, go to **[2E]**.

If you beat the ape, go to **[42A]**.

[41B] If the combat spell you cast did 34 points or more of damage, then you slew the ape instantly—go to **[42A]**. If you did less than that, the ape reached out and pulled your head off before it even felt the magical wounds—go to **[2E]**.

[42A] With some difficulty, you make your way past the dead ape. You crawl to the end of the passage, and see an opening to the outside world—it appears to be a jungle out there. Just before you leave the tunnel, you find a kind of nest built of twigs and grasses. Searching it, you find 5D6 gp.

Then your ring begins to glow. If you are on the Gremlin Trip, go now to **[2D]**. If you are on the Troll Trip, go to **[5A]**.

[42B] Victory! Now that the creature is dead, your ring begins to glow. In the dim light, you can see that it was some kind of gigantic spider. You briefly search it and the room for treasure, but don't find any. Take 200 AP for slaying this thing.

Rub your glowing ring to be teleported. If you are on a Gremlin Trip, go to **[2D]**. If you are on a Troll Trip, go to **[6A]**.

[42C] The poison of the zhilov spider paralyzes its foes. If you are a wizard, and know the *Too-Bad Toxin* spell, you could save yourself by casting that spell immediately. You will need to make a *L4-SR on INT* to overcome the magical resistance of the universe.

If you make it, and cast the spell, the poison damage is negated, and all you take is 10 points of physical damage. Return to **[17C]** to finish the fight.

If you failed it, you find yourself slowing down—it gets hard to breathe, and everything goes dark. Go to **[2E]**.

[42D] You damaged the giant spider with magic—it now fears you. But before it flees through an exit in the ceiling, it makes one last desperate attempt to bite you. Its final attack is so sudden and subtle, and involves so many rapid changes of angle, that only luck can save you from it. Make a *L3-SR on LK*.

If you make the SR, the spider misses you and then flees. Go to **[42B]** and ignore the part about the creature being dead.

If you missed it, you were bitten. The spider gains new confidence. Go to **[42C]**.

[43A] Arrrdalia plays a mean game of chess, but you are just slightly better. Soon you have a pawn advantage. A few moves later, you win her knight. Several moves later, you notice her trying to make a queen sacrifice that will lead you into a very clever trap—a victory for her. Do you smile and take her queen, thus letting her win in two moves that are forced, or do you decline her queen and go on to win the game yourself? If Arrrdalia wins, go to **[43C]**. If you win, go to **[43D]**.

[43B] Arrrdalia is an excellent chess player—much better than you are. In less than 20 moves, she has defeated you.

"There is always a penalty for losing," she tells you. "Oh, don't worry, you have already paid it!" Roll 1D6, and subtract that number from each of your 8 attributes. "My, my, a glowing ring. Time for you to leave," she chortles, leaning forward and rubbing it quickly. You fade away.

If you are on the Gremlin Trip, go to **[2G]**. For the Troll Trip, go to **[7A]**.

[43C] Arrrdalia springs her little trap on you, and rises with a squeal of delight as she finishes the checkmate.

"Congratulations!" you offer suavely, as you rise to shake her hand. "That was a brilliant comeback."

"You're good," she purrs, "but you got greedy and fell for my queen sacrifice."

You just smile. She looks at you grinning, and realizes that you let her win. You see a frown start to form, but it swiftly transforms into an even bigger grin. "By the Trollgod's fangs, you're even better than I thought!" she shouts. "I like you!" She says. "I offer you a choice. You may either have the winner's reward, or you can play games with me." She looks at you expectantly. Just remember, she is a Trelf—lovely as Trelfs go, but still, she is a Trelf!

If you choose the winner's reward, go to [43E].

If you are feeling amorous, go to [19C].

[43D] "There is a prize for winning, of course, and you've already gained it. Good luck with your adventures." Arrrdalia is not smiling when she says all this—she's petulant and angry. "You may have missed a greater prize, but I won't keep you here any longer."

Roll 1D6, and add that number to each of your attributes. You also gain a talent for Chess and chess-like games. Write this down on your character sheet: Talent: Chess INT + whatever number you just rolled on the 1D6.

You rub your glowing ring and depart. If you are on the Gremlin Trip, go to [2D]. If you are on the Troll Trip, go to [7A].

[43E] "There is a prize for winning, of course, and you've already gained it. Good luck with your adventures." Arrrdalia is not smiling when she says all this—she's petulant and angry.

Roll 1D6, and add that number to each of your attributes. You also gain a talent for Chess and chess-like games. Write this down on your character sheet: Talent: Chess INT + whatever number you just rolled on the 1D6.

When your ring begins to glow, you rub it, and go to [2G].

[44A] You arrive at the Arena. It's a good day: the Death Goddess is presiding over the ceremonies, the crowd is shouting for blood, and the Myrmaidanz of Zarq have brought in a fresh load of young shokkoths (sun-dried salted lizards) for the pits. The munchies and crunchies are delicious.

At one point, Arrrdalia asks if you'd be willing to fight a match to impress her. If you answer yes, then go to [40A], read the instructions, and fight one match. If you die there, then Arrrdalia goes home alone, but if you win your match, she will be so impressed with you that she will take you to her Lair afterwards—in that case, go to [44E].

[44B] The Urukish rave turns out to be a wild party: ale flows like water, strange fumes befool the air. You never knew she-Uruks danced like that!

At some point, you are arm-wrestling a short, ugly Hill Giant. Make your *L10-SR* on *STR*. If you make it, you impressed everyone with your might, including Arrrdalia—when you leave the party, she will take you to her Lair at [44E]. If you miss it, you wound up with a broken arm, and need to see a healer. Unfortunately, you are separated from Arrrdalia, effectively ending your adventure in the *Trollgod's Exciting Random Rooms of Ruination*—take 300 AP for your effort so far, and close the book. **The End.**

[44C] "I just adore dark poetry," gushes Arrrdalia. "Don't you?"

"Oh yes, you answer," while slurping down a flagon of ale that could double as tanning fluid. "The murkier the better, I say."

Everyone in the little café gets a chance to spout some poetry. Arrrdalia's piece is short and nasty. Then it's your turn. This might be harder than fighting a bear, but you have to make a poem. Make a *L7-SR* on *INT*.

If you make the SR, Arrrdalia will be so impressed that she will take you to her Lair—go to [44E]. If you fail, she won't think much of you as a poet, but will give you a chance to take her to the Arena on the following day. You are temporarily out of the *Trollgod's Exciting Random Rooms of Ruination*. To return, pick up Arrrdalia on the following day, and go to [44A].

[44D] There really was a trap. You blundered, and released a cloud of poison gas. Roll 4D6, and take that many hits in damage to your CON. If you still live, you find that you are unable to open the safe.

There is nothing to do but rub your ring. For the Gremlin Trip, go to [2D]. For the Troll Trip, go to [8A].



[44E] The world is not yet ready to learn what happens inside her Trollish Lair. Suffice it to say you exit from it on the following morning. Make *L5-SRs on STR, CON, and DEX*. If you make the SRs, you gain benefits: increase each attribute where you made the SR by the number of points by which you made it. For example, *you needed a 7 to make the SR for STR, and you rolled a 9. You would permanently increase your STR rating by 2 points.* If you miss the SR, then you take damage in the same style. For example, *you needed a 13 to make your SR on DEX, but only rolled a 9. You would permanently lose 4 DEX points.* One way or another, the night is magical for you.

In the morning, Arrrdalia is finished with you, and your ring is glowing. If you are on the Troll Trip, go to **[7A]**. For the Gremlin Trip, go to **[2D]**.

[45A] "That's the spirit!" howls Arrrdalia, and she blasts you with a spell. You find yourself fighting with enhanced energy and power, and Grrrethgash is now no match for the new energized you. In a short time, your Trollish opponent is battered and nearly dead. Arrrdalia steps in again before you can totally destroy her favorite minion.

"You have a warrior's spirit, and that pleases me. I lay this enchantment upon you: call my name when you are losing, and you shall have a magical burst of fighting energy." When you have taken damage, and then call on Arrrdalia, you will get an extra 100 combat adds for one combat round only. "And there is another prize for your valor," she purrs. Go to **[18D]**.

[45B] You took Arrrdalia up on her offer of rescue. As she raises her hands to gesture magically, you hear her say, "Quitters never prosper!" Then everything goes black.

Later, you awaken in a ditch, aching in every part of your body. You have nothing left of your personal equipment except a basic loincloth—no weapons, no gold, no armor. All of your attributes have been decreased by 3 points, except your INT, which went up by 3. At least be thankful that you have no rings on your fingers, nor bells on your toes. This adventure is over for you. **The End.**

[45C] Rrrulff forgets what he is doing. You step in, and take his weapons away from him. You then place your weapon against his throat, and wait for him to come out of the spell. Once he does, he realizes he is completely at your mercy, and begs for his life. "Please don't kill me. I'll give you all my wealth, 500 gp, to spare my life." If you decide to kill him anyway, go to **[26B]**. If you spare his life, go to **[45E]**.

[45D] You try to cast a spell, but Rrrulff attacks with lightning speed. You drop the spell, and defend yourself with your weapons. Go to **[5C]**.

[45E] Rrrulff leads you out of the room, pointing to a vase at the far end of the hall. When you walk down to investigate it, he leaps back inside his room and locks the door. You don't care. You had already decided to spare him. You check the vase—it does indeed have 500 gp in it. In addition, you gain 50 AP for showing mercy. Your ring glows. You rub it. If you are on the Trip of the Troll, go to **[8A]**. If you are on the Trip of the Gremlin, go to **[2D]**.

[46A] You approach the Trollgod. He hops off the scales, and Arrrdalia gets dumped. Trollgod shakes your hand, and declares, "You are one lucky delver! Today only, right here and now, you get a chance to be all that you can be. The attributes important to warriors are STR, DEX, SPD and LK. Gaze at this icon of the Trollgod. Don't blink. If you are worthy, the Trollgod will enhance your warlike abilities."

"What if I'm not worthy?" you ask.

"Let's not think about that," says the Trollgod quickly.

You take the little statue, gazing intently at it—the Trollgod wears a very strange hat or crown. Your body tingles—changes are happening to you. You must use the 7th Edition Rules to determine your character level. Then make a SR at twice that level on the best of your four warrior attributes. For example, *if a STR of 26 is your best warrior attribute, you are a second-level character. You must make a L4-SR on STR (35 - 26 = 9). You need 7 or better to make it—you really need to roll at least a 9 on 2D6, but if you miss the SR, you can add your level number to see if you succeed, and 2 level points would succeed with a roll of 7 or more.*

If you made the SR, go to **[47A]**. If you missed it, go to **[48A]**.

[46B] You approach Arrrdalia. She hops off the scales, and Trollgod gets dumped. Arrrdalia shakes your hand and declares, "You are one lucky delver! Today only, right here and now, you get a chance to be all that you can be. The attributes important to wizards are INT, DEX, WIZ and CHR. Gaze at this statuette of the Death Goddess. Don't blink. If you are worthy, the Death Goddess will enhance your wizardly abilities."

"What if I'm not worthy?" you ask.

"Let's not think about that," says Arrrdalia quickly.

You take the little statue, gazing intently at

it—the Death Goddess has little bones woven into her hair. Your body tingles—changes are happening to you. You must use the 7th Edition Rules to determine your character level. Then make a SR at twice that level on the best of your four wizard attributes. For example, if a WIZ of 26 is your best wizard attribute, you are a second-level character. You must make a L4-SR on WIZ ($35 - 26 = 9$). You need 7 or better to make it—you really need to roll at least a 9 on 2D6, but if you miss the SR, you can add your level number in to see if you succeed, and 2 level points would succeed with a roll of 7 or more.

If you made the SR, go to [47B]. If you missed it, go to [48B].

[46C] You stand there. Trollgod and Arrrdalia both call to you, yet you refuse to answer. Soon, their smiles turn to frowns, and they gesture magically at you. Refusing to choose is a choice. You feel a strange tingling throughout your body. All of your attributes have been changed to 20—change your combat adds accordingly. You have been equalized. Your ring glows. For the Troll Trip, go to [10A]. For the Gremlin Trip, go to [4D].

[46D] You spin and run away from the balance. Discretion may be the better part of valor, but as you may have heard elsewhere, the gods hate cowardice. You couldn't know this, but you have just insulted the Trollgod and the Death Goddess. A painful tingling rushes through your body. All of your attributes have been equalized to your lowest one. Your ring glows. For the Troll Trip, go to [10A]. For the Gremlin Trip, go to [4D].

[47A] The Trollgod finds you worthy—your four warrior attributes are equalized to be the same as the highest of them. The Trollgod claps you on the shoulders and congratulates you—somehow you bear up the impact. Your ring glows. For the Troll Trip, go to [10A]. For the Gremlin Trip, go to [4D].

[47B] The Death Goddess finds you worthy—your four wizard attributes are equalized to be the same as the highest of them. Arrrdalia squeals delightedly, and kisses you on both cheeks. Your ring glows. For the Troll Trip, go to [10A]. For the Gremlin Trip, go to [4D].

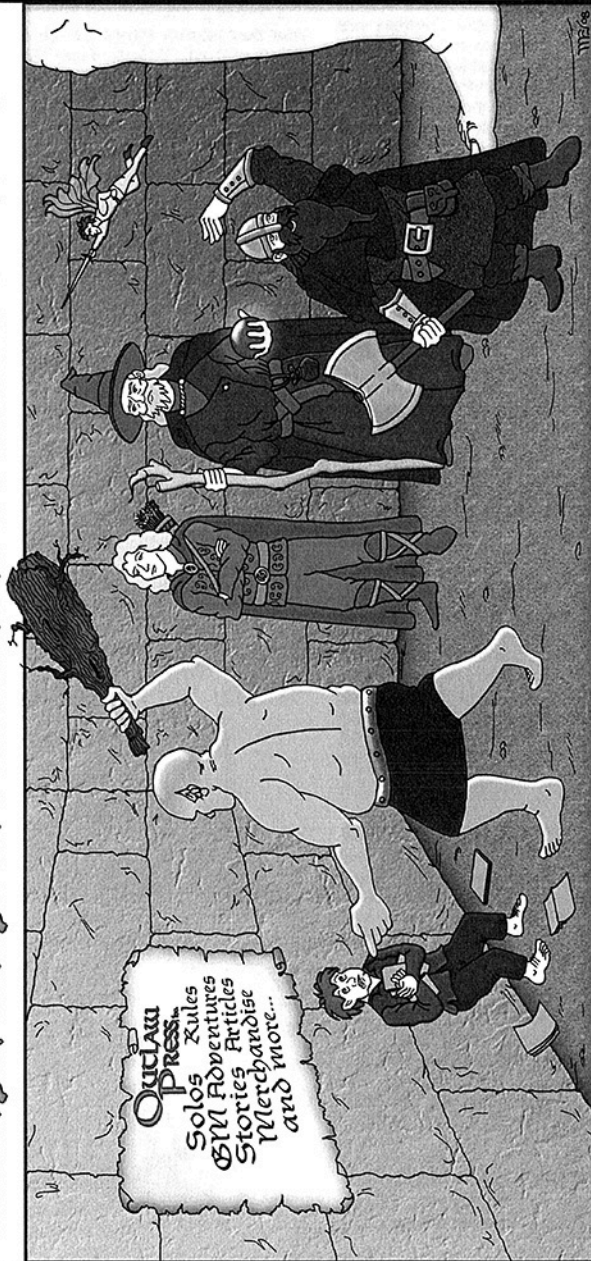
[47C] All the wounds heal with incredible speed. Zharrra laughs a nasty laugh, throws down her whip, and attacks with her daggers. Go to [20A].

[48A] The Trollgod finds you unworthy—your four warrior attributes are equalized to the lowest of them. Trollgod says, "Tough luck!" Your ring glows. For the Troll Trip, go to [10A]. For the Gremlin Trip, go to [4D].

[48B] The Death Goddess finds you unworthy—she'd just slay you now, but she isn't really here. Instead, your four wizardly attributes are equalized to the lowest of them. Arrrdalia says, "Awww, too bad, lover!" Your ring glows. For the Troll Trip, go to [10A]. For the Gremlin Trip, go to [4D].



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