

the TOUGHEST DUNGEON in the WORLD

by Ken St. Andre



Judges Guild

A SOLITARE DUNGEON
CREATED AND APPROVED
FOR USE WITH
TUNNELS & TROLLS™ AND
MONSTERS MONSTERS™
WRITTEN BY KEN ST. ANDRE
THE AUTHOR OF BOTH
T & T AND
MONSTERS MONSTERS

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KEVIN SIEMBIEDA-80

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Tunnels & Trolls™ and Monsters! Monsters!™

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Introduction to the Toughest Dungeon in the World

This adventure is designed for the **Tunnels and Trolls** role-playing system. It is literally an adventure involving Trolls in Tunnels. In order to play you will need pencil, paper, a 20-sided die, several six-sided dice, and the 5th edition of the **Tunnels & Trolls** rules.

Most adventures are designed for the "good guys", those brave adventurers who invade subterranean lairs in search of loot and thrills. This one, on the contrary, tries to get you to look at things from the "monster's" point of view. After playing a Troll for a while, you will begin to realize that the delvers are the true monsters of the story.

How can I call this **The Toughest Dungeon in the World**? It may well be that there are other solitaire adventures with more fiendish traps, bigger monsters, more labyrinthine passages. Certainly a solitaire adventure can never really replace a good face-to-face encounter with a skilled Judge. However, I would like to point out some of the factors that make this particular adventure so hard to win.

Other solitaire adventures tend to last from 10 to 30 minutes, and you will have either won or died. This one will be that short only if your player character dies quickly. The goal of accumulating 10,000 Gold Pieces worth of treasure will turn this into a carefully calculated campaign game for the player who dares hope to win.

Another difficulty is that your opposition (the delvers and other monsters in the caverns) are designed to get stronger and stronger. (This means some bookkeeping work for you as a player, but the vast numbers of characters you create for combat in this adventure can be recycled as cannon fodder, and other miscellaneous citizens in other T & T games.) Arena of Khazan suggested that opposition get continually tougher, but the challenge was partially alleviated by the random selection of foes. Foe selection is random here, too, but, you can depend on it being worse than the last thing you faced.

I don't expect you to win. I tried every unfair dodge I could think of to kill you, like giving your opponents magic while not allowing you any. They may also have enchanted weapons which you are unlikely to duplicate, unless you are smart and strong enough to win their enchantments away from them.

Last but not least, this dungeon is so tough that it contains an ultimate source of evil. If you're lucky, you'll never find it.

The Toughest Dungeon in the World is designed primarily for Trolls; however, you may wish to use other "monsters" in it for variety. Please go right ahead and use anything that is humanoid except for Vampires, Shadowjacks, and Were-beasts. If the text refers to a Troll, and you are not using a Troll, please mentally substitute whatever kindred name is appropriate.

The rules of play are quickly established. You are limited to first-level monsters without any magical abilities. You may arm and armor them if you wish, though I would prefer that you started anything as large as a Troll naked and unarmed except for its natural equipment. Each paragraph that you read may be considered one game turn unless it indicates that it is a longer period of time. Your character must eat at least once every 50 game turns or it will lose one times its Strength multiplier (on the Character Creation Table in the T & T rules) in Strength and Constitution points for each turn it goes without eating. Your character must sleep at least once in every 200 game turns or it will have its IQ and Luck ratings halved until such time as it does sleep. Characters may only sleep in their own lairs. (To the end of keeping track of such things as game turns, I advise you to keep a running account of your adventure on paper thusly: 2A, 3A, 15C (fight delvers), 4D (return to lair), 5A (eat delvers' bodies), etc.)

It should go without saying that you read only those paragraphs that you are told to read, and that when you are told to randomize from 1 to 6 to pick your next direction that you don't just pick 6 because you know or guess that that will lead you to the most interesting adventure.

Incidentally, lest you wonder what you can do with the 10,000+ Gold Pieces that you are trying to accumulate, survivors can buy quite a nice place in the Officer Corps of the city of Khazan, not to mention living in high old style in that city of monsters.

Now, if you're ready to begin, generate your monster character and go to Paragraph No. 1. Bad luck to you! May you swim in gore, and feast on the entrails of your enemies!

Ken St. Andre



- 1) A few hundred leagues south southeast of Tharothar where the northern fringes of the great Forest meet the western foothills of the Khargish Mountains lie the protected caverns of Hael'. (No Wizard, Warrior, Rogue or Monster of higher than 5th level may ever enter these caves.) Legend has it that there was once a Dwarven city named Hael'ku in those caves, but that during the Wizards War, the Dwarves abandoned it, leaving an immense treasure behind. In reality, most of the treasure in the Caverns of Hael' has been brought into it by delvers over the centuries. Certainly, much more has been brought in than has ever been taken out. Although the caverns are known to be inhabited by Orcs and Goblins, the chief menaces within them are the Trolls. Nevertheless, many are the parties of Elves, Men, and Dwarves that venture within, searching for the lost city or hoping to find the fabled treasure of the Trolls. Go to 2.

- 2) If you have not already done so, create your monster character now. If it is something less than a Troll or a Balrog, you may arm it with weapons and armor that would be appropriate for such a creature. If you wish to create a Troll or a Balrog, use the chart in section 3.6 of the T & T rules. Trollish skin is mottled gray and black, and your finger and toe nails make quite respectable claws. Trollish skin is so tough that it will take the first five Hits of Damage on any combat turn just as armor would. In combat, your young Troll would get 3 dice + its personal adds. Whether you are a Troll or not, your objective is to compile 10,000 Gold Pieces worth of treasure. The adventure is not over until you are either slain or have won 10,000 Gold Pieces worth of treasure. (You may count captured artifacts, but not ordinary weapons and armor.) Go to 3.

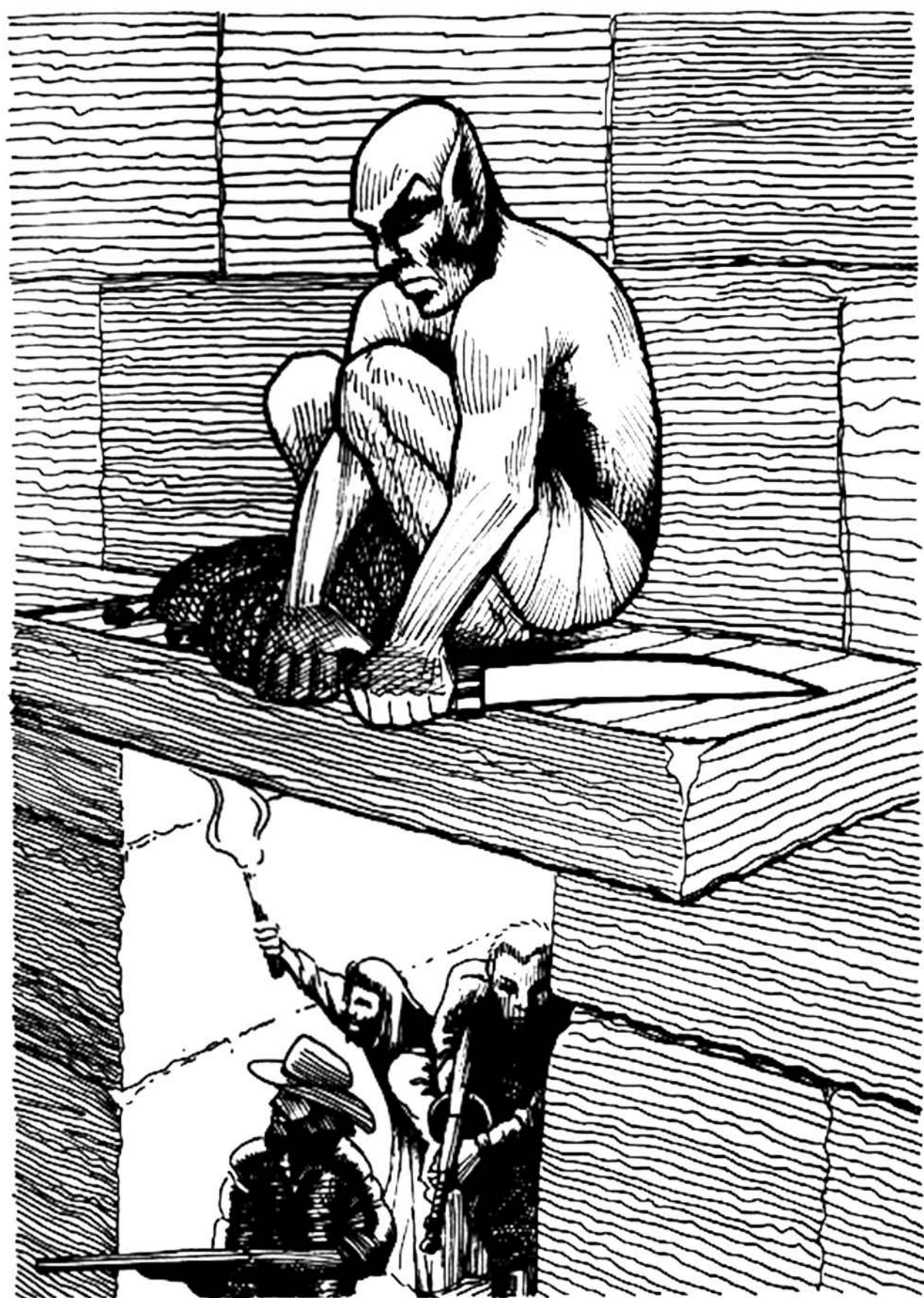
- 3) You have found and claimed a two room lair deep within the caverns near a vast grotto and an underground stream. You will sleep and eat in the outer room and keep your treasure in the inner one. Note: While the caverns aren't entirely lightless, they are pitch black as far as mere human eyes are concerned. Goblins, Orcs, Trolls, Balrogs, and such beings however can see quite well over short distances. Go to 4.

- 4) You are in your lair. The first thing you should do is add any new treasure you have brought back to what you already have. (The first time you read this, make a card to record your treasure on, then as you add various items to it, keep a running total of the value. If your treasure totals equals or exceeds 10,000 Gold Pieces, go to 5.) If you have brought back food that you wish to eat, go to 6. If you have no food, but wish to sleep, go to 7. If you are ready to go out adventuring into the tunnels, go to 8.

- 5) Congratulations! You are a very wealthy and successful Troll. It is time for you to go out into the wider world, perhaps to fight in the Arena of Khazan, or to adventure in the City of Terrors, or just to set up business somewhere. You are awarded exactly enough extra adventure points to raise you to the next level. In addition you may multiply your Strength and Constitution by 5/3 for having achieved your full growth. Good luck in the wide world! Close the book.



- 6) Ah! Food! Whether a munchy Elf or a tough old Dwarf, it is indeed the staff of life. If you have taken any wounds, roll one die and add that to your Constitution. If you are not wounded, just add one to your Constitution. You eat up every bit. Return to 4 and choose another option.
- 7) Even Trolls need rest, especially after a long patrol through the caverns. While you are sleeping, make your first level saving roll (20-LK). If you make it, go to 9; if you miss it, go to 10.
- 8) You emerge from behind the huge stalactite that conceals the entrance to your lair and find yourself in a sloping tunnel. Cold water drizzles down the stalactites and drips on the stalagmites, slowly building huge limestone pillars. Side tunnels branch out in all directions from where you stand. You choose one at random and begin to walk. Roll one die. If you roll a 1, go to 11; a 2, go to 12; a 3, go to 13; a 4, go to 14; a 5, go to 15; a 6, go to 16.
- 9) While you were sleeping you regain any Strength you may have lost in your previous adventure. If you are sleeping directly after eating and were at full Strength already, you may add 1 to your Strength. When you wake up, go to 4 and choose another option.
- 10) While you were sleeping, your lair was located by an enemy. It (or they) decides to attack you in hopes of winning your treasure. Go to the Enemy Generator at Paragraph 17 to see what is attacking you. ** Now make your first level saving roll again (20-LK). If you make it, go to 18; if you miss it, go to 19.



- 11) After wandering for a while, you come to a side tunnel that goes off into the darkness. This looks like a good place to set up an ambush—there's a ledge overlooking the trail that you could hide on. If you decide to place yourself in ambush and wait for a victim to appear, go to 20. If you decide to walk on down the side trail, go to 21.
- 12) Your path turns steeply downwards and after a short time you reach a shallow stream. The path ends, but the stream is not deep enough to keep you from wading in it. If you would like to continue upstream, go to 22. If you would like to wade downstream, go to 23. If you prefer to retrace your steps away from the stream, go to 11.
- 13) The passage twists and turns for a while and finally ends in a vast open grotto. There are very few rock formations in this huge chamber, but here and there great walls of limestone break it up into something of a maze. You move out into it and begin to wander as the spirit moves you. Roll one die. If you roll a 1, go to 24; a 2, go to 25; a 3, go to 12; a 4, go to 26; a 5, go to 27; a 6, go to 28.
- 14) The pleasant aroma of decaying meat apprizes you that you are nearing some other creature's lair. You begin to search the walls of the tunnel more carefully, and soon you spot the entrance obscured in the shadows of a large stalagmite. You listen, but are unable to tell whether the lair is unoccupied or not at present. If you wish to enter it, go to 29. If you wish to bypass it, go to 11.
- 15) As you shamle along the passage, you suddenly find yourself under attack. To learn who or what is attacking you, go to 30.
- 16) As you stride through the darkness you begin to notice a glimmer of torchlight reflecting around the corners and on the walls ahead. This tells you that a party of delvers is in the tunnel ahead of you and they may be coming your way. Looking around, you see no convenient place to hide yourself. If you wish to continue cautiously in the direction you were going, go to 31. If you wish to howl out your warcry and charge, go to 32. If you wish to stay where you are and wait, go to 33. If you wish to turn and run away, go to 34.

- 17) If you already know that your foe is to be a delver or delvers, go immediately to Paragraph 1 below. If you do not know whether you are facing delvers or other monsters, roll one die. If you rolled an odd number, your foe is a monster. Ignore everything below this and go immediately to 35. If you rolled an even number, your foe is one or more delvers. Read on.

- 1) To determine the number of delvers you must face, roll one die (range = 1 - 6). For each delver so indicated, go through all the numbered steps below.
- 2) Roll one die. 1, 2, or 3 yields a Human; 4 or 5 yields an Elf; 6 yields a Dwarf.
- 3) Rule of Perversity: Delvers keep getting tougher forever. Below are prototypes for a Human, Elf, and Dwarf. The first delver you create will have attributes identical to the prototype. Each time you create another delver of that type, roll one 10-sided die and add that number to the delver's lowest attribute (in case of 2 or more attributes tied for low, add it to the first one). This revised listing becomes the new prototype. (Example: The Human prototype has attributes of STR: 13, IQ: 10, LK: 7, CON: 15, DEX: 10, CHR: 9. The first Human delver I create will have those attributes. The second Human delver I create will have a roll of 1D10 (2) added to his low attribute (LK: 7) to bring it up to a 9. The third Human delver I created will have a roll of 1D10 (6) added to his first low attribute (LK: 9) to raise it to a 15; etc. And the same goes for Elves and Dwarves.)

Human:	STR: 13	IQ: 10	LK: 7	CON: 15	DEX: 10	CHR: 9
Elf:	STR: 12	IQ: 19	LK: 14	CON: 6	DEX: 16	CHR: 24
Dwarf:	STR: 22	IQ: 17	LK: 7	CON: 16	DEX: 16	CHR: 10

- 4) Make a card for each delver as you get its attributes determined. Roll one 6-sided die to determine its sex. 1 - 4 = Male; 5 - 6 = Female. Roll one die to determine its class: 1 - 3 = Warrior; 4 - 5 = Rogue; 6 = Wizard. There will not be any Wizard Warriors.
- 5) If the delver is a Wizard, it will be armed with a Staff Ordinaire and a Sax (2 + 5). If it is a Rogue or a Warrior, go to Paragraph 114 immediately to choose its weapon.
- 6) Determine whether the delver has any armor. Roll 1D6. 1 = No Armor at all; 2 = Buckler and Steel Cap (4 Hits); 3 = Complete Suit of Leather Armor (6 Hits); 4 = Complete Suit of Scale Armor (8 Hits); 5 = Complete Suit of Mail (11 Hits); 6 = Complete Suit of Plate Armor (14 Hits). Remember that these values are doubled for Warriors.
- 7) If the character is a Rogue, roll 1D6. On a roll of 5 or 6, that Rogue knows some Magic and will be able to cast a spell in combat.
- 8) Roll 1D6 to determine the range of whether the delver is carrying any treasure. This will give a range of 1 to n, where n is the number you just rolled. If the delver is slain, you the slayer may roll 1D6 to see if you found any treasure on it. If you find any treasure, roll for it on the Random Treasure Generator in the rules. (Example: The first delver I create has a treasure range of 1 - 3. My player monster kills it in combat, and then rolls one die getting a 6. That delver had no treasure for my monster other than the weapons it carried.)
- 9) Repeat steps 1 - 8 as many times as you must in order to create the whole group of delvers.

Note: No two delvers created by this method will ever be identical. I recommend that you continue toughening the delvers from the first time you play in this dungeon to the last, instead of starting over from the original prototype with each new monster. When Trolls get too weak to go up against these delvers, you may wish to move up to Living Statues, Balrogs, Shoggoths, or maybe even Dragons (assume the Dragon is a shapeshifter and takes a Troll-like form without losing any of its attributes). When it gets too tough for Dragons, perhaps you had better start over.

Return now to the Paragraph that sent you here and read on from the point of the **.

- 18) Something woke you up. It may have been the scrape of claws or steel on stone, or incautious voices, or perhaps just deep breathing. When your foe or foes enter your lair, it or they finds you ready. If it is a party of delvers with one or more Wizards or Rogues who know Magic in it, go immediately to 36. If it is a party of delvers without magical capabilities, the combat will be purely physical – go to 37. If it is a monster, go to 108.
- 19) Something (whatever you generated back at Paragraph 10) caught you in your sleep and gets one free attack before you awaken. If it is a party of delvers, the Warriors and Rogues will attack you with their weapons first. You may subtract five from their Hit total when figuring how much damage they did. If this kills you, close the book. If you are still alive, check to see if there are any Wizards in the party. If there are, go to 36. If you were attacked by monsters, you must live through their first attack before you can fight back. If they killed you, close the book. If you still live, go to 108.



- 20) You place yourself in ambush and wait patiently. For each hour that you wait, roll one die. If a 6 is thrown, go to 38; otherwise throw again. If four hours go by without anyone falling into your ambush lose one Strength point for lack of food. If you wish to remain in ambush for another four hours, go back to the top of 20 (this paragraph) and read through it again. If you are ready to move on, go to 21.
- 21) The lightless passage twists and snakes it way ever deeper into the mountain. Roll one die. If you roll a 1, go to 11; a 2, go to 12; a 3, go to 13; a 4, go to 14; a 5, go to 15; a 6, go to 39.
- 22) You splash upstream for a while, but very little happens except that a fish tries to bite you and breaks a tooth. After nearly an hour of walking, the stream ends in a waterfall. A passage on the right leads upward, while a tunnel on the left leads down. If you would like to go up, go to 13. If you would like to go down, go to 40. If you want to try going through the waterfall, go to 41.

- 23) You splash downstream for nearly two hours, passing many side passages. Eventually, the stream disappears into a hole in the floor, forcing you to go back and pick one of the passages at random. Roll one die. If you roll a 1, go to 13; a 2, go to 40; a 3, go to 21; a 4, go to 27; a 5, go to 11; a 6, go to 42.
- 24) You continue to meander around the great grotto. As you walk, you come to the long dead skeleton of a Dwarf. There is nothing of interest to you there, but an ancient Battleaxe (6 + 3). It's a bit small for you, but better than fighting with your bare hands, so you may take it if you wish. (If this is not your first time at this paragraph, the Battleaxe is not here, and you should go to 43 instead.) A short time later, you find yourself at the entrance of a tunnel that looks familiar – go to 28.
- 25) In your wandering you have come across a fresh, uncaten corpse. Go to 17 to see what it is, but remember, it's already dead, so don't worry about attributes. It will have whatever treasure or weapons it would have normally had. ** You may try to loot the corpse if there is anything there to loot. Keep track of anything you find. If you would like to take the corpse back to your lair and feast, go to 28. If you wish to ignore it and keep exploring, go to 11.
- 26) You finally leave the grotto via a different side tunnel. Go to 12.
- 27) Suddenly you spot a small party of delvers. They are not yet aware that you exist. Go to 17 and take the delver option to see what the party consists of. ** If you wish to attack the delvers, go to 32. If you would rather avoid them, go to 34.
- 28) You come to a very familiar passage – it leads directly back to your lair. Exhausted by your long hike through the caves, you head back to your resting place, and soon reach it. Ducking around your front portal stalactite, you are finally home. Go to 4.

- 29) Make your first level saving roll on Luck (20 - LK). If you make it, go to 44. If you miss it, go to 45.
- 30) Roll one die. If you rolled an even number, you were attacked by delvers. Go to 17. If you rolled an odd number, you were attacked by one or more monsters. Go to 35. ** If you were attacked by delvers, check on whether there are any Wizards or Rogues who know Magic in the party. If there are, go to 36. If not, go to 37. If you were attacked by monsters, you find yourself in a tooth and nail fight. Go to 46.
- 31) Roll one die. If you rolled odd, go to 27. If you rolled even, they see you first and attack on sight. If there are any Wizards or Rogues in the party who know Magic, go straight to 35. If not, go to 37.
- 32) Make your saving roll on Dexterity (20 - Dexterity). If you make it, go to 37. If you miss it, go to 47.
- 33) Roll one die. If you rolled an even number, the delvers are coming in your direction. They spot you first and decide to attack. Go to 17 to see what the delvers are. If you rolled odd, the light fades away and the delver vanish in the distance, completely unaware of your presence. Go to 11. ** If there are any Wizards or Rogues in the delver party who know Magic, go straight to 36. If not, their fighters fall upon you – go to 37.
- 34) You are easily able to avoid the delvers in the darkness. Soon there is no trace of their light to worry you. Go to 21.

- 35) **Monster Generation Section:** The number of different kinds of monsters that haunt the protected caverns is very limited, as the environment does not encourage diversity. Roll one die and check the list below:

Number Rolled	Monster	Instructions
1	Goblins (2 - 12)	Go on to Armament Instructions below
2	Orcs (1 - 6)	Go on to Armament Instructions below
3	Cave Lizards	(Roll 1D100 for Monster Rating)
4	Liche	(Start with a Monster Rating of 100 and add 10 each time you meet another Liche)
5	Ogre	Go on to Armament Instructions below
6	Great Troll	Go on to Armament Instructions below

Armament Instructions

- Monsters with attributes will always get tougher as more of them are created. Roll two dice and add that number to the lowest attribute when creating a second, third, fourth, etc., monster of any given type. Consider only the absolute value of Charisma and keep it negative.
- Goblin Prototype: STR: 13 IQ: 5 LK: 10 CON: 8 DEX: 10 CHR: - 8
Goblins have no Armor. Each is armed with a Flint Knife (2 + 1) and a Flint-headed Spear (2 + 4). When possible they throw the Spear first, before closing with the Knife. Roll a treasure spread for each Goblin of 1D6 - 1.
- Orc Prototype: STR: 13 IQ: 10 LK: 11 CON: 13 DEX: 8 CHR: - 9
Orcs are always armed with an Orcish Scimitar (3 + 4). Roll one die. If you roll a 6, the Orc also has a Light Bow and 10 Arrows (3 dice). If you roll a 1, the Orc also has a Spear (3 + 1). Roll one die. If you roll a 6, the Orc has a complete Suit of Mail (11 Hits). On a 4 or 5, it has a Suit of Leather Armor (6 Hits). 1 - 3 means no armor at all. Roll one die to find the treasure range for each Orc.
- Ogre Prototype: STR: 22 IQ: 10 LK: 16 CON: 18 DEX: 12 CHR: -20
Ogres are always armed with Spiked Clubs worth 4 dice in combat. Roll one die to find the treasure range of each Ogre. If treasure is found on an Ogre, double the amount given in the random Treasure Generator, except for jewels, which gives you one extra roll on the Treasure Generator (not just the Jewel Generator).
- Troll Prototype: STR: 91 IQ: 6 LK: 8 CON: 42 DEX: 8 CHR: -12
Great Trolls are always unarmed. They get 7 dice + their adds in combat, and their skin is hard enough to take the first five hits as if it was armor. Roll 1D6 for the Troll's treasure range. If a Great Troll is slain and is found to have treasure, you may roll three times on the random Treasure Generator.

Now return to the spot marked ** in the paragraph that sent you here and read on.

- 36) In combat, magic always takes effect first. For each magical member of the delver party you will randomize once between 1 and 20 (roll one 20-sided die) to see what spell was thrown. Wizards and Rogues will always cast the spell at their own level (notice how when you created the delvers nothing was said about their levels) or at the only level allowed. (Roll 1D20)

No.	Spell	Reg. Cost	With Staff	Effect
1	L. 1 Take that you Fiend!	6	5	Does as many Hits of Damage as Caster has IQ Points.
2	Vorpall Blade	5	4	Enchants a delver's Sword (the one that gets the most dice + adds). If no Swords are present, it enchants the largest Dagger. If no Daggers are present, the spell is wasted.
3	Oh go Away	5	4	Go to 48.
4	L. 2 Take that you Fiend!	12	10	Does twice as many Hits of Damage as Caster has IQ Points.
5	Mirage	8	6	Go to 49.
6	Hidey Hole	10	8	Go to 50.
7	Glue You	8	6	Slows you by half. Allows delvers two combat Turns for each one you get.
8	Whammy	10	8	Tripled the dice + adds value of the most powerful non-magical weapon in the delver party.
9	L. 3 Take that you Fiend!	18	15	Does 3 times as many Hits of Damage as Caster has IQ Points.
10	Slush-yuck	15	12	Go to 51.
11	Rock-a-Bye	11	8	Go to 52.
12	Blasting Power	8	5	Does 3 dice plus Caster's personal adds worth of Damage to your Constitution.
13	Freeze Please	8	5	Does 3 dice plus Caster's personal adds worth of Damage to your Constitution minus 5 for your tough skin.
14	L. 4 Take that you Fiend!	24	20	Does 4 times as many Hits of Damage as Caster has IQ Points.
15	Dum Dum	8	4	Reduces your IQ to 3. Go to 53.
16	Smog	11	7	Go to 54.
17	Protective Pentagram	12	8	Go to 55.
18	L. 5 Take that you Fiend!	30	25	Does 5 times as many Hits of Damage as Caster has IQ Points.
19	Mind Pox	39	34	Go to 56.
20	Breaker Breaker	35	30	Destroys any weapon other than your own talons.

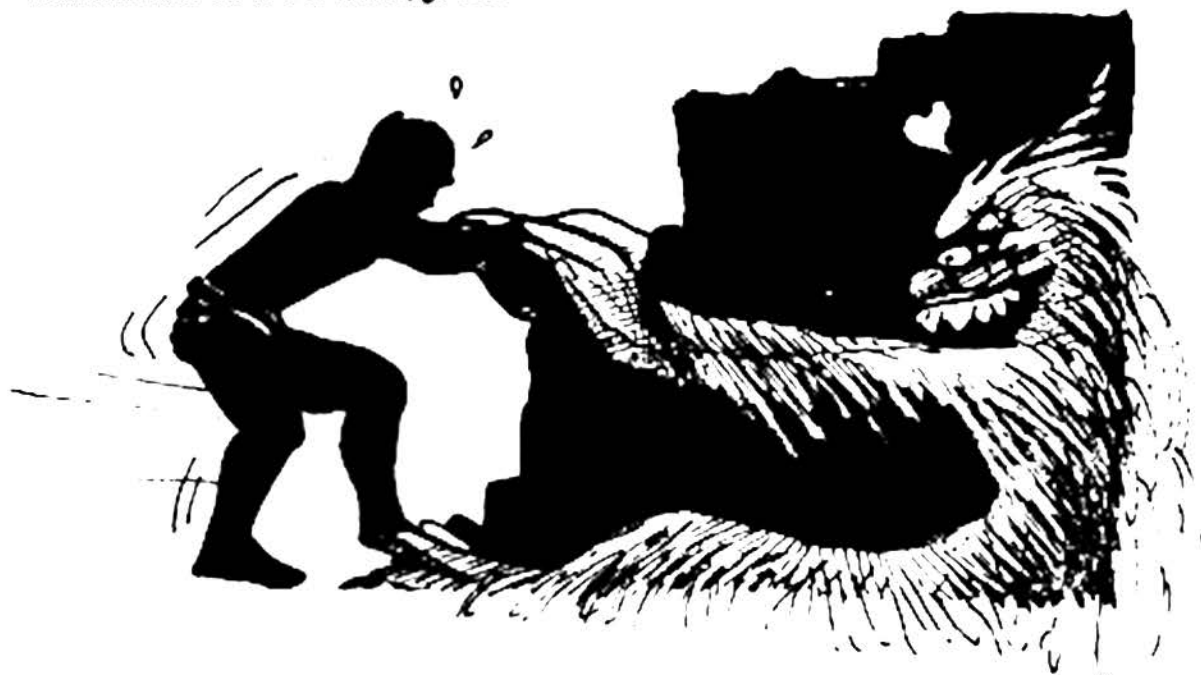
- 36A) If a spell was called for that the Caster did not have sufficient strength and Dexterity to cast, then the Wizard fumbled the spell and loses his chance. Go either to the next Caster or directly to the combat in 37.
- 36B) If one of the above spells killed you outright, close the book.
- 36C) If all spells have been cast and you are still able to fight, go now to 37 for the physical part of the combat.
- 37) You are in physical combat with the delvers. Make their weapons rolls and get a total. Then make your own combat roll and get a total. If your total is larger than theirs, they take the Hits (shared out equally among the delvers). If their total is larger than yours, you take the difference in Hits. You may subtract five Hits from the total. If they have slain you, close the book. If they have wounded you, go to 57. If neither side has taken any damage, go to 58. If you have wounded some of them, but not slain any and they have any magical characters, go to 36. If you have slain any of their party, go to 59. If you have slain all of their party, go to 60.
- 38) Go to 17 to see what has wandered into your ambush. ** Now that you know what you're up against, you have the option of attacking or not. If it is monsters, and you wish to attack, go to 46. If it is delvers, and you wish to attack, they will not have time to launch a spell at you, even if they could – go to 37. If you decide not to attack at all, go to 115.
- 39) Roll one die. If the number you rolled is odd, go to 27. If the number you rolled is even, you ran into one or more monsters. Go to 35 to see what you have met. ** Go to 46.
- 40) The path leads down for a long long time. Finally, far below the roots of the mountains it ends on the shores of an enormous lake of black water. If you wish to wade into the lake, go to 62. If you'd like to take a drink from it, go to 63. If you'd like to just walk along the shore, go to 64. If you decide to turn around and go straight back up, go to 65.

- 41) Roll one die. If you roll a 1 - 5, you found nothing but a rock wall on the other side of the waterfall. Go back to 22 and make another choice. If you rolled a 6, go to 66.
- 42) The passage you are in leads down and away from the stream. After a short while you begin to notice that this is no natural passage, but a tunnel carved out of the living stone. You follow it for about three hours, putting the protected caverns many miles behind you. Then the passage begins to lighten, and finally you emerge into a vale beneath the open sky completely surrounded by impassable cliffs. The place is mostly bare stone, with only a few hardy mountain plants clinging to the thin soil, but filling most of the open space are the ruins of the fabled Dwarven city of Hael'ku! If you wish to explore the ruins, go to 67. If you'd prefer to turn around and go back, go to 68.



- 43) This delver died not long ago in a fight. His weapons are broken, and one leg has been ripped off and carried away, but you may roll for one Jeweled item on the random Treasure Generator (if it is a weapon it is broken, but still valuable). You may pick up the treasure, and the body if you wish. If you take the body along, go to 28. If you leave the body alone, go to 11.
- 44) The lair is empty. You may plunder it at will. Roll 1D10. Now roll that number of times on the Random Treasure Generator to see what you found. You quickly grab up everything you can carry, and head back for your own lair. Go to 28.
- 45) The lair is occupied. Go to 35 to see who or what lives there. ** Make your third level saving roll on Luck (30 - LK). If you make it, go to 61. If you miss it, you immediately find yourself in a fight with the occupants. Go to 46.

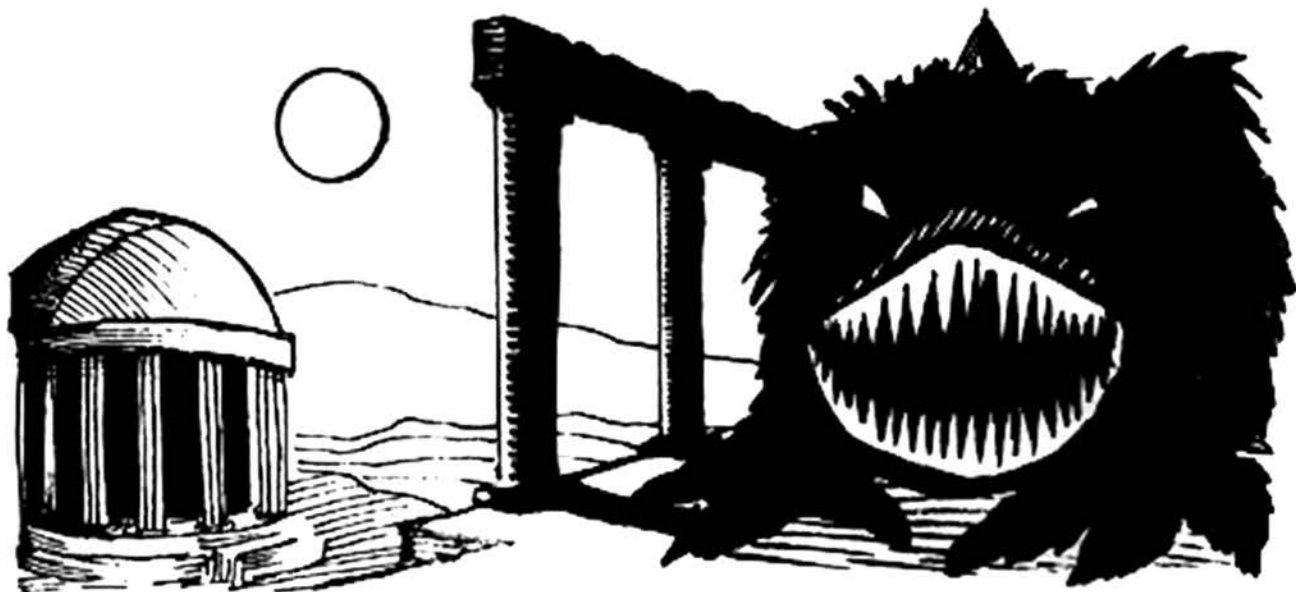
- 46) You find yourself in fang and claw combat with your monstrous foe or foes. Do regular T&T Combat for one Combat turn. If you are slain, close the book. If you kill your foe, you may plunder it and go to 28 with its body. If you kill it in its lair instead of a tunnel, go to 44. If you wound it without killing it, roll two dice once for it and once for you. Doubles add and roll over. If it has the high total, it breaks away and escapes, leaving you empty-handed. If it left you in its lair, go to 44. If you are in the tunnels, go to 11. If it wounded you, roll two dice once for it and once for you. If you have the high total, you escape by running. If it has the high total, you must stay and fight. Go to the top of this paragraph and read through it again. If you ran away, you will head for home, go to 28.
- 47) The delvers do not panic and meet you squarely with everything they have. If there are any Wizards or Rogues who know magic in the party, go to 36. If not, go to 37.
- 48) Total the IQ, Luck, and Charisma of the Wizard who threw the spell. Then total your own Strength and Constitution. If the Wizard's total is greater than yours, you will drop anything you are carrying, turn and flee. Go to 36. If not, go to 37.



- 49) Suddenly the Wizard changes before your very eyes into the form of a hideous Balrog with a whip in its hands. Make your saving roll on Intelligence ($20 - IQ$). If you miss the saving roll, you become frightened of the new monster before you, turn tail, and run away. Go to 34. If you made the saving roll, you realize that the Balrog is only a mirage, an illusion, a trick, and you continue your attack. Go to 37.
- 50) The delvers all vanish, although you can see a dim glow from their lights in the area where they used to be. If you wish to continue to attack them, go to 37 and halve all your combat rolls. If you decide not to fight the invisible, you can turn and run. Go to 34.

- 51) The floor beneath you just turned to mush and you splash in neck deep. Check the Wizard's current Strength. If it is 9 or greater, go to 70. If it is less than 9, the Fighters get one free attack on you before you can get out of the muck and defend yourself. If this kills you, close the book; otherwise, go to 37.
- 52) Total the Wizard's Strength, IQ, and Charisma and compare it to the total of your Strength and Constitution. If his total is higher, roll one die, and you go to sleep for that many game turns. Go to 71. If your total is higher, the spell has no effect. Go to 37.
- 53) Your IQ has been temporarily reduced to 3. This leaves you able to defend yourself, but too dumb to object when they turn tail and slip out the back way. In about half an hour, you recover, but they are long gone. You resume your wandering. Go to 11.
- 54) Make your fourth level saving roll on Constitution (35 - CON). If you make it, the smog has no effect on you - go to 37. If you missed it, cut your Constitution in half, and their Wizards get another chance to attack you. Go to 36.
- 55) You charge into their midst but bounce off an intangible barrier of air that completely surrounds them. Looking down, you see a fiery red pentagram enclosing their party, and you are unable to cross it. If you wish to leave them inside their protection and go somewhere else, you may lope off into the darkness by going to 34. If you want to wait for their magic to wear off, you can remain and make horrible faces at them. Go to 72.
- 56) Make your 5th level saving roll on either Luck or IQ, whichever is higher (40 - LK or IQ). If you make it, the spell has no effect. Go to 37. If you missed it, you have been blasted into utter idiocy, too dumb to even defend yourself or run away - too dumb to walk and breathe at the same time. They kill you. Close the book.

- 57) These guys are tougher than they look. For a second you have the opportunity to break away and run. If you wish to take it, you break loose and go to 34. If you would rather hang in and keep fighting, go to 36 for the next combat round.
- 58) It appears to be a standoff, but the effort of fighting you has tired them somewhat. Subtract one from the Strength of each delver, and return to 36.
- 59) Wailing in fear they break and run. You can't follow them all, so you let them go. You loot the body of any treasure it may have, and you may have its weapons if you want them. Then, carrying it along for supper, you return to your lair. Go to 28.
- 60) What a magnificent slaughter! You loot all of their bodies of treasure, and may have any weapons you wish that they were carrying. Multiply the number of delvers in the party by 100 and give yourself that many extra adventure points. Then, with their treasure tucked in a sack and fresh meat under each arm, you head back for your lair. Go to 28.
- 61) The occupant or occupants of the lair is (are) asleep. You may have one free attack on it (them) before it (they) can wake up and fight you. If one free combat turn is enough to kill all your foes, you do so and then go to 44. If any foes still live after your surprise attack, go to 46.
- 62) You find the lake icy cold but shallow. There seem to be many fish in it, judging from the motion you feel around your legs. As you wade along an island looms up out of the darkness before you. As you climb up on it, you feel the presence of another being. Before you is an incredibly ancient shrine built of gigantic blocks of basalt leaning crazily together. Crouched beneath the lintel is a figure of solid darkness, blackness so deep that it seems to glow. A deep and ancient voice echoes in your mind, speaking one sinister word: "Welcome". If you wish to attack it, go to 73. If you'd rather run away, go to 74. If you answer it, go to 75.



- 63) The water is so cold it makes your teeth hurt. A magic thrill runs through your body. Roll one die and add that number to each of your attributes. Now if you want to wade into the lake, go to 62. If you prefer to follow the shore, go to 64.
- 64) Roll two dice (doubles add and roll over). That is the number of flint-headed Spears that just fell around you. Make a first level saving roll (20 - LK) for each Spear, and if you miss any of the saving rolls, take the number you missed by in hits. If this kills you, close the book. If not, go to 76.
- 65) The tunnel leads you back up to the stream, but somewhere you must have taken a wrong turning, because you don't come out at the waterfall. In fact, you're not at all certain that it's the same stream, but right now you have only two choices - go upstream or down. If you want to go upstream, go to 22; if you want to go downstream, go to 23.
- 66) You found a small cave behind the waterfall. As you enter, you sense an aura of magic about this place. There are some ancient Human bones thrown in a corner, and the sense of magic is greatest there. Roll for one magical jeweled item on the Random Treasure Generator. Then roll one die to see which attribute it doubles: 1 = Strength, 2 = IQ, 3 = Luck, 4 = Constitution, 5 = Dexterity, 6 = Charisma. (If this is your second or third, etc. time in this magic cave, there are no more magical items available.) Take your lucky find, and go back through the waterfall. Go back to 22 and make another choice.
- 67) You are wandering through the ancient ruins of Hael'ku. Your path is more or less random, dictated largely by the pathways large enough to allow one of your size and bulk to move around. Roll one die to determine the results of your search. If you rolled a 1, go to 77; a 2, go to 78; a 3, go to 79; a 4, go to 80; a 5, go to 81; a 6, go to 82.

- 68) You're finally ready to leave Hael'ku. Hunger is a knot of agony in your stomach, and you have seen nothing to eat here. You enter the passage and begin the long walk back to the protected caverns. On the way, however, you discover a side tunnel that you missed on the way in. If you wish to take it, go to 21. If you stay on the main path, you will eventually reach the stream again. When you reach it, you may either walk upstream by going to 23, or take another side tunnel by going to 11.
- 69) Your only target is the Wizard who just enchanted you. Do regular T&T Combat with him, but he doesn't get to use any spell except Take That You Fiend at his highest possible level. The other delvers in the party get to make their Combat rolls and apply that directly to your Constitution. If the Wizard can't muster a TTYF (for lack of Strength) he will fight with his Dagger and personal adds. If you kill him and survive then go to 37 to continue the combat. If you die in the attempt, close the book.
- 70) The Wizard changes the muck back to stone and you are trapped. If the Wizard is alone, he will run off and leave you. If there are others in the party with him, they will kill you right where you are. Close the book. If you are left alone and alive in stone up to your neck, go to 83.
- 71) Make your third level saving roll on Luck (30 - LK). If you missed the saving roll, the delvers killed you in your sleep - close the book. If you made the saving roll, they spared you for some strange reason, only taking any treasure or weapons you were carrying away with them. When you awaken, you find yourself alone, and must begin to wander again. Go to 11.
- 72) The Wizard recovers 3 Strength points while you wait for the protective pentagram to fail. But the delvers know they will have to come out fighting. The Wizard readies himself for his next spell, as you prepare to leap upon them and wreak havoc. Go to 36.

- 73) Undaunted by the supernatural horror of the situation you leap upon the shadow, but it proves unsubstantial. It billows and swells around your thrashing form, and then like an evil smoke it begins to pour down your throat. It tastes and feels like a bitter ink, and it chokes you. Gasping now for air, ripping and tearing at your own throat, you totter around the island, careening off the stones, and finally plunging into the lake where you lose consciousness. Go to 84.
- 74) With the bitter taste of fear in your mouth, you turn and plunge back into the lake. It seems that a hollow laughter echoes behind you, and you feel a chill as of magic striking your body. Roll one die and subtract that number from each of your attributes. You reach the shore and find yourself not far from the tunnel by which you entered this cavern. Still terrorized, you plunge into it. Go to 65.
- 75) "Greetings from the upper world!" you reply. Roll one die and add that number to your Luck and Charisma for sheer courage. "Who do I have the honor to address?" Quite a conversation then develops and you learn that this creature calls itself the Lord of Shadows, that it is really an immaterial force, and that it must stay in the vicinity of the magic lake from which it draws its power. It knows many strange sorceries unhinted at in the lorebooks of the upper world, and for your courtesy in speaking to it and telling it of the upper world, it will reward you with one of three wishes. The three rewards it offers are: 1) Immortality; 2) a vast increase in your Physical Powers; 3) or as much Wealth as you desire. If you desire the first gift, go to 85; if you want the second one, go to 86; if you want the third, go to 87. If you are willing to forego all three, go to 88.
- 76) You hear piping voices calling out in dismay and see many eyes. Then you are attacked by a the same number of Goblins as Spears just fell. Go to 35, Part 2 and create as many Goblins as you need for this fight. ** Each Goblin is armed with another Spear (2 + 4), and this will be a fight to the death. Do regular T&T Combat. If they kill you, close the book. If you kill all of them, go to 60. (Note, you are able to retrace your steps from the lake to the upper world without difficulty.) If you kill half of them or more, the rest will run away. You may loot the dead. Somewhat tired and weakened by your battle, you grab a corpse for later consumption, and return to the upper caverns. Go to 65.
- 77) Although you search diligently for three hours, you locate nothing but barren rock and empty buildings. Time has reduced the possessions of the Dwarves to dust. Go to 68.

- 78) As you explore an ancient corridor in a Dwarvish palace, you suddenly feel the stone beneath you giving way and find yourself falling through the air. Make your 5th level saving roll on Constitution (40 - CON). If you missed it, go to 89; if you made it, go to 90.



- 79) For four hours you search and find nothing. Finally, about to give up, you force yourself into a room that is too small for you and discover a heap of powdery Dwarvish bones. It is evident that at least 100 of the little fellows died here ages ago. Among them is one fabulous Dwarvish weapon, made of Mithril and inlaid with seven Gems. To discover what it is, go to the weapons section of the Random Treasure Generator and generate a weapon and its seven Gems. There are spells on this weapon, but nothing that you would use or recognize. To you it is just treasure. This find makes the whole trip worth while. Go to 68.
- 80) With excellent logic, you ignore most of the buildings in the city and go to the largest and finest of them. It proves to be the palace of the Dwarven King, but most of its sumptuous furnishings have perished ages ago. However, you force your way inward and come, at last, to the ancient throne room, where you find something that makes your whole quest worth the effort. On a raised dais is a massive throne of solid Mithril (much too heavy for even you to lift and carry, and too hard to chip or otherwise dismember). Seated in it is the corpse of the last Dwarven King of Hael'ku. An aura of ancient but powerful magic overhangs the whole area. Only the Dwarf's bones remain - bones, his royal Crown, and his royal Weapon - a Great Axe with a shaft of steel and a double blade of shining Mithril. Horrible, violent, and evil vibrations emanate from the ancient weapon. If you prefer to ignore them and seize it, go to 91. If you ignore the Axe but take the Crown, go to 92. If you'd prefer to let the old fellow rest in peace and not take anything, go to 93.
- 81) A quick search of the city yields nothing, so you decide to try the cliffs. At one point you find what you think may be a secret door. Make your second level saving roll on Luck (25 - LK). If you make it, go to 94. If you miss it, go to 95.

- 82) In your search of the city, you entered the King's palace, and made your way down to its deepest levels. It seems that some ancient Dwarvish spirit is guiding you, so surely do you walk into the deepest dungeon, locate the secret trapdoor concealed within and descend into a vault filled with Golden Coins and Bullion. All the wealth you have ever desired is in this room. All you have to do is carry it away. But when you try to carry off some Gold, you discover that the door you entered by is now closed and will not open. Go to 96.
- 83) In order to free yourself from this trap, you must shatter the very stone around you by raw power. Make your 10th level saving roll on Strength (65 - STR). If you make it, go to 97. If you miss it, go to 98.



- 84) You awaken in your own lair without any idea of how you got there. Your Strength and Constitution are now double what they were previously, and your Luck is halved. You also have no shadow, but this is something you are not likely to notice in the darkness of the caverns. The Lord of Shadows has taken your soul – not that much of a loss to a Troll. You are now unable to feel joy or sorrow. Go to 4.
- 85) "You have chosen Immortality. Become like me!" cries the Lord of Shadows in a great voice that echoes only in your mind. On the instant, your hard Trollish flesh begins to disintegrate, flaking off in great patches and falling into the lake. When it is all gone, your skeleton remains erect for a few moments and then shatters, leaving in its place a gray outline of a Troll's skeleton. You have been transmuted into an immortal shadow being, and now there are two of them in the lake beneath the mountains. In time you find your own island to haunt, and over the eons you gain strange wisdom beyond our power to describe here. Your quest for treasure is over. Close the book.
- 86) "You shall have great power!" cries the Lord of Shadows in a voiceless voice. It drifts over and immerses you, penetrating into your very flesh and bone. You feel as if fire and ice were coursing simultaneously through your veins. Multiply each of your six prime attributes by the last digit of the said attribute. (Example: if you have a Luck of 13, you would multiply it by 3). "A part of me is now a part of you," explains the Shadow creature. Whatever you kill shall forfeit its spirit-essence to me, and when you die, you become mine also. I need you here no longer. Begone!" With those words, you blink and find yourself back in your own lair. Go to 4.

- 87) "Go to the Chamber of Gold!" cries the Lord of Shadows. You feel a sudden stab of bone-deep pain, blink, and when you open your eyes you find yourself in a vault half-filled with Gold Coins and Bullion of ancient vintage. You have no idea where you are, but obviously you have been transported to a place where great wealth needs only to be picked up. You look around for a way out and see a stairway leading up to a trapdoor in the ceiling. Go to 96.
- 88) "If you refuse my boons, then I have no power over you. Begone, lest I kill you!" threatens the shadow thing. At these words you feel great hostility. If you wish to attack it, go to 73. If you decide to leave, go to 74.
- 89) You fell more than 50 feet, landing hard and awkwardly and breaking both legs. Reduce your Constitution by $\frac{1}{4}$. You find yourself in a rubble-strewn corridor, almost too small for you to get through. At one end is a stairway leading up. At the other is a closed door. If you head for the stairs, go to 103. If you head for the door, go to 104.
- 90) Though the drop is more than 50 feet you land and roll miraculously unhurt. The mighty muscles of your legs absorbed the impact, leaving inch deep footprints in the stone where you hit. You find yourself in a rubble-strewn corridor, almost too small for you to get through. At one end is a stairway leading up. At the other is a closed door. If you head for the stairs, go to 103. If you head for the door, go to 104.
- 91) The merest touch of the Mithril Axe is fatal to anyone but its original owner. It kills you. Remember that there will now be the carcass of a Troll as well as anything you were carrying also in the throne room. Close the book.
- 92) The Crown is a circlet of true gold (worth 100 times the value of Gold) weighing 20 weight units and set with 10 very large Gems. (Go to the Gem generator in the Random Treasure Generator to see what they are.) Well pleased with this booty, you depart the palace and head back for inhabited parts of the caverns. Go to 68.

- 93) Examining the rest of the room, you find a secret door behind the King's throne. If you want to try and open it, go to 99. If you decide to leave the city, go to 68.
- 94) You are able to open the secret door. It discloses a tunnel carved into the mountain. If you wish to follow it, go to 100. If you decide not to investigate, you may continue your search of the city by going to 77.
- 95) You fail to open the door and a section of the cliff falls upon you. Roll 1D100 to see how many hits you took when you were buried by the falling stone. If this kills you, close the book. If you still live, you may drag your badly broken body back to the exit. Go to 68.

STONED AGAIN!



- 96) You are in a room with a vast quantity of Gold and only one way out. Whenever you approach the exit door with any kind of Gold on your body, it refuses to open for you. Make your third level saving roll on Intelligence. If you make it, go to 101. If you miss it, go to 102.
- 97) The stone shatters! Warily you drag yourself out of the trap that was almost your doom. Reduce your Strength temporarily by half. It will return to normal if and when you can get back to your lair and sleep. You stagger away from the ill-omened spot. Go to 11.
- 98) Take the difference you missed the saving roll by in hits on Constitution as you bruise and maul yourself trying to shatter solid stone. If this kills you, close the book. If you are still alive, go to 83.
- 99) Make your first level saving roll on Intelligence (20 - IQ). If you make it, go to 105; if you miss it, go to 106.

- 100) You walk for more than six hours and finally emerge from the tunnel in the twilight somewhere deep in the Great Forest. Knowing that you are deep in the territory of your hated enemies, the Elves, you turn and try to reenter the tunnel, but there is a magical barrier that prevents you from going back in. Roll one die. Then make a Luck saving roll on the level you just rolled. If you missed the saving roll, you were caught and killed by Elves before you could leave the Great Forest. If you made the saving roll, you may give yourself an extra 1000 Adventure Points for the adventure, and you now have a character that you may use in other solitaires or T&T or M!M! games. Good luck and happy hunting! The End.
- 101) You approach the door without any Gold about your person. It opens easily and you walk out. Sighing that so much wealth must remain inaccessible, you begin to make your way upward. Eventually you find yourself in a narrow passageway. Go to 78.
- 102) You smash into the door and try to break it open. It doesn't give, but parts of you do. Roll two dice and take that many hits on Constitution. If that kills you, close the book. If you still live, go to 96.
- 103) The stairs lead to the surface. Deciding that you have had enough of Hael'ku, you look for the way you came in and head back for the protected caverns. Go to 68.
- 104) The door opens and you find yourself in another corridor at right angles to the first. Painfully you follow where it leads, soon finding yourself lost in a labyrinth of passages. Go to 79.
- 105) The door opens. You find yourself in a room that once held wooden chests full of Silver Coins. The wood has rotted away, but the Silver, badly tarnished though it is, remains. There are untold thousands of coins here. If you wish, you may carry off $\frac{1}{2}$ your total weight allowance as booty. You'd like to take more, but it's a long trip back to your lair, and you don't have much to carry them in. If you take the coins, you head for the exit as speedily as possible. Go to 68. If you don't take the coins, you have the chance to reconsider taking the King's treasures. If you decide to take the Axe, go to 91. If you decide to take the Crown, go to 92. If you decide to take them both, go to 107. If you ignore them and leave, go to 68.

- 106) You are unable to get the door open. You still have the chance to take the Dwarf King's treasures. If you decide to take the Axe, go to 91. If you decide to take the Crown, go to 92. If you decide to take them both, go to 107. If you ignore these baubles and want to leave, go to 68.
- 107) The Crown would have made you rich, but instead you also got the Axe. Go to 91.
- 108) You are trapped in your lair and fighting for your life. On the first Combat turn, there is no time for you to pick up a weapon. If you kill your foe, go to 109; if it kills you, close the book. If you wound your foe or foes without killing them (it), they will attempt to run away. If you decide to let them go, go to 111. If you decide to give chase, go to 110. If you are wounded, or if no one was injured on the first Combat round, you will be able to pick up a weapon if you have one available before the second Combat round. Go to 112 and continue the Combat.
- 109) You may loot the corpse or corpses of weapons and treasure if they have any. Nice of lunch to come right to your door. Go to 4.
- 110) Make your first level saving roll on Dexterity (20 - DEX). If you make it, you caught the one that was most badly wounded. Go to 113 and continue the Combat. If you missed the saving roll, they all got away. You find yourself out in the caverns, so you may as well wander. Go to 11.
- 111) Unwilling to pursue, you decide to resume your interrupted nap. Take 50 Adventure Points for driving off the intruders, go back to sleep and then go to 9.
- 112) Do regular T&T Combat. If you kill your foe, go to 109; if it kills you, close the book. If you wound your foe or foes without killing them, they will attempt to run away. If you decide to let them go, go to 111. If you decide to give chase, go to 110.

- 113) You caught the critter. It will not be able to escape again. If you kill it, you may loot it and then go to 28. If it kills you, close the book.
- 114) Warriors and Rogues may choose one or two weapons from the following chart. The choice is random to represent the individuality of the characters involved. Although it is likely that delvers would each have two weapons or more, you may elect to take only one in order to speed up character generation. Roll one 20-sided die and consult the table below.

Die Roll	Weapon	SN	DN	Dice	+ Adds
1	Great Sword	21	18	6	
2	Broadsword	15	10	3	+ 4
3	Falchion	12	13	4	+ 4
4	Scimitar	10	11	4	
5	Poleaxe	14	13	7	
6	Halbard	16	12	6	
7	Scythe	11	7	4	+ 2
8	Double-Bladed Great Axe	21	10	6	+ 3
9	Bec-De-Corbin	18	10	6	
10	Broadaxe	17	8	4	+ 3
11	Pickaxe	15	10	3	
12	Mace	17	3	5	+ 2
13	Heavy Flail	20	15	4	+ 4
14	Mitre	8	3	3	
15	Pilum	12	8	5	
16	Spear	8	8	3	+ 1
17	Crossbow	15	10	5	
18	Sling	3	5	2	
19	Katar	2	8	2	+ 4
20	Poniard	1	14	2	

If a delver does not have sufficient Strength and Dexterity to wield the weapon that this table selects for it, you may: 1) Check the T&T rules for the usable weapon of your choice; 2) Read down the table until a usable weapon is found; 3) Randomize again (and again if necessary) until a usable weapon is found.

If a delver has attributes that are double or more what is required to wield the chosen weapon, you may enchant that weapon for the delver. Roll one 6-sided die. On a roll of 1, the weapon will absorb defensively the same number of hits that it deals out. On a roll of 2 - 6, you may always multiply the weapon's Combat roll by that number. (Example: Fred the Human Warrior has a Katar for his weapon. His Strength is 13 and his Dexterity is 17 which means his weapon is magical. Rolling one die, we get a 6. Multiply his weapon roll by 6 each combat turn before adding in his personal adds.) No delver may have more than one magical weapon.

Delvers will not use poison on their weapons. You'll find them tough enough without it. Delvers' weapons will be assumed to be ready for use at all times.

If your delver is properly armed, go back to Part 6 of Paragraph 17 and continue the process of creation.

- 115) Count the number of things or beings currently passing through your ambush, and then make a saving roll on Luck at the same level (i.e. one creature = 1st level (20 - LK); two creatures = 2nd level (25 - LK), etc.). If you made the saving roll, they did not notice you in your hiding place. Go back to 20. If you missed the saving roll, one or more of them detected you, and they will attack. Go to 116.
- 116) If you have been attacked by monsters, go to 46. If you are attacked by delvers with a Wizard or a Rogue who knows magic in the group, go to 36. If they have no magical talents, go to 37.

THE TOUGHEST DUNGEON IN THE WORLD ERRATA SHEET

Apology

No one is perfect, so they say. We certainly aren't, and when we goof, we don't mess around. Due to a failure to communicate between us and Ken St. Andre, *The Toughest Dungeon in the World* has been printed in its original manuscript form instead of in a fully scrambled and balanced format as planned. We thought Ken had sent us a manuscript ready for typesetting, and he thought our editors would clean up the little details and scramble the paragraphs. When the error was discovered, it was too late--the first printing was already rolling off the presses.

The Toughest Dungeon in the World is in a playable format, even if it isn't quite as elegantly arranged as Ken St. Andre had hoped it would be. Judges Guild is truly sorry for the mix up, and promises that future St. Andre games will be properly formatted. But, look at it this way--if this were a postage stamp issue instead of a game, the error would make it a rare collectors item. *The Toughest Dungeon in the World* may well become a collectors item anyway, and you wouldn't want to miss the challenge it presents.

(Signed)



for the Judges Guild, December 9, 1980

ERRATA

There are a couple of typographical errors in the text itself. Please make the following changes before attempting to play *The Toughest Dungeon in the World*.

- 2) Add this line just before the Go to statement. "If you find the secret exit, however, you will be permitted to leave whether you have amassed enough treasure or not."
- 10) While you were sleeping your lair was located by an enemy. It (or they) decides to attack you in hopes of winning your treasure. Go to the Enemy Generator at Paragraph 17 to see what is attacking you. "Now make your first level saving roll again (20 - LK). If you make it, go to 18; if you miss it, go to 19."
- 21) The lightless passage twists and snakes its way ever deeper into the mountain. Roll one die. If you roll a 1, go to 11; a 2, go to 12; a 3, go to 13; a 4, go to 14; a 5, go to 15; a 6, go to 39.
- 33) Roll one die. If you rolled an even number, the Delvers are coming in your direction. They spot you first and decide to attack. Go to 17 to see what the Delvers are. But, if you rolled an odd number, the light fades away and the Delvers vanish in the distance, completely unaware of your presence. Go to 11. "If there are any Wizards or Rogues in the Delver party who know Magic, go straight to 36. If not, their Fighters fall upon you--go to 37."
- 63) The water is so cold it makes your teeth hurt. A magic thrill runs through your body. Roll one die and add that number to each of your attributes. But, if this is not the first time you are drinking from the lake, the magic is reversed. Roll one die and subtract that number from each of your attributes. Now if you want to wade into the lake, go to 62. If you prefer to follow the shore, go to 84.

End of Errata

NOTE FROM KEN ST. ANDRE

Mike Stackpole playtested this adventure and felt it was too tough, and I have to admit in all my playtesting, I never got a character out alive. If this is more than the second character you have sent in, you are allowed to arm and armor your Troll or other monster with appropriate weapons. If this is more than the ninth character you have sent in, not only can you arm the monster-character, but also you may enchant its weapons to do triple their normal dice in damage. These provisions should give you a better chance to survive in later games.

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