

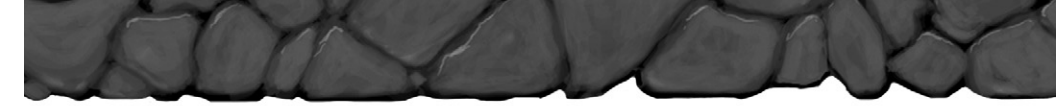
TUNNELS & TROLLS

SOLO ADVENTURE

STRANGE DESTINIES



BY
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STRANGE DESTINIES

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General Notes

Strange Destinies is a solo adventure designed for a monster or warrior only — a big, tough, practical warrior! Common trolls, ogres, minotaurs, and urookin are the recommended kindred for this delve. You may also use a human, dwarf, elf, hobgoblin, or the like, if you really want to, but only warriors ought to show up here, only one at a time, and of no more than 3rd level. This solo was designed to be used with a tough, battle-minded character from the 7th Edition rules.

Not welcome here are wizards, rogues, specialists (or any spell-slingers for that matter); neither are powerful mountain trolls, wolf trolls, or giants (basically anything with more than a x3 STR modifier); nor faeries, harpies, or basically anything that can fly, as any of these would have an advantage that might spoil your enjoyment.

You should have a pen, some paper, and a set of *Tunnels & Trolls*™ 7th Edition rules handy.

Standard Abbreviations

xD6: a number of six-sided die equal to *x*, totaled (so “3D6” nets a value of 3 to 18)

gp: gold pieces

sp: silver pieces

cp: copper pieces

HT: height

WT: weight

MR: Monster Rating

AP: Adventure Points

STR: Strength

CON: Constitution

DEX: Dexterity

SPD: Speed

INT: Intelligence

CHR: Charisma

WIZ: Wizardry

LK: Luck

Adventure Points (AP)

Give your character a number of AP equal to the full MR value of any monster defeated. In addition, the notation *AP* appears at the end of some paragraphs, along with a numeric value; this value represents the special Adventure Points award earned by a delver that survives the events described in that paragraph. These bonus AP are in addition to Adventure Points earned for defeating monsters, making Saving Rolls, or expending WIZ to cast spells.

Saving Rolls

When asked to make a Saving Roll, you are also given a Level and an Attribute: for instance, a “Level One Saving Roll versus Speed” (usually shortened to “L1-SR on SPD”).

Level	Target Number (TN)
1	20
2	25
3	30
4	35
5	40
6	45

To actually attempt the Saving Roll, simply roll 2D6 and add the relevant Attribute (in this case, Speed). Compare that total to the target number, as shown on the table to the right; if your total is equal to or higher than the target number, you succeed.

Note, though, that you always fail on a natural roll of 3; no matter how lucky you are, accidents can always happen. In short, if your Saving Roll dice come up with a "1" on the first die and a "2" on the second, you've fumbled, failing automatically.

DARO ("doubles add and roll over"): When making SRs, as long as you roll doubles, you may add their total and roll again. There is no limit to how many times you may roll over, as long as you keep getting doubles. For example, if you roll two "3s," you may roll again and add the "6" you already have to the new number; if you roll two "6s" on your second try, you then roll again, adding $6 + 12 = 18$ to the next result; assuming your result on this third roll was a 5 (a "2" and a "3"), your

final roll would be $6 + 12 + 5 = 23$.

Rolling a "3" on a roll-over does *not* count as a fumble.

Thrown Weapons: You can throw a weapon at a foe before the first combat turn begins without affecting your ability to participate in melee combat for that first turn. All targets are large and at near range, requiring a *L4-SR on DEX* (TN 35) to hit. If you miss with a thrown weapon, roll 1D6. If the result is 1-3, you lose it.

Spite Damage: In combat, every "6" rolled always counts for 1 point of damage (i.e., dealt directly to the target's CON or MR despite armor protection), no matter which side wins the turn. Those points of damage get through "in spite of" everything one can do to stop them. Since T&T does not use a blow-by-blow description of combat with hit locations, spite damage reflects the fact that combat is always dangerous and one can always be hurt by it.

Equipment: As a player, you may buy extra weapons and supplies before the start of this solo, but it is assumed you already have those goods. As long as your off-hand weapon is a dagger, you can wield two weapons for melee combat — but the total dice cannot exceed 10D6.

INTRODUCTION

When delvers talk about the strange places they have seen in the caverns of Trollworld, there are occasional tales of the great Fungus Forest. Said to lie somewhere east of the ruins of Tharothar, warded against incursion by spellcasters, most claim it is a myth. No wizard has ever seen it.

And none ever will.

START

If you are a troll or a minotaur, *read paragraph A to get started.*

If you are an ogre, *read paragraph B.*

If you are a delver of some other sort (dwarves or urooks would be most likely in this part of the world), *read paragraph C.*

A. You don't know how long you have been lost beneath the earth and you don't care. The underground world is your home. You are at full health, but you have no weapons, equipment, or food. **Go to 117.**

B. An old member of your tribe or clan has taken you to a cave entrance located on a mountainside east of the ruins of Tharothar. He tells you that this is your rite of passage into adulthood. You are to enter these caves and travel until you

find the great Fungus Forest underground. Your test is to find the Black Wall That Moves and bring part of it back as proof that you have been there. You don't understand, but the old one says that all will become clear when you find the Black Wall. You are dressed in poorly tanned wolf hides, and you have a bag with 3 proper meals' worth of sheep jerky in it. You are nicely armed, with a two-handed club about half your own size, studded with sharp pieces of stone that you have driven through it in various places. It is a weapon worth 9D6 in combat. You also have about 40 feet of rope — the old ogre says it may come in handy — and night eyes better than a cat's, so you do not usually bother with torches, although you carry flint and steel in case you wish to make a fire. (Cooked food is preferable, though not necessary.) You grope your way into the darkness for a while. Roll 1D6 to determine how many times you have stopped to eat and rest before you reach your destination. If the number is higher than 3, you will be a very hungry ogre as your adventure begins. **Go to 56.**

C. Your companions are all dead — and probably long since eaten by the group of goblins and ogres that surprised you in the pits beneath Tharothar. You fled when the fight grew hopeless, and are now lost in the caverns beyond the pits. You still have your weapons; a torch you are saving for an emergency; and 50 feet of a light, thin rope; but your food is all gone, and you are totally lost. **Go to 117.**

12. It is too dangerous to continue through the mire ahead of you. You could turn around and go back safely to the point where you entered the forest: **go to 147**. Alternately, you could decide to smash some of the fungus giants to your left and right, and try to use the stalks as some kind of floating pathway on the deepening mud; if you try this, **go to 214**.

16. Swimming out of the quicksand might work, but only if you make yourself as light and buoyant as possible. You realize you will have to release your weapons, your treasure, and your food. Reluctantly, you let all that go. Then, it's a simple question of how heavy your character is. If he or she weighs more than 400 pounds, the quicksand pulls you down and you're dead — unless you are a rock troll or some nonliving race. (Rock trolls don't have to breathe.) If you fit that description, **go to 132**. If you weigh less than 400 pounds with all your equipment discarded, then you still have a chance: **go to 159**.

20. You don't have to breathe — you don't even have lungs like other creatures'. The spores don't bother you at all. You crush your way through the vegetation and finally approach the moving black wall. You are astonished by what you see. **Go to 59**.

21. As you wander through the putrefying forest, you feel as though you are being watched. Make a L5-SR on LK (TN 40). If you make the SR, **go to 180**. If you miss it, you are suddenly attacked. Note this paragraph number and roll 1D6 on the *Fungus Forest Wandering Monster Table* (see page XX). If you survive, you gain AP equal to the MR of the creature(s) that you fought, and **follow the instructions at the end of the Monster Table**.

22. This tunnel goes up and down, side to side, in a series of twists that are very tiring. Finally, it branches into two tunnels. If you want to go left, **go to 205**. To go right, **go to 29**.

23. Make a L3-SR on LK (TN 30). If you make it, you manage to push through the ants and get into an unused tunnel before they muster an attack: **go to 47**. If you miss it, some warrior ants attack you before you can escape; **go to 137** and double the number of attacking ants.

25. A swift retreat gets you away from the giant ant, but also causes you to blunder off the trail and get lost. You find yourself breaking many of the fungi spore sacs. You have escaped, for now, but you may have another problem, aside from now being lost. If you are a rock troll or a golem (or

anyone else who doesn't need to breathe), **go to 20**. If you are any other kind of character, **go to 155**.

26. Pushing through one last throng of ants, you emerge into a huge chamber where dozens of warriors line the walls and hundreds of workers are scurrying about a huge being. You have found the Queen of the Nest: Gain 1000 AP immediately. The Queen looks like a warrior ant, but her thorax is a huge swollen sac, whence drops a steady stream of reddish ant eggs. As each one falls free, a worker ant picks it up and carries it away down another tunnel. There is a sense of alien greatness in the room. You can't help feeling a sense of awe in the imperial presence. Perhaps that sense of wonder gets through, because suddenly you hear a strange sweet voice in your mind. It says, "Stranger, come forward!" If you obey, **go to 178**. If you resist, **go to 92**.

27. You continue on your journey. As you move deeper into the hive area, you notice that the walls have begun to glow slightly with an eerie phosphorescent shimmer. Some kind of glowing slime has been smeared on the stony walls in patterns that make no sense at all to you, but all that matters is that you can dimly see what's going on around you. You notice many of the giant ants scurrying around you. There seem to be two types: large black ants like the one(s) you slew, and smaller, lighter ants that are always carrying something in their mandibles. Obviously, they are warriors and workers. For several minutes, the ants seem to ignore you, but finally a warrior heads directly toward you, its antenna questing violently in your direction, its mandibles clashing, and formic acid dripping from its jaws. If you wish to attack it, **go to 137**. If you wait to see what it does, **go to 207**.



29. The tunnel slopes downward and ends abruptly in a large pool of dark water. From time to time, a large bubble of noxious gas rises through the water and bursts at the surface, releasing a smell of sulfur. Even though the water might be tainted, you feel a great thirst. Will you take a drink or not? To drink, **go to 208**. To not drink, **go to 221**.

42. Not far from where you met the giant ant, you find a lichen-covered wall of stone and a good-sized tunnel leading into the darkness. You see many other ants, some larger, some smaller, passing in and out of the tunnel, but they don't seem to have any interest in you. A big warrior ant approaches you, clacking its mandibles, but then just as it gets close, it suddenly veers off and wanders off down a trail. You are somewhat covered in the watery fluid of the ant you recently killed, and you realize that you must smell right to these creatures, or perhaps you seem like too great a threat? you figure could pass right among them without being attacked. *If this is the first time you have read this paragraph, put a dot by the paragraph number:* If you enter the tunnels, **go to 154**, or if you steer clear of the anthill, **go to 117**. *If this is not the first time you have reached this paragraph*, your choices are different: You can go either to the left (**go to 201**) or to the right (**go to 210**).

44. You don't have to breathe — you don't even have lungs like other creatures do. The spores don't bother you at all. You crush your way through the vegetation and finally approach the moving black wall. You are astonished by what you see. **Go to 206**.

45. You realize that sinking here isn't going to kill you. It might immobilize you for a while, but it won't stop you for good. **Go to 132**.

47. The tunnel twists and turns, leading slowly upward. The number of warriors and workers steadily increases. The rock of the tunnel walls turns to gray slate. Roll 1D6x10 to see how many minutes you spend in this tunnel before your next encounter. At the end of that time, a large warrior ant approaches to investigate you. Make a L2-SR on LK (TN 25). If you make the SR, the ant passes you by: **go to 205**. If you fail, the ant does not like your smell: **go to 137**.

48. You turn away from the Fungus Forest and re-enter the tunnels of eternal darkness. You wander for a long time, but eventually see daylight ahead. You are tired and hungry from your long walk. Roll 2D6 (DARO) and subtract that number from your STR rating. Roll 2D6 (DARO) again and subtract that from your CON. (If that would take you below zero for CON,



then reduce your CON to 1.) [Note: These are temporary changes to your attributes. If you survive the next paragraph, your attributes will return to their normal values.] You are very tired of being in these caves, so you happily rush toward the light. You reach an exit hole that seems to be lightly screened with bushes on the outside. You push them aside and step through. **Go to 223.**

50. You recognize the insects as akin to harmless aphids that you have seen on other plants, although never this large. You wonder why everything seems so unnaturally large in this fungus forest, but you don't think about it for long. At this point, you may either turn back (**go to 21**) or continue on into the unknown (**go to 81**).

54. After a while, your rest is interrupted by the arrival of one or more worker ants. They seem surprised to see you in the chamber, and come up to sniff you with their antennae. Make a L1-SR on LK (TN 20). If you succeed, the ants recoil in some confusion, and you take the opportunity to slip out of the chamber and rejoin the throngs outside; **go to 68**. If you miss the saving roll, the workers sense something wrong and attack you: **go to 141**.

56. The Fungus Forest is one of the strangest places you've ever seen. All the plants glow with an eerie phosphorescent

shimmer — predominantly light green, with some pale yellow, gray, and mauve thrown in. The cavern floor is thick with decaying matter so thick that it is difficult to walk, and you have thick, gooey mud all over your legs. There is fungus growing on fungus, lichen on the walls, strange parasitical things hanging from the undersides of mushrooms and toadstools. Near the entrance where you stand, the toadstools are low and gray in color, but deeper into the cavern they grow taller and taller, until the largest that can be seen in the distance are 20 to 30 feet in height. The tunnel splits into three paths; left, right, and center. To go left, **go to 112**; to go right, **go to 171**; to go up the middle, **go to 21**.

58. When you break the stalks and heads of the fungi around you, they release clouds of spores into the hot, humid air. If you happen to be a rock troll (or a living statue or some other nonliving creature), this does not bother you in the slightest: **go on to 20**. Otherwise, if you are a creature that breathes, you are in trouble: **go to 155**.

59. The Black Wall is a living flood of snails, slugs, and worms moving down from the darkness above and vanishing into the mulch below your feet. There are millions of them. You realize that this could be a food source for you. Do you wish to try eating some of these gastropods? If so, **go to 184**. If you don't want a snack, you can go left (**to 95**), go right (**to 201**), or go back (**to 162**).

62. If you are an ogre, then this fellow, Hurokk, breaks into a frightening grin. He has tusks like a saber-toothed tiger. "Welcome to my home, you unlucky creature!" he cries, and then rushes to give you a big ogrish hug. To make a long story short, the two of you get along just fine. Hurokk will show you a safe path to the Wall of Food; you take a slug you don't intend to eat and stick it in your bag as proof that you have accomplished your mission. He teaches you which mushrooms are good to eat and which are poisonous. (You may add the Fungus Lore talent to your character — roll 1D3 and add it to your INT for your starting score in it.) After what seems like a long time, several sleep periods in this timeless place, you decide to leave Hurokk. Your new friend has told you about a hive of giant ants and shown you how to reach their territory. He says they are fun to fight with, and that they make a nice change from the slimy food from the wall. If you wish to try killing an ant, you may **go to 209** and try your luck. If you just wish to get out of the caverns, you may go either back to the Black Wall (**go to 59**) or re-enter the dark tunnels beyond the forest — **go to 119**.

67. This viscous fluid is actually an elixir for rock trolls. Roll 1D6 and add that number to your Constitution rating. If you return to this paragraph later in the game, the elixir will have no further effect. After taking a drink, you turn around and exit the pool area. **Go to 202**.

68. The tunnel slopes steadily downward. After a while, you begin to notice small, seemingly chiseled alcoves that have been sealed off from the rest of the tunnel with a kind of papery barrier. There are many worker ants by these sealed rooms; some seem to be extruding a paste from their jaws, which they spread on the barriers with their forelegs. If you would like to investigate one of the rooms, one with no worker ants near it, **go to 139**. If you just decide to keep walking, make a L4-SR on LK (TN 35). If you make it, **go to 188**. If you miss it, **go to 26**.

70. The only thing that matters here is whether or not you are an ogre. If you are, **go to 62**. If not, **go to 133** and fight for your life.

77. The path dwindles until finally there is no room for you to walk. But in the distance, above the slanting stems of gigantic mushrooms, you see what looks like a black wall. Oddly enough, the wall seems to be moving, vertically. If you wish to continue toward the wall, you must break your way through the fungi that block your path: **go to 58**. If you wish to back, you will find it impossible to retrace your steps exactly: **go to 171**.

81. As you walk through the forest, you turn a corner and suddenly meet a



gigantic, heavily armored black ant. It is about 5 feet high, and its six legs are half again as thick as they should be, given its size. Its multi-faceted eyes lock on you, and it begins to clack its mandibles while advancing menacingly. If you wish to fight it, **go to 209**. If you turn and run away, **go to 25**.

82. This tunnel is very long and very twisty. In places, you must crawl or slither to get through it. In others, you must climb up nearly sheer walls of stone, and in others, you must make your way down slick, wet, muddy clay slopes. In fact, the tunnel soon takes you out of the hive, and then leads you for days through deserted caverns. You must travel this tunnel for eight days, and you must eat at least once each day to keep your strength up. If you have 8 or more meals with you, you'll have no trouble: **go to 103**. If you are carrying enough food for at least 4 days, you may ration it down to one small meal per day. On the second day of halved rations, make a L1-SR on CON (TN 20). If you fail, subtract the number by which you missed from both STR and CON. On the third day, make a L2-SR on CON (TN 25), again subtracting the number you missed by from both STR and CON. Continue increasing the difficulty of the SR by one level for each subsequent day of half rations. If you have no food (which may be immediately if you have no rations with you at the outset), increase the SR level by 2 for each day after the first without food. If either STR or CON should go to 0 or less before the ninth day, you

collapse and slowly die of starvation. If you somehow make it all the way through the tunnel, **go to 103**. If skipping a few meals is going to be too much for you, you can simply turn back to the hive by **going to 149**.

86. The ring is magical. If you wear it, add 1 point to your Luck every time you are asked to make a SR; however, you must also subtract 1 point from your CON. **Go to 47**.

92. Forty ant warriors with a MR of 100 each rush forward to attack you, but only 4 can reach you at a time. For each ant that falls, another takes its place. If you can slay 20 of them, you break free and rush back out into the passages away from the Queen's chamber. (If you can't, well, they kill you and you got your wish.) Once outside the throne room (well, metaphorically speaking... there was no actual throne), you run blindly from a horde of pursuers, turn into whatever passages are least busy, and guess what? You escape! **Go to 47**.

95. Suddenly, you are attacked by wandering monsters. Roll twice on the *Fungus Forest Wandering Monster Table* (see page XX). Combine both groups of monsters into one big group trying to slay and eat you. You must fight to the death. If you slay them, gain the total MR of the enemies in AP. If you win the fight, you may leave the forest **at 147**, or

choose another path to explore at 59. Otherwise, it is **THE END**.

97. The armband is magical. If you wear it, you can see in the dark as well as a goblin or troll (this grants no benefit to anyone who can already see in the dark). **Go to 47.**

100. When the insects begin to crawl on our body, more and more and more of them, you panic and begin beating at them with your hands. You smash dozens of them and are soon covered in a sticky ichor, but your frenzy has alerted the beings that live here. You are too panic stricken to notice that something is charging your way through the fungi until a giant warrior ant leaps on you and attacks. **Go to 204.**

103. As you stagger on through the darkness, a strange delusion begins to form in your brain: you believe you are seeing a whitish-blue point of light. Onward you trudge; larger grows the patch of blue. Then you feel a bit of breeze on your face. Finally, you climb up one last slope to find an opening on the mountainside barely large enough for you to scrape through. Pulling yourself out of the opening, you find yourself under open sky. You have escaped. You get a special award of 10,000 AP. Congratulations! You have done the impossible. Go forth to greatness! **THE END.**

104. This is a very dangerous and narrow ledge, and there is not much to hold onto on the hot cavern wall. But something tells you that your fortune lies down that mysterious tunnel, close yet so far away. Make five consecutive L1-SRs on DEX (TN 20). If you make all five, you come safely to the other entrance: **go to 149**. If you fail, you plunge into the lava and die: **THE END.**

105. The Queen welcomes your addition to the hive, and promises to make you her consort, but you must stay in the chamber. Suddenly, there are worker ants bringing you a constant supply of royal jelly, which you must eat. When you eventually fall asleep, the



workers carry away everything that is not part of your body. The Queen talks to you with her mind whenever you are awake. Days go by, weeks, months, and slowly you change into something more and more like an ant. You grow a hard exoskeleton and antennae sprout from your forehead. You increase in size until you are nearly as big as the Queen. You become a hybrid monster, thinking more and more ant thoughts. In time, you become the most powerful warrior in the hive. One day, years after you decided to join the hive, the Queen tells you she is dying. A new queen has been prepared and will soon take over. It is time for you to leave. Her warriors take you to a secret exit, clear away a wall of stone, and there before you is the outside world. You emerge into a world that has grown strange to you. You are a strange hybrid of whatever kindred you started as and a giant ant. You have STR of 250 and CON of 250, but your other attributes remain what they were at the time of your change. Thirty years have passed, and you have achieved a very strange destiny indeed. Go forth to greatness! **THE END.**

106. This is the equivalent of royal jelly for ants: only warriors and queens are allowed to eat this stuff. When a worker ant eats a lot of it, it grows bigger, stronger, and fiercer. Roll 2D6: that many paragraphs later, your character gains 1 attribute point on each of any three attributes of your choice. Further, since you ate some of it and thus gained a favorable aroma, the rushing ants do not attack you. **Go to 47.**

107. After killing Hurokk, you may search his body and his nest for treasure. The only certain thing of value that Hurokk owns is his thigh-bone club — a weapon worth 15D6 in combat and requiring a STR of 45 to wield. Beyond that, make a L3-SR on LK (TN 30). If you make it, roll 1D6 on the following table:

DIE ROLL	ITEM
1	1d6 crunchy insect meals
2	5D6 gp
3	3D6 shiny rocks (worthless)
4	Enchanted dagger (doubles combat adds)
5	A nice red ruby (worth 1D6x100 gp)
6	A big blue-white diamond (worth 1D6x500 gp)

When you leave Hurokk's lair, you become disoriented in the forest and are attacked by wandering monsters: **go to 95.**

112. As you follow the path deeper into the putrefying forest, you feel as if you were being watched. Make a L3-SR on LK (TN 30). If you make the SR, **go to 77.** If you miss it, you are suddenly attacked by a hideous creature. Note this paragraph number and roll 1D6 on

the *Fungus Forest Wandering Monster Table* (see page XX). If you survive, you gain AP equal to the MR of the creature that you fought, and **continue to 77**.

113. You breathe in millions of the noxious spores. They make your eyes water, your nose itch, and your throat burn. They get into your lungs, and before long they begin to grow there. You have contracted a hideous lung-rotting disease. Within the next hour (assume 1D6 more paragraphs), the disease spreads. Thereafter, you need to make a L5-SR on CON (TN 40) once every 1D6 paragraphs until you leave the Fungus Forest or are healed, or until your CON otherwise returns to its normal maximum value. If you miss the SR, subtract the value by which you missed the TN from CON, as your body is succumbing to the infection. If you get your CON back up to its pre-infection level, then you will have fought off the infection, and you will live: **Go to 206**. If your CON is reduced to 0 or less, then you die in misery: **THE END**.

117. As you make your way down the tunnel, you begin to notice a faint green light coming from the walls. Stopping to check, you find a patch of phosphorescent lichen growing on the stone. The farther down the tunnel you go, the more lichen there is. Underfoot, the stone eventually turns into a thin mud, which gets thicker and wetter as you advance. The walls widen and the tunnel gradually opens into a large cavern full of the most fantastic growths, most glowing with a

sickly green light. You can hear a low buzzing coming from the area ahead, mixed in with a low, irregular clicking noise that you've never heard before. You have reached an entrance to the legendary Fungus Forest. If you enter it, **go to 56**. If you do not wish to enter, you can turn around and retreat into the darkness: **go to 48**.

119. This looks like the same tunnel by which you entered the Fungus Forest a while ago. Now well supplied with food, you make it back out of the caverns in half the time it took you to get into them. **Go to 222**.

131. As you walk, the ants seem to get more and more interested in you, coming closer and closer until they are bumping into you. You sense a rising hostility among them. To turn and run, **go to 23**. To push on through the throng, **go to 26**.

132. You sink to the bottom of the quicksand, which is quite deep. It is very difficult to move, but very, very slowly, you force your way through the muck. In places where it seems a bit thinner, you can dig. After a long time, you manage to dig yourself free. You come up through the ground in a new part of the forest, and cleaning yourself off a bit, you begin to walk at random, now totally lost. **Go to 206**.

133. This is Hurokk the Insane Ogre.

You'd be insane too if you were trapped inside a fungus forest for years. (If you have already slain Hurokk once, you will find that he is now an ogre ghost — harmless, but loud and ugly. You need not fight him again, and there is no treasure here to be won.) He is pallid, hairless, almost 16 feet tall, and bone ugly. He has a club made from the thigh bone of a jungle troll. Hurokk fights to the death, and has a monster rating of 300 (31D6+150). If you are a dwarf- or elf-sized creature or smaller, you may attempt to use your size and agility against Hurokk's bulk: **turn to 163**. If you are larger than a man (troll, ogre, balrukh, giant ant), then you must fight him straight up. If you kill Hurokk, **go to 107**. If not, then you're dead: **THE END**.

135. You managed to rope something, and now you are trying to pull your way out of the quicksand. This is a difficult undertaking, requiring both Strength and Luck. You must make three L2-SRs on STR and three on LK (all TN 25). Try them alternately, first STR then LK. If you miss a STR roll, you can try again after you make a LK saving roll. If you miss a LK saving roll, the toadstool you roped is not strong enough to bear your weight, and you fall back into the quicksand without a chance to get out of it. If that happens, **go back to 196**. (Note: You have now lost your rope.) If you make all six saving rolls, you pull yourself out of the quicksand. You are filthy and

uncomfortable, and you find yourself still in a dilemma. **Go to 214**.

136. You have slain a massive giant ant, and its internal juices have splattered you in the process. Sticky and nasty as they are, this is a good thing. You now must smell like the biggest, fiercest giant ant of the hive, so until the pheromones wear off, none of the other giant ants will attack you. Incidentally, each giant ant slain, should you choose to kill some smaller ones (which you can now do with impunity) will provide 1D6+6 meals for you if you take the time to dig out the meat. You are near the entrance to a hive of gigantic black ants. If you wish to continue forward into the hive, **go to 27**. If you'd like to turn back, **go to 212**.

137. *Put a dot beside this paragraph number each time you are sent here.* Count the dots you've put by this paragraph: That is how many ants, each with a MR of 100, you must fight. Each ant gets 11D6+50 adds. There is no escaping this battle. If you win, **go to 167**. If you lose, you're dead—food for giant ants: **THE END**.

139. The barrier is stronger than it looks. Make a L2-SR on STR (TN 25) to break through it. If you're successful, the sealing substance cracks open and a thick red fluid oozes out. Nearby, worker ants rush toward you; some

start eating the thick fluid while others start repairing the barrier. You have time to scoop up some of this stuff if you want to. It actually smells pretty good. If you take some and eat it, **go to 106**. If you ignore it, **go to 68**. If you failed the SR, you find yourself suddenly attacked by one or more giant ants: **go to 141**.

140. Hurokk realizes what you are trying to do, and he puts an end to your plans by smiting you with his club. Finish the fight (**go back to 133**, but no more maneuvers), but Hurokk gets one free combat round where you do not get to fight back.

141. *Put a dot beside this paragraph number each time you are sent here.* Count the dots you've put by this paragraph: That is how many giant worker ants, each with a MR of 75, you must fight. Each ant gets 8D6+37 adds. There is no escaping this battle. If you win, **go to 167**. If you lose, you're dead—food for giant ants: **THE END**.

147. You manage to retrace your steps to a spot near where you came in. There is a dimly glowing tunnel leading into darkness. If you follow that tunnel and leave the forest, **go to 181**. If you decide to try a different path through the Fungus Forest, **go back to 59** and choose another option.

149. The tunnel leads away from the lava pit, and then splits into two passages, one leading steeply up and one leading steeply down. If you go up, **go to 205**. If you go down, **go to 82**.

151. Pulling out your rope, you fashion a loop and then throw it toward a stout-looking toadstool a few paces back along the trail. Make a L3-SR on DEX (TN 30). If you make it, the loop settles around the desired target and you may **go to 135**. If you miss, you sink deeper into the muck and must now make a L4-SR on DEX (TN 35) to catch your target. If you miss this one, you sink in over your head, and that's it for you... unless you have no need to breathe: Rock trolls and the like **go to 132**. Dead people close the book now. **THE END**.

152. The lead ball is a missile weapon requiring a STR of 20 and a DEX of 20 to use effectively. If you have both attributes, the ball always hits when thrown at a target within a number of feet equal to your STR rating, and it deals a number of dice equal to your STR when you throw it. You get no missile adds on this. Each time you use the lead ball, however, roll 1D6 and subtract that number from your STR permanently. **Go to 47**.

154. As you round a corner, a strange

creature attacks you. All you hear is loud grating and clashing, as of rocks smashing together... or perhaps it is bone on bone. If you are blindly moving around in the dark when this happens, **go to 218**. If you are able to see in the dark (trolls, urooks, and the like), or if you have some light (a torch or a makeshift lantern made from some glowing lichen), **go to 204**.

155. You breathe in millions of the noxious spores. They make your eyes water, your nose itch, and your throat burn. They get into your lungs, and before long they begin to grow there. You have contracted a hideous lung-rotting disease. Within the next hour (assume 1D6 more paragraphs), the disease spreads. Thereafter, you need to make a L5-SR on CON (TN 40) once every 1D6 paragraphs until you leave the Fungus Forest or are healed, or until your CON otherwise returns to its normal maximum value. If you miss the SR, subtract the value by which you missed the TN from CON, as your body is succumbing to the infection. If you get your CON back up to its pre-infection level, then you will have fought off the infection, and you will live: **Go to 59**. If your CON is reduced to 0 or less, then you die in misery: **THE END**.

159. You must make three L3-SRs on STR (TN 30) and two L2-SRs on DEX (TN 25). If you make all five rolls, you swim through the quicksand safely: **go to 206**. If you miss any of them, the

quicksand pulls you down, and you die (**THE END**) — unless you happen to be a rock troll or someone else who need not breathe. If that's you, **go to 132**.

162. On the way back to the exit, you run into a group of wandering monsters. Roll once on the *Fungus Forest Wandering Monster Table* (see page XX) and fight to the death. If you win the fight, gain the total MR of the enemies in AP and **go to 147**. If you lose, **YOU DIE**.



163. Your only chance to use your (much smaller) size against Hurokk is to perform the “desperate hobb” maneuver. You must first set the ogre up in one of two ways for this maneuver to have a chance of succeeding: If you attempt to insult the Ogre, **turn to 211**; if you would rather attempt some fancy footwork, **go to 215**.

166. The nature of the fungi along your path gets stranger and stranger. They are almost all a sickly, luminescent green. Many insects and arthropods, some as big as your fist, crawl all over them. The bugs are eating the fungi, munching and munching until a gnawing noise fills your ears. You begin to wonder what you are getting yourself into. Make a L2-SR on INT (TN 25). If you make the SR, **go to 50**. If you miss the SR, you are seized with a nameless dread. **Go to 100**.

167. After a fierce battle, you have slain your foes. You may take a few minutes to recover and to butcher up some meat for later. Each carcass provides 1D6+6 meals. Once again, you have been bathed in ant ichor, and now have a certain level of immunity. However, you find yourself deep within the hive, with no idea which way to go. Roll 1D6. On 1, **go to 47**. On 2, **go to 205**. On 3, **go to 68**. On 4, **go to 188**. On 5, **go to 22**. On 6, **go to 131**.

171. As you wander through the putrefying forest, you feel as though you are being watched. Make a L4-SR on LK (TN 35). If you make the SR, **go to 166**. If you miss it, you are suddenly attacked. Note this paragraph number and roll 1D6 on the *Fungus Forest Wandering Monster Table* (see page XX). If you survive, follow the instructions at the Wandering Monster Table, but when you return to this paragraph, **go on to 166**.

174. Roll 1D6 to determine the level of SR you need to make on CON. If you make the SR, you simply vomit up the slimy muck and realize you can't drink this stuff. Gain 100 AP per level of the SR and **go to 202**. If you fail, subtract the amount by which you failed from your CON. If that kills you, alas! ...it is **THE END**. If you still live, wipe off your lips and **exit at 202**.

178. Slowly, you make your way to within about ten feet of the great Queen. At this point, four warrior ants block your passage and do not allow you to come any closer. Then begins one of the strangest conversations of your life as the Queen asks you what you are and whence you come. She marvels at your strange story, but in the end decides that one as strange as you cannot be left free to roam about the nest. She offers you three choices: join her nest (**go to 105**), leave the hive (**go to 219**), or die (**go to 92**).

180. The mushrooms and fungi get thicker and taller fast, as you move directly into the forest. Soon they are as thick around as you are and much taller. The path winds insanely among the giant thallophyte, getting muddier and harder to follow as you continue. Make a L1-SR on INT (TN 20). If you succeed, you notice that the path is becoming impassible: **go to 12**. If you fail, you follow the path just a little too far: **go to 196**.

181. After a long walk through the darkness, you see daylight ahead. You come out on a barren mountainside looking down at the ruins of Tharothar far below. If you are an ogre, **go to 222**. If you are anything but an ogre, **go to 223**.

184. Fearlessly, you reach out and grab a juicy slug. Throwing your head back, you toss it in your mouth and let it slide down your throat. It has an... *interesting* flavor. Make a L2-SR on LK (TN 25). If you make it, the slug was good for you; you may gather enough of them here to make 5 full meals, and then choose a direction to travel onward. To go left, **go to 95**. To go right, **go to 201**. To go back, **go to 162**. If you missed the SR, you chose a poisonous slug and become sick. Hurl up the contents of your stomach and lose 1D6 CON points. Then, unless that kills you, choose one of the directions listed above and leave this wall of slime behind.

186. You take perfect advantage of your size and the ogre's position to execute the maneuver perfectly and slay Hurokk in one (low and dirty) strike. Gain 250 AP in addition to the 300 you receive for Hurokk's MR. **Go to 107**.

188. The tunnel twists back and forth, up and down. Once in a while, a small dead-end room opens on the left

or right. Some of these rooms have the empty husks of dead worker ants inside them, but nothing useful. One could enter one of these rooms and rest for 1D6 turns before being interrupted by the arrival of a worker ant. If you need to rest, or to have a meal in peace, this would be a good place to do it. If you wish to rest, **go to 54**. To continue down the tunnel, **go to 22**.

192. The heat rises steadily as you approach, and the air begins to smell ever more strongly of sulfur. Forcing your way onward, you turn one last corner and halt at the edge of a cliff. Forty feet below you is a sluggish river of molten lava. Poisonous fumes rise from it. The heat is like a furnace. If you are a rock troll, it doesn't really bother you much. If you are anything else, roll 1D6 and subtract the result from your CON. There seems to be a narrow path edging off to the right, and about 50 feet away there is another tunnel opening. If you wish to turn back, **go to 202**. If you'd like to try to make your way along the ledge to the other tunnel, **go to 104**.

196. One step ago it was really hard to pull your foot out of the mud of the path. This step, it is impossible — you just can't do it. Too late, you realize that you are in quicksand and sinking rapidly. If you have a rope and wish to try to use it to get out of the mud, **go to 151**. If you'd like to throw yourself flat and try to swim your way out of the

muck, **go to 16**. If you are a rock troll (or of any other race that need not breathe), **go to 45**.

201. Suddenly, you are attacked by wandering monsters. Roll twice on the *Fungus Forest Wandering Monster Table* (see page XX). Combine both groups of monsters into one big group trying to slay and eat you. You must fight to the death. If you slay them, gain the total MR of the enemies in AP. If you win the fight, you may **continue onward to 206**. If you lose, this is **THE END**.

202. The tunnel quickly takes you back to a more populous part of the hive. **Go to 47**.

204. You see that your opponent is a gigantic ant about the size of a big wolf. It has formidable black chitin that covers its body and serves as 10 points worth of armor. But, it has weak spots at the joints of its legs and the narrow waist between upper and lower thorax. This giant ant has a MR of 100 (11D6+50). You must fight to the death. If you win, **go to 136**. If you lose, your chewed up chunks will be going into the food larders of the hive: **THE END**.

205. The tunnel passes into a section of volcanic rock, and the air begins to heat up. Fewer ants traverse the

passages now. Gradually, the glowing trails of slime painted on the walls fade away, but you can still see: Somewhere up ahead there is an intense source of fiery red light that gleams and reflects from the shiny walls. Abruptly, the tunnel branches in many directions. If you wish to continue toward the bright volcanic light, **go to 192**. If you decide to take another path, roll 1D6. On 1, **go to 68**. On 2, **go to 188**. On 3, **go to 22**. On 4, **go to 131**. On 5, **go to 27**. On 6, you see a strange little crevice in the wall and decide to investigate it: **go to 216**.

206. Eventually, the land becomes firmer beneath you, and the fungi seem more like trees. Ahead you see something that looks like a giant nest. As you move to investigate it, something steps out of the forest behind you, and growls in deep and menacing tones. Looking back, you see an enormous ogre, armed with some slain creature's huge thigh bone. If you try to speak to the ogre, **go to 70**. If you attack, **go to 133**. If you try to run away, **go to 217**.

207. The pheromones that disguise you are growing weaker. The warrior simply wants to smell you up close — your scent confuses him. Make a L1-SR on LK (TN 20). If you make the SR, the ant is satisfied and goes on about its business: **go to 47**. If you fail, the warrior ant recoils from you, its antenna waving wildly in confusion. Then it gathers its courage and rushes in to attack. If there



are other warrior ants nearby, they also participate in the attack. **Go to 137.**

208. The water tastes incredibly foul and thick. If you are a troll, **go to 67.** If not, **go to 174.**

209. The giant ant has a MR of 100 (11D6+50), and its exoskeleton gives it natural armor worth 8 points in combat. It attacks with furious clashing mandibles and waving forelegs that pack all the impact of a hard-swung iron bar. The ant is relentless and fearless. You must either kill it or die. If you win the fight, **go to 42.** If not, you're dead, so close the book. **THE END.**

210. After wandering through the dark for a long time, something suddenly attacks you. All you hear is loud grating and clashing, as of rocks smashing together... or perhaps it is bone on bone. If you are blindly moving around in the dark when this happens, **go to 218.** If you are able to see in the dark (trolls, urooks, and the like), or if you have some light (a torch or a makeshift lantern made from some glowing lichen), **go to 204.**

211. Make a L3-SR on CHR (TN 30). If you succeed, you have adequately enraged Hurokk the ogre, who charges into combat heedlessly: **go to 186.** If you fail, **go to 140.**

212. You turn around and quickly put some distance between you and the nest of giant black ants. You pass a few tunnels, enter one, and suddenly find yourself at a nexus of many tunnels. **Go to 181.**

214. Breaking the fungi and getting off the trail does seem to alleviate the problem of the mud and slime, but it causes another problem. If you are a rock troll, **go to 44.** If you are anything else, **go to 113.**

215. Make a L5-SR on DEX (TN 40). If you succeed, you have gotten the ogre out of position, and can perform the special hobb maneuver: **go to 186.** If you fail, **go to 140.**

216. Inside the crevice, you find the body of a long-dead urookin adventurer. Nothing but his broken bones and battered weapons remain. Even at a glance, though, one thing looks worth having: a great warhammer that glitters brightly. It is a magical weapon that doubles your combat adds when you use it and has base damage of 5D6 for its striking power. There also proves to be a pouch of treasure; roll 1D6 on the following table to see what it contains:

DIE ROLL	ITEM
1	3D6 sp (DARO and TARO)
2	3D6 gp (DARO and TARO)
3	One massive gold ring set with a ruby
4	A bronze armband with a strange rune carved on it
5	A pair of ivory dice
6	A heavy ball of lead the size of a chicken's egg, but perfectly spherical

If you do not take a treasure from the pouch or if you find only money (but even if you have the warhammer), leave this moldering corpse and **go to 47**. If you get the ring, **go to 86**. If you get the armband, **go to 97**. If you get the dice, you will find they are loaded and always roll 6s; **go to 47**. If you get treasure the spherical lead ball, **go to 152**.

217. Run away! Hurokk knows better than to chase anyone in the Fungus Forest. You escape, but in the process, you meet other unfriendly creatures. **Go to 95**.

218. You are fighting a great, fierce monster in total darkness. It is strong and heavily armored, and its bite seems to cut like a knife. It has a MR of 200 (21D6+100), and has effective armor that takes 10 points of damage each combat turn. Fight to the death! If you win, **go to 136**. If you lose, your bloody fragments will be going into the food larders of the hive: **THE END**.

219. The Queen tells a squad of warriors to guide you to an exit. They take you through many tunnels until they reach a certain point. Then they block the passage behind you, waving their forelegs at you in a menacing fashion. Obviously, they are telling you to go on by yourself. **Go to 181**.



221. You wisely refrain from drinking the tainted water. There is nothing else to do but turn and retrace your steps. **Go to 202.**

222. An elder steps from behind a boulder and bellows at you. "Good work, ughh! Now you are a growed-up ogre. We go have feast now!" With his smelly arm around your shoulders, the big ol' fella drags you down the mountainside to where sheep, bear, and dwarf are all simmering in a huge iron pot. Congratulations! You have escaped from the Fungus Forest. Give yourself another 1000 AP. **THE END.**

223. A scarred ogre veteran steps from behind a boulder and bellows at you. "You no warrior, you chicken! Me kill!" It attacks you with its huge, nail-studded club. You may stay and fight or try to run away. If you fight it, the tough old ogre has a MR of 200 (21D6+100 adds). Victory gets you the ogre's club (a 21D6 weapon that requires a HT of 9 ft., a STR of 42, and a DEX of 8 to wield). Losing means you are dead, and you go into the veteran's stewpot. Running away is pretty easy; the old ogre is tough, but slow. Make a

L1-SR on DEX or LK (whichever is higher; TN 20) to escape into the wide world. If you escape, you abandon your tribe and gain 1000 AP. If you fumble the SR, you trip, roll down the mountain, and fall off a cliff; otherwise, you wind up in the ogre's stewpot anyway. Regardless, it is **THE END.**



Fungus Forest Wandering Monster Table

Most of the creatures that live in the Fungus Forest are small and harmless, though extremely annoying, but there are a few creatures that can be quite dangerous. If you have been sent to this table, you must fight one or more monsters to the death. None of them has any treasure, but all of them provide meat/food for a hungry adventurer such as yourself — in general, divide the MR of the slain creature by 10 to determine how many meals it is worth to you.

DIE ROLL	NUMBER & TYPE	INDIVIDUAL MR
1	1D6 giant cockroaches	44
2	1d10 giant vampire moths	77
3	1D2 giant bloodworms	120
4	2D20 fungus fairies*†	10
5	1D3 giant ants	100
6	1D20 giant cave wasp†	20

Put a little dot next to the die roll number when you fight a creature. If you must fight the same creature again later in this adventure, roll 1D6 for each dot by its number and add that total to its MR.

For example, you fight a giant ant with a MR of 100, and slay it. You get 10 meals from the meat. You put one dot by its number (5). Later, you meet another giant ant from this table. You roll 1D6, roll a 3, and fight a giant ant with a MR of 103. Add another dot. Thus, each time you face a creature, it should be a little tougher than it was the previous time.

* Fungus fairies fly and are very hard to hit. In order to count physical damage against them, the delver must make a L3-SR on DEX (TN 30) or a L4-SR on LK (TN 40). If the roll fails, the delver's combat total counts toward his defense, but he may deal only spite damage on the foe even if he won the combat round.

† Both fairies and giant wasps have venom weapons — fairies have poisoned darts in blowguns and wasps sting. The effect is similar. Each turn in which a delver takes damage from a fairy or a giant wasp, he temporarily loses 1 point of DEX (these lost points return after 1D6x10 minutes).

Both fairies and wasps can be driven away by an open flame; however, torches are very hard to light in the extremely humid atmosphere of the Fungus Forest. Unless a character is already carrying a lighted torch when the attack begins, it will not be possible to light one during combat. If one does have a lit torch, the attack lasts for only 1 round before the enemies flee the smoke and fire of your torch. Such cases count as a single victory against the foe.

If the delver wins a battle, he may take

meat from the defeated foe, eat a meal, and rest for 1D6 additional combat turns before returning to the paragraph that sent him to that fight before continuing the adventure.

Climate Effects

The Fungus Forest is hot, humid, and muddy. Trying to fight under such conditions is tiring. For the first 5 combat turns, subtract 1 from your STR rating each turn; for the second 5, subtract 2 from your STR rating each turn; and so forth ? this effect is cumulative.

Thus, on combat round 4, you should be down 3 STR points when you begin the turn. On combat round 6, you will be down 8 STR points, and so forth.

Multiple Opponents

If you have to fight more than one creature at a time (and you probably will), you may either combine the total MRs into a single number (e.g., 3 giant cockroaches would have a MR of 132), or choose to fight one at a time and dodge the others. If you attempt to dodge, you must make a saving roll on SPD equal to the number of creatures being dodged.

Thus, for example, in a fight with 3 giant cockroaches, you might wish to try dodging two of them while you dispatch the third, making subsequent rounds easier. Each turn you attempt this, make a L2-SR on SPD (TN 25). If you make the roll, you only contend with one. If you fail, all three get their combat total against you.





DO YOU DARE BRAVE THE DEEP?

"When delvers talk about the strange places they have seen in the caverns of Trollworld, there are occasional tales of a great Fungus Forest. It is said to lie somewhere east of the ruins of Tharothar, and that it is protected from wizards. Wizards claim that it is a myth. No wizard has ever seen it. None ever will."



Strange Destinies is a solo adventure designed for a monster or warrior only — a big, tough, practical warrior! Common trolls, ogres, minotaurs, and urookin are the recommended kindred for this delve. You may also use a human, dwarf, elf, hobgoblin, or the like, if you really want to, but only warriors ought to show up here, only one at a time, and of no more than 3rd level. This solo was designed to be used with a tough, battle-minded character from the 7th Edition rules.



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