

# TOUGHEST DUNGEON IN THE WORLD!

BY KEN ST. ANDRE



ABANDON ALL HOPE  
YE WHO ENTER HERE

A Solitaire  
Adventure For

**MONSTERS!**  
  
**MONSTERS!**

TAKE A WALK ON THE WILD SIDE!

Also Playable with Tunnels & Trolls™

# ARE YOU READY FOR THE TOUGHEST DUNGEON IN THE WORLD?



The *Toughest Dungeon in the World* is a solitaire adventure that can be played with *Monsters! Monsters!* or *Tunnels & Trolls*. Written by Ken St. Andre it was first published in 1980 by Judges Guild. Now, 40 years later, Ken has updated and enhanced this classic solo adventure, bringing it back to life in new and exciting ways. Artists Phil Longmeier and Steve Crompton have enhanced this solo with new illustrations and graphics more suitable for this wild monster-mash solitaire adventure.

Ken St. Andre was inducted into the Origins Hall of Fame and is one of the last standing creators of the first generation of role-playing game designers still working on the classic games he created. This new expanded edition is now 48 pages long and will keep any player busy for a lot of adventure in caverns and tunnels deep below Trollworld.

What makes this the toughest dungeon, and what or who is the Lord of Shadows? It dwells in the depths waiting for you. Will you avoid its power or be corrupted by it?

**MADE FOR  
MONSTERS! MONSTERS!  
2ND EDITION!**



**THIS SOLO ADVENTURE  
IS ALSO PLAYABLE WITH  
TUNNELS & TROLLS**

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A SOLITAIRE ADVENTURE FOR



ALSO PLAYABLE  
WITH TUNNELS & TROLLS™

WRITTEN BY  
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**Toughest Dungeon in the World**

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# TOUGHEST INTRO

HOW TO PLAY THIS ADVENTURE - BY KEN ST. ANDRE

This adventure is designed for the *Monsters! Monsters!* role-playing system. (You can also use the *Tunnels & Trolls* rules.) In order to play you will need a pencil, paper, and a set of 6-sided dice, and either the M!M! rules or the T&T 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 Ken St. Andre 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 replace a good face-to-face encounter with a skilled Judge or Gamemaster. However, Ken would like to point out some of the factors that make this adventure particularly 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 the 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 have tried every devious dodge I can think of to kill you (fairly, of course), like giving your opponents magic while not originally allowing you any. Your opponents 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.

\*Shadowjacks are not in 2nd edition M!M!

The rules of play are quickly established. You may use any non-magical humanoid you wish. 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 (10 minutes) unless it indicates that it is a longer period of time. The other exception is if you are in combat in that paragraph, in which case it should only count as 1 minute (a combat turn). Your character must eat at least once every 50 game turns or it will lose its Strength multiplier in STR and CON points. (See the *Monster Character Modifier Table* in the M!M! rules, page 23). For example, if you play a troll with a STR multiplier of 3, and you fail to eat something (or someone) for 50 turns, you would lose 3 STR points and 3 CON points—this is a perma-

ment loss and must be recovered in other ways than simple regeneration. Once your character falls into starvation mode, it will lose another Strength and Constitution point after each ten paragraphs of play until it manages to eat. Your character must sleep at least once 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 keep track of such things as game turns, I advise you to keep a running account of your adventure on a handy piece of paper thusly: 115, 48, 32 (fight delvers), 40 (return to lair), 98 (eat delvers' bodies), etc.

It should go without saying that you read only those paragraphs that you are told to read, and when you are told to randomize from 1 to 6 to pick the next direction, that you don't just pick 6 because you know or guess that it will lead you to the most exciting adventure (or roll 1d6 and let the fates decide).

**Important:** Keep track of paragraphs you are on whenever you are asked to go to the *Foes Book* which starts on page 38, as you are likely to have to return to that paragraph after your encounter, or spells have been cast.

**Why 10,000 Gold?** When you were a young monster, you met a dragon whom you helped escape from a group of human adventurers. He told you that the key to happiness was to have a pile of 10,000 coins and gems to sit upon and savor, and he gave you 100 coins to start you off. Ever since then, you have wanted to have a big pile of your own treasure.

Incidentally, lest you wonder what else a monster can do with 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 high in that city of monsters.

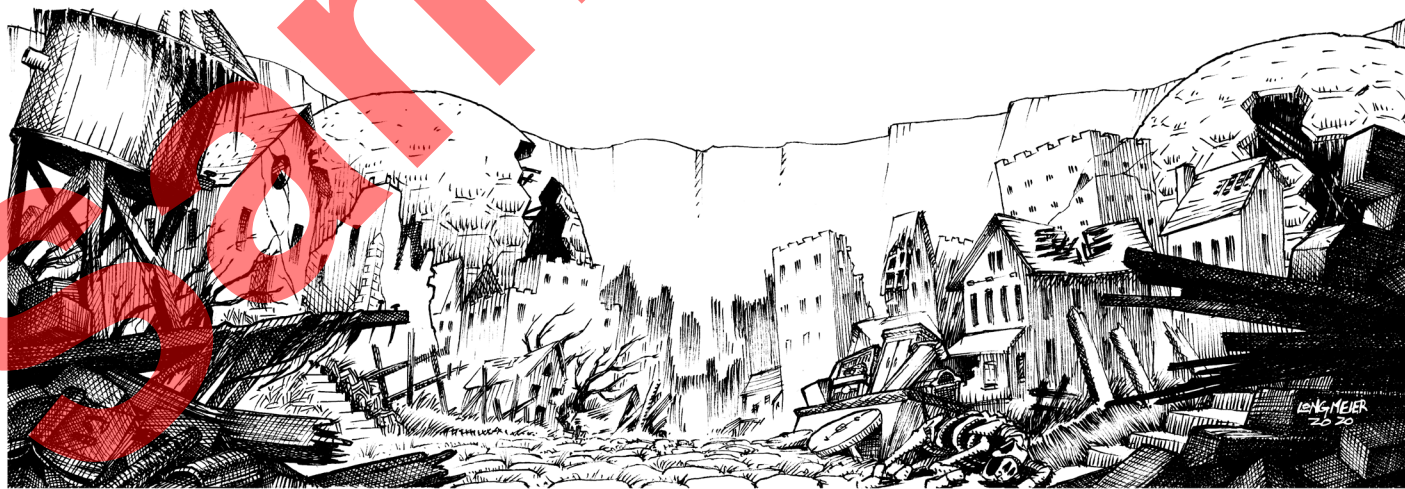
Now, if you are ready to begin, generate your monster character and go to Paragraph **125**. Bad luck to you! May you swim in gore, and feast on the entrails of your enemies!

The Trollgod

*Ken St. Andre*

*Creator of Monsters! Monsters! and Tunnels & Trolls, the best known rpgs you can play solo!*

Start your Adventure on Paragraph **125**.



*And of course beyond the caverns awaits  
the ruined city of Hael'ku. (See the new M!M! rules for details!)*

Start your Adventure on Paragraph **125**.

**1** - Roll one die. If you roll 1, go to **75**; if you rolled 2, go to **194**; if you rolled 3, go to **9**; if you rolled 4, go to **123**, if you rolled 5, go to **17**, if you rolled 6 go to **65**.

**2** - 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. You are now unable to feel joy or sorrow. Go to **40**.

**3** - Make your first level saving roll on Dexterity (20 - DEX). If you make it, the critter you caught was badly wounded. Go to **80** 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 **175**.

**4** - 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 it kills you, close the book. If you are still alive, go to **83**.

**5** - You finally leave the grotto via a different side tunnel. Go to **185**.

**6** - "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 Golden 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 **134**.

**7** - 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 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 opens pace are the ruins of the fabled Dwarven city of Hael'ku! If you wish to explore the ruins, go to **38**. If you'd prefer to turn around and go back, go to **34**.

**8** - 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 **40**.

**9** - While you are searching, you receive a face full of slime, dislodged by the water and your search. Make a saving roll at your own level on Luck. If you pass, you spit out the slime before swallowing any of it. You stagger back out of the waterfall. Turn to **48**. If you fail the LK saving roll, turn to **87**.

**10** - 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 **158**.

**11** - The lair is occupied. Note this paragraph. Turn to the *Monster/Cavern Generation Matrix* on page 44, to see who or what lives there. \*\* Make your third level saving roll on Luck (30 - LK). If you make it, go to **93**. If you miss it, you immediately find yourself in a fight with the occupants. Go to **46**.