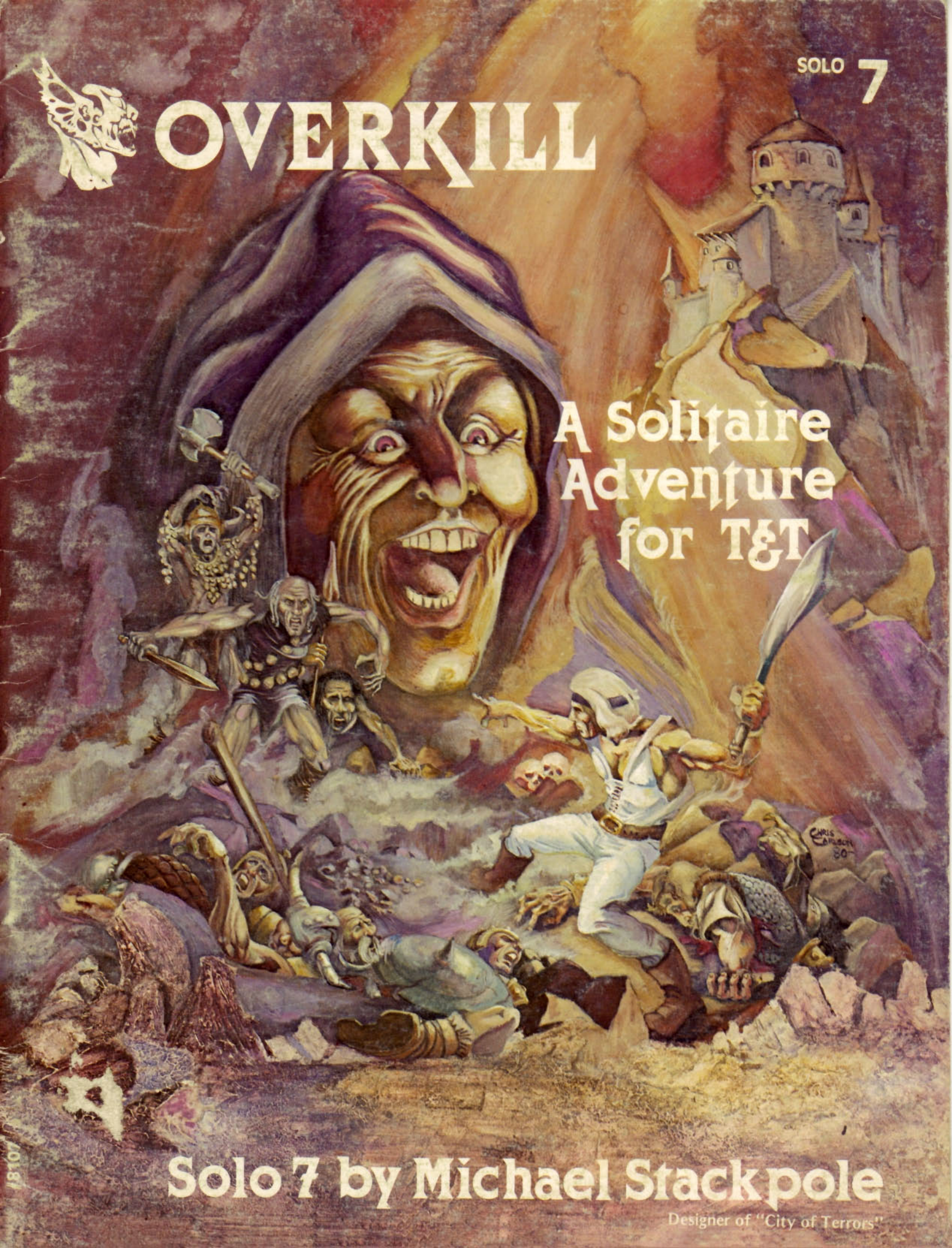


SOLO 7



OVERKILL

A Solitaire
Adventure
for T&T



Solo 7 by Michael Stackpole

Designer of "City of Terrors"

18107

OVERKILL

second edition

written by
Michael A. Stackpole

from the original dungeon
by Mike Brines

cover and illustrations by
Chris Carlson

Produced by Flying Buffalo Inc.

Dedication

This solitaire dungeon is dedicated to Stephen McAllister, the man whose concepts have supplied others with glory. May he bask in the reflection.

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Introduction

The Death Host of Lerotra'hh, she who was called the Death Goddess of Khazan, was on the march again. They had just successfully defended the Empire against the savage assault of the fierce pirates known as Rangers. Winning the Khazan-Ranger War meant that the ocean borders of the Empire were safe. Lerotra'hh once again cast her eyes to the south.

The cities of the south, most notably Knor and Khosht, had forgotten the might of Khazan. During the wars they had supported the Empire in voice only. Determined to collect her tribute and shatter the spirit of the southern cities, Lerotra'hh sent her hordes south.

Led by the veterans of the Khazan-Ranger Wars, your characters find only token resistance in the south. Then, at the southern end of the mountain pass known as the Gap in the Teeth of the Gods, you halt. Before you looms an ancient and strong fortress.

The veterans know many stories about this citadel; they tell you that it has withstood many assaults. The owner of the castle is a wizard named Marionarsis, they inform you. They call Marionarsis a sorcerer-butcher and a necromancer. In whispered voices they call his castle:

Overkill

Into this adventure you may take up to 12 level points of characters (one 12th level character – or six 1st level, a 2nd and a 4th level character – and so on). All spells will function as allowed by the Magic Matrix, to be found on page 26 at the back of this booklet. (To find your spell's result on the chart, cross-reference the paragraph number you came from to the spell you cast.) No home-grown spells are allowed.

For each party going into this adventure you must designate one character as leader. (An easy way to do this with first-level characters is to make the character with the highest charisma the leader.) This holds true if the party gets split or the leader gets killed, so be prepared to pick a new leader at any time.

In places where individual combat is called for, it is to be just that – *individual*. In any melee situation, however, you may elect to break it down into groups of individual combats so that wizards can cast *Vorpal Blades* for fighters, and the like. This is the only case where aid to fighters in combat is permitted.

To personalize this dungeon, you might want to put the wandering monsters on index cards and flip them over each time you must fight a wandering monster. You can also create a card for all the characters who die in this dungeon, making them zombies (ST x 2, LK x ¼, DEX and IQ = a maximum of 3, CON x 3), under control of *Marionarsis only*. In this way, if you cannot reincarnate them you can still use them and keep your dungeon variable.

This dungeon has been rewritten using the Tunnels & Trolls 5th edition rules. (If you have the 4th edition of the rules, subtract 10 from all monster ratings and use the dice for a given weapon from the earlier edition.) In addition to those rules, you will need some six-sided dice, pencil, paper, and imagination. Enjoy!

–Michael Stackpole

Go to paragraph 17A.