

SEWERS OF OBLIVION

SOLO 13



a solo adventure
for **Tunnels & Trolls™**

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SEWERS OF OBLIVION

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INTRODUCTION

The Council of Merchants of the city of Gull feared an assault by the Rangers. These pirates were known to be the fiercest of fighters and arrogant enough to challenge the might of the Empire of Khazan. Though the men who had founded Gull had been Rangers, and though the Empire was not loved in Gull, the Council cheered as Khazan repelled the attack of the Rangers. It was then a few realized Gull was the next obvious target for the Rangers, and all remembered that the Rangers had almost taken the city thirty years before.

Towers and walls were built to make the city impossible to take by siege. Harbor patrols and the City Guard were expanded. The defensive preparation of Gull had only one weak area: the sewers. Since the city could hardly live without sewers, the Council hired a local wizard, Biorom, to design traps within the sewers that would dispose of any Rangers who tried to enter the city by that route. Being merchants, they also asked him to get rid of the rats in the sewers.

Normally you wouldn't care about the history of the sewers. On this night, however, you indulged in too much drink at the Red Guardian Inn. As you leave the inn, a number of very strong ruffians mug you. They begin to strip you of your wealth, magical treasure and dignity – and at that moment, the lookout cries that the City Guard is on its way.

In an effort to destroy the evidence, they pitch you (in your armor) into the sewer drain in the back of the alley, along with your swordbelt and sword, dagger and pack with all non-magical provisions. (The City Guard catches these men and keeps your wealth and magical items in safe-keeping until you return.)

You plunge into the slimy, tepid water and quickly pull yourself out. As you seat yourself on the canal ledge, you notice two things. First, you note that the water teems with life. And then you spot a ring, small and red, near your hand. You pick it up and a demon in a boat appears beside you in the canal.

"Hi, I'm Ignxx," the demon says. "This is your boat; I am your guide. I've been charged with the duty of wet-nursing every dude who falls in here until they get out. Don't use any magic; you can get turned into a fish by doing that stuff. And please don't die, I've got to get a certain number of you out of here before Biorom will forget about the gold-plated dumbwaiter."

Good luck. To adventure inside the Sewers, you will need several six-sided dice, a pencil, paper and the rules to T&T. Any edition will do – just use the dice given from your set of the rules for the named weapons. You may also need two other T&T solitaire adventures: *Deathtrap Equalizer Dungeon* or *City of Terrors*.

When you are ready, go to 18C and begin.