

# RED CIRCLE

a Tunnels & Trolls™ solitaire adventure



by Michael A. Stackpole

# **RED CIRCLE**

Solitaire Adventure #21 for Tunnels & Trolls™

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## THE RED CIRCLE

The Red Circle is a solo adventure written for Tunnels and Trolls. Any single humanoid character may enter this adventure provided he has no more than 60 personal adds. This adventure has been written with the 5th edition of the T&T rules in mind. The rules presented in this book will allow you to play the game with no problem.

In addition to the rules presented here you will need many six sided dice, paper and pencils to play the adventure. Create your hero and begin.

Enjoy! --Michael A. Stackpole

### Introduction

You've been traveling the caravan route alone despite the danger. You've heard all the stories about the raiders, The Red Circle, and you do find them interesting. Still you know the Red Circle will be a power only so long as they do not get powerful people angry.

You top a small hill on the road and rein your horse to a stop. Before you, at the base of the hill, you see the remains of the caravan you've been following for three days. All the horses, camels and pack mules are dead. The wares carried in the caravan are spread all over the little meadow below; the most valuable goods are gone. The bodies of the soldiers and people in the caravan are also lying there. Carrion birds are feeding on the remains.

It is rather obvious that the raiders took the caravan by surprise. The meadow around the battleground is pockmarked with holes, like shallow graves, where the raiders had buried themselves while waiting for the caravan. The attack was well planned, and executed ruthlessly.

If you want to continue down the road, past the carnage, and on your way go to 31. If you want to investigate the battleground for any possible survivors go to 62. If you want to look for the raiders' trail and backtrack them go to 93.

**1** You sneak forward silently. Around a turn in the trail ahead you see two members of Red Circle crouched in ambush. Both are young and have bows. You note, with a certain amount of surprise, that their quivers and bracers are made of Dhesiri flesh. You were not aware any of the little dragonmen were this far north in Karesia.

If you want to talk to the youths, make a first level Charisma saving roll (20 - Charisma). If you make it go to 125. If you miss it go to 156. If you decide to attack mercilessly go to 65. Because you have sneaked up on them they will not have any hit point total for the first round of the fight.

**2** Your move takes the Red Circle warriors by surprise. If you can avoid a couple of arrows you should be able to escape the Red Circle warriors.

Make a first level Luck saving roll (20 - Luck). If you

make it you may travel North to the next town at 13, or you may head West toward Goblin Mountain at 171.

If you miss the saving roll you are hit with one arrow for each point you missed it by. Each arrow does 3 dice of damage. If you survive, the above options are for you.

**3** You pivot and grab the wrist behind the dagger heading toward your back. You twist the knife around and force it back into the stomach of the blonde woman who showed you the secret stairway. She drops to the floor, lifeless.

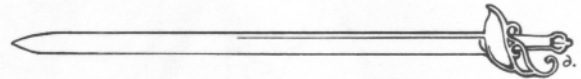
The Baron stands, his face pale. "Just you and me." He dismisses his guards, leaving his nephew the only other person in the room with you.

Because you slew his mistress right before his eyes the Baron is going to be a bit distracted in this fight. You will get a 20% bonus to your combat rolls for this fight. Go to 182.

**4** The cavern is huge, and back near the dragon's tail you see what might have been an opening large enough to get two or three wagons into the cavern. Still it is much too small to ever have admitted the dragon.

Continuing around the dragon, ignoring the shifting carpet of coins and jewels, you locate three smaller doorways. One has a pair of hands carved into the rock above it. The second has a helmet carved above it. The last has a sword carved above it.

If you would like to enter the Hands door go to 128. If you want to enter the Helmet door go to 190. If you want to enter the Sword door go to 37. If you want to ask the dragon about this place go to 35.



**5** "It must be all very confusing. As I understand it the situation is this. You and I are in the treasure laden Tomb of Rex Sunwolf, the first king of free Karesia. I happen to know, having been trapped here for the last 1000 years or so, that no one has come to visit. The people of the Red Circle live on the surface above us, pleased with the water that I warm for them. Between them and us are Dhesiri, introduced by Baron Valdemar to drive the Red Circle people out."

You blanch at the thought of anyone bringing the burrowing lizardmen into an area just to drive others out. "That's like setting a house on fire just because you don't like the color of the outside!"

The dragon nods. "True, but that will be academic soon. The Dhesiri will burrow in here and we'll both be killed. I'm so large I can only fry those near my head. It was nice knowing you."

If you want to ask the dragon to point out where the Dhesiri will come through so you can set up some defenses go to 159. If you want to search the cavern for treasure or tools that might help your defense go to 4. If you want to search for an exit go to 191.