

No Rest for the Weary at War



*A miniature solitaire adventure
for use with Tunnels & Trolls*

By Patrick Witmer

No Rest for the Weary at War

*a miniature solitaire adventure
for use with Tunnels & Trolls*

Written and Designed by
Patrick Witmer



Cover Art by Joe Calkins
Illustrations By
Joe Calkins, Cerberus Studios
V Shane, Copyright © 2003 V Shane
Pawel Dobosz, The Forge Studios

Introduction

This solitaire adventure was designed primarily for *T&E* 5th Edition, but can easily be adapted to other editions. Characters should be *silenced* for the greatest challenge. *WIZ/POW* is recovered at a rate of one point per paragraph (turn). Paragraphs that begin with a value in parentheses, such as (100 a.p.), indicate that experience as a reward for surviving that paragraph. *Spells* applicable to combat or healing are allowed and some non-combat spells may be cast in limited situations.

Special thanks to Patricia and Cartomancer for their feedback and playtesting.

The hot, bandit-ridden desert journey from Branis to the capitol of Annelisia has left you weary and famished. The comforts of a soft bed and a hot meal await your senses as you approach the gates of Caer Annelisia. However, trouble appears to be afoot as you near the massive, closed gates of the capitol.

Gratia, the gate guard's sword drawn across your path. You inquire as to the circumstances of the city closure. One of the other guards, a human, overhears your conversation and answers with a bit of anxiety in his voice.

* the Baron of Lezer has plans to assassinate the Countess from the inside as we

Silence, corporal. Either way, you are not welcome here, traveler.

If you wish to ask where one may find food and bedding, go to 5.

If you wish to look on your own for a safe haven, go to 5.

1 (100 a.p.) Your approach near the River Leihn has attracted the attention of some very hungry River Crocs! If you wish to run as fast as your feet can carry you away from the river, make a L1-SR on SPD. If you do not have a SPD attribute, roll 3d6 now and record this value on your character sheet before making the saving roll. If you succeed, go to 25. If you fail or do not wish to flee, you encounter two River Crocs each with an MR of 100 and a tough hide that can absorb 8 hits. If you are defeated, your adventures in Annelsia are over. If you defeated them and have any bladed weapon you may skin them for their hide; one River Croc Hide (Weight 250, 35 g.p.) on your character inventory for skinning them both.

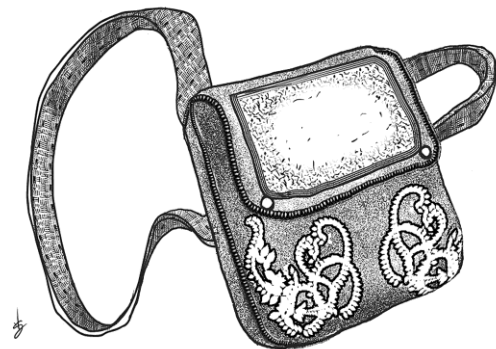
If you were headed north, go to 6.
If you were headed west, go to 25.

2 If you have found the folded parchment already, roll one die. If you roll odd, go to 21. If you roll even, continue your journey north by going to 13 or south by going to 25. Otherwise read on.

You find the remains of a soldier, dressed in the usual attire of the Order of the Crimson Rose. If you have already looted the remains, you find nothing here but the empty pouch. If this is your

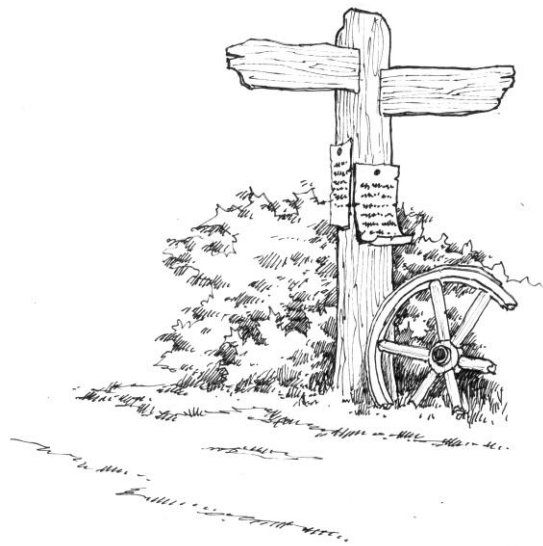
first visit you find quite a few coins and a ring within a pouch on his body (5 gold pieces and an aquamarine ring worth 120 gold pieces).

Make a L1-SR on LK or cast *Oh There It Is!* If you fail, go to 13 if you were heading north or 25 if you were heading south. If you succeed, cast the spell, go to 22.



3 Standing guard in front of the guard post, if you have already had an audience with the Crimson High Paladin before, the dwarven guard apologizes for his forgetfulness and lets you pass. If you have not met with the High Paladin before, read on.

If you have a green marble, you may show it to the guard and go to 41. Otherwise, make a L2-SR on CHR. If you succeed, you speak Dwarvish; make a L1-SR on CHR. If you succeed, go to 34. If you fail, he sends you on your way; go to 18.



4 If you have been to this paragraph before, roll one die. If you roll odd, go to 1. If you roll even, you carry on your journey. If you were heading north, go to 6; if you were heading west, go to 25. Otherwise, read on.

You stumble upon a broken down, mule-drawn wagon and an elderly man fiddling with a few poorly maintained tools. You take him by surprise and he leaps 6 feet into the air.

Some farming tools to various folks who

some farming tools to various folks who

here wheel, though, has broken and I attached. I guess I'm too old for
 If you wish god luck to the old man and carry on your way, go to 6 to head north, or to 25 to head west. If you wish to help the old man, read on.

Make a L1-SR on ST. If you fail, the old man gets fed up with your uselessness and asks you to leave so he can do it himself. Go to 6 if you were heading north, or go to 25 if you were heading west. If you succeed this roll, you manage to attach the spare wheel with many thanks from the elderly merchant.

finally be on my way. Did you know this here wheel to believe, but decide it is time to continue on your journey.

If you wish to ask for a reward, go to 27. If you say your farewells and continue on your way, go to 19

5 Make a L2SR on CHR. If you can speak *Elvish*, make a L1-SR on CHR instead. If you fail, you must search for a place to rest on your own; go to 25. If you succeed, read on.

“The elf scratches his chin in thought, and then a moment of realization dawns upon his face.

An ally to our cause and the war effort perhaps. You may find the Crimson Elf here, at the foot of the Hills of Aspiration just north of Port Teg. He is my uncle, and will surely take you in for a Show him this and tell The elf hands you a worthless green marble. You wonder what use this could be, but still note it in your inventory. Go to 25.

6 You stand in a north-south road at the entrance to Port Teg along the waters rampage southward along the



eastern edge of the road. Farmlands sprawl out to the west within the heart of the Barony of Annelsia.

If you wish to head south, go to 11. If you wish to head north, go to 9. If you wish to enter Port Teg, go to 26.

7 Thick, unkempt grasslands and patches of trees are spotted across the countryside. The heat of the sun is strong, but bearable. The distant palace of Annelsia is still visible along the horizon to the south. Waves of heat rise from the wastelands to the north.

Roll one die. If you roll a 1, go to 13 if you were headed north; 25 if you were headed south. If you roll a 2 or 3, go to 21. If you roll a 4, 5, or 6, go to 2.

EYou stand at the edge of the Bric
Cact desert, a wasteland mottled
with mud-brick red cacti and
sweltering sand dunes. A small
encampment of soldiers has established
a barricade along the road. A few of the
soldiers approach you, armed to the
teeth.

present your papers if you wish to
reluctantly tell the soldier that you have
allowed to pass. With war on the
horizon with Lezedr, only those granted
permission may pass between Branis

If you wish to bribe the guard to let you
pass, write down how many gold pieces
you will give and go to 16. If you wish
to turn back south, go to 13.

SYou are traveling along a north
south road that appears to have
few travelers. The road hugs the
western banks of the River Leihn as it
meanders south toward Port Teg.
Rounded hills pierce the horizon to the
west—the Hills of Aspiration you have
been told.

Roll one die. If you roll a 1, go to 18 if
you were headed north; 6 if you were

headed south. If you roll a 2 or 3, go to
24. If you roll a 4, 5, or 6, go to 36.

10The market of Port Teg is
not much to look at. A few
merchants have their wares
on display, but nothing out of the
ordinary is provided here. Consult the
Tunnels & Trolls rulebook for the list of
general supplies, weapons, and armor
available for purchase. No poisons are
available for purchase however. If you
have any River Croc Hide, you may
have one of the local artisans craft a suit
of armor from it for 65 gold pieces (Hits
8, ST 4, Weight 2505 gold pieces)
When you are finished, go to 26.

11You walk along a road that
hugs the southern shores of
Annelsia. The sounds of the
Blue Shale Ocean crashing into the coast
echo hauntingly. To the north,
farmlands smother the plains with
wheat and corn. To the east, the River
Leihn empties southward into the ocean
with the road turning northward along
its banks. In the opposite direction, Caer
Annelsia rises distantly toward the
west.

Roll one die. If you roll a 1 or 2, go to 6
If you were headed north, east 25 if you
were headed south, west If you roll a 3
or 4, go to 4. If you roll a 5 or 6, go to 1

12 You give Abelon the folded parchment and tell of how you found his nephew Grego slain at the side of the road north of Annelsia.

I am also relieved as well. I cannot worry, for the most part, and move on to grieving. I thank you for this deed says the Paladin in lamentation.

I must stand vigilant. I have another request for you, as I see you are both competent and strong. My men engage in skirmishes to the north of here, with



the soldiers of Lezedr. I fear they may need some support but we cannot spare a single man at this time. If you could assist them, that would go well

with their morale and the war that is

Abelon rummages through a chest and pulls out a small purse that he tosses into your hands.

reward and incentive to aid the Order further. I bid you find 500 gold pieces. Note also 250 a.p. on your character sheet, and restore all lost CON and ST/WIZ/POW as Abelon provides you rest within the camp. Go to 18.

13 You stand along a north-south road within the Barony of Annelsia. The road leads south toward the distant capitol of Annelsia, and north into the Bric-Cact Desert. Colorful grasslands and blossoms are plastered along the east and west of the road as if laid upon a canvas.

If you wish to head north, go to 8. If you wish to head south, go to

14 Make a L2SR on CHR. If you speak *Hobbit* make a L1-SR on CHR instead. If you fail, the thugs have no use for your words and proceed to attack you. Go to 31. If you succeed, the thugs welcome you into their camp and share a meal with you. Restore 1 CON and 1d6 ST/WIZ/POW if any has been lost. While the thugs sleep after the meal, you notice a chest amongst one of the crates. Go to 40.

15 If you have a thug camp map, go to 29. If you have already given Miss Tegglin the thug camp map, go to 30. Otherwise, read on.

The Bustlin Tegglin Inn is a modest establishment, but the moist air from the River Leihn has created obvious signs of mold and buckling wood. The bottom floor appears to be setup much like a small restaurant, and a set of stairs lead up to a hallway and series of rooms. A heavy-set woman in an orange dress and dirty white apron approaches you as you enter the building.

"If you want something, it will cost you 10 gold pieces. If you cannot afford a drink, go to 23. Otherwise, you hand the bartender 10 gold pieces, and he gives you a large mug full of your beverage of choice. Roll one die. If you roll a 1 or 2, go to 33. If you roll a 3 or 4, go to 29. If you roll a 5 or 6, go to 37.

16 Rose is a serious offense, but you look the other way. You have to retain this place with a sly grin. Note the loss of the gold pieces you gave on your character sheet. You have no other choice now but to turn back south; go to 13.

17 If you have a thug camp map, go to 29. If you have already given Miss Tegglin the thug camp map, go to 30. Otherwise, read on.

The Bustlin Tegglin Inn is a modest establishment, but the moist air from the River Leihn has created obvious signs of mold and buckling wood. The bottom floor appears to be setup much like a small restaurant, and a set of stairs lead

up to a hallway and series of rooms. A heavy-set woman in an orange dress and dirty white apron approaches you as you enter the building.

Since the war started, thieves and such like Miss Tegglin, as she waves a dirty towel toward you as if it were your fault. You inquire as to why the Inn is closed.

"You thugs stole my last shipment of food and other supplies I need to keep this place running. There are so many soldiers in the town now. Things have settled down since then but my next shipment is not ready. Not ready, you say? In coarse words, the woman shoves you out the door and back out onto the street. Go to 26.

18 You stand within the outpost headquarters of the Order of the Crimson Rose, led by the Crimson High Paladin Abelon. The other soldiers do not seem to have a problem with your presence here in the camp, at the footsteps of the Hills of Aspiration. If you wish an audience with the Crimson High Paladin, go to 3f. If you leave the camp, go to 32 to head north, 9 to head south

19 You part ways with the elderly merchant, with nothing but gratitude as a reward. Record 250 a.p. for being such a

If you were heading north, go to 6.
If you were heading west, go to 25.

20 The bartender thanks you for your patronage and tells you he has heard that the High Crimson Paladin Abelon is looking for new recruits in his camp to the north of here. You thank him for the information. Go to 23.

21 (100 a.p.) You find a caravan of merchants being robbed by a pair of bandits. You may choose to hide and avoid the bandits. Make a L-SR on DEX to do so. If you succeed, the caravan is robbed but you manage to safely pass them (go to 13 if you were heading north or 25 if you were heading south).

If you wish to aid the caravan or fail the saving roll, you must engage in combat with the two bandits (each have an MR of 15). You are allowed one surprise missile attack before entering the fray (target targets at Warrange, L4 SR on DEX) OR you may cast one spell (*Vorpal Blade*, *Go-Away*, or *Take That*,

You Fieñd). If you are defeated, your adventures in Annelsia are over. If you succeed, the merchants are grateful and present you with a gift: Boots of Arcane Avoidance (Weight 20, 750 g.p.). This pair of silky, leather soled footwear can dispel any magic of level 3 or lower twice per day as if the wearer had cast *Dis-Spell* and may even be used by Warriors. If you have already acquired a pair of boots from the merchants, instead they give you 1d6 x 10 gold pieces for your assistance. After thanking the caravan folk for the gift and giving your farewells, you depart onward with your journey; go to 13 if you were heading north or 25 if you were heading south.

22 You discover a hidden flap within the pouch. Inside is a folded parchment:



Note the folded parchment in your inventory and go to 13 if you were heading north or 25 if you were heading south.

23 The Groggy Hill Tavern looks very much like you would expect a tavern to be. It is a simple wooden building with a thatched roof. Inside, the air is thick with the smell of grog, mead, and ale. Sailors, and pirates, and a few odd soldiers here and there. A single man serves grog, mead, and ale at a bar at the far end of the tavern. You find all the tables are full, so you take your seat at an empty stool at the bar.

If you wish to order a drink, go to 15.
If you wish to exit the tavern, go to 26.

24 (50 a.p.) You encounter a small patrol of soldiers traveling along the road towards Port Teg.

As you approach, the soldiers, as he shoves you to the ground. Make a LSR on CON. If you fail, take 1d6 hits as you stumble into a patch of briars along the streambank. If you succeed, you take no hits. If you live, go to 18 if you were headed north or 6 if you were headed south. If you do not survive, go to 39.

25 The crimson and white walls of Caer Annelsia rise before you to the south, blocking all view of the Blue Shale Ocean beyond. The grandiose gates to the capitol city are closed, leaving only the wellworn roads north and east from the city.

If you wish to take the road north, go to 7. If you wish to take the road east, go to

26 Port Teg is a small but bustling trade route along the River Leihn. There are many shops here within this trade town, as business usually caters only to shipping goods. An excessive number of soldiers meander about, in preparations for the war at hand.

If you wish to visit the Groggy Hill Tavern, go to 23.

If you wish to visit the Blue Tegglin Inn, go to 17.

If you wish to visit the market, go to 10.
If you wish to leave the town, go to 6.

27 "I suppose you deserve it, but I guess you would still be here if you had 45 gold pieces and then hops onto his wagon, urging the mule forward and down the road to Caer Annelsia.

If you were heading north, go to 6.
If you were heading west, go to 25.



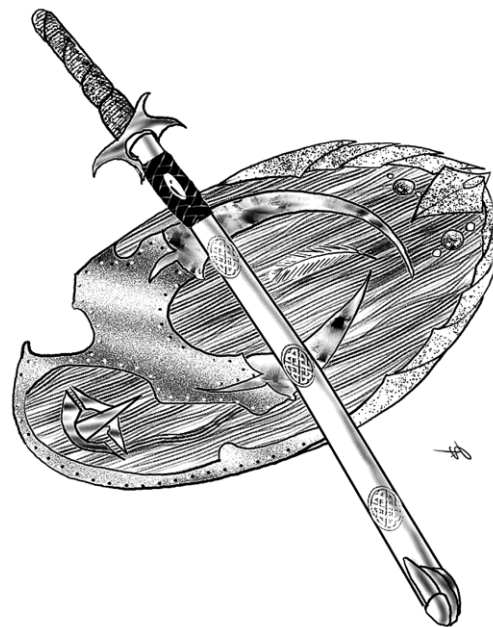
2 You enter a small clearing surrounded by the steep natural walls, deep within the Hills of Aspiration. A small group of thugs (roll 1d6 to determine how many) has setup a camp here within the clearing. A number of obviously stolen shipment crates are stacked at one end of the camp. They have yet to spot you.

You may depart safely if you wish; go to 36. you wish to approach the thugs in conversation, go to 14. If you wish to engage in combat with the thugs (each has an MR of 10), you are allowed one surprise missile attack before entering the fray (get targets at *Nearrange*, L4SR on DEX) OR you may cast one spell (*Orpal Blade*, *Go-Away*, or *Take That, You Fie*) if you are

defeated, they toss your unconscious body into the River Leihn. Go to 39. If you win the battle, you find a chest amongst one of the crates; go to 40.

2 You give Miss Tegglin, proprietier of the Bustlin Tegglin Inn, the thug camp map and instruct her on the whereabouts of her missing shipment of supplies.

enough, stranger. You come into my Inn with such good news and here I was about to... the night, you just come say the word. rate is 25 pieces a night, but for you

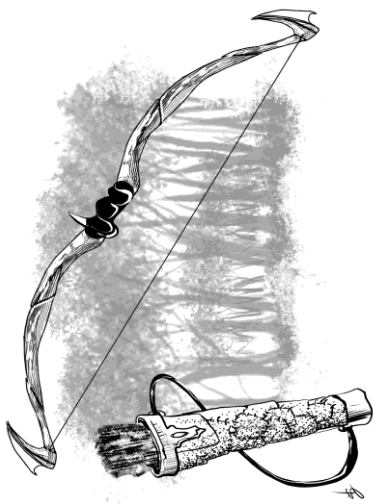


3

camp, you find a small outpost of Crimson Rose soldiers guarding the road through the valley of the Hills of Aspiration. If you've already been given request papers go to 35. Otherwise, read on.

The company commander after noticing your arrival. Suddenly, war cries erupt from north of the outpost barricade. Men clad in purple cloaks and dragon emblem shields charge forth from within the foothills.

If you wish to flee from the scene while you can, make a LSR on DEX. If



you succeed, go to 18. If you fail, take 1d6 hits from your CON from an arrow in the back. If you survive, go to 18. If you do not, go to 39.

If you wish to aid the soldiers you find the Crimson Rose are outnumbered 2 to 1. You must fight 2 Lezedr soldiers at once yourself, each with an MR of 20. You are allowed one

surprise missile attack before entering the fray (target targets at Advantage, L4 SR on DEX) OR you may cast one spell (*Vorpal Blade*, *Go-Away*, or *Take That, You Fiend*). If you are defeated, turn to 39. If you survive, the tide of battle has

turned in your favor. The company commander, as he wipes sweat from his brow, says, "Please take these request papers to the Crimson High Paladin. We are short on soldiers here as we are a bit weary so I am hoping he will relieve some of the soldiers here as we are a bit weary." He hands you a bundle of request papers. "A salute, the company commander bids you farewell. With the road barricaded to the north, your only path is south; go to 18.

3

The bartender thanks you for your patronage and tells you that River Crocs that inhabit the banks of the River Leihn have some pretty tough hide that people fashion into armor. You thank him for the information. Go to 23.

34 If you have been to this paragraph before, go to 42. Otherwise, read on.

A man clad in crimson and white plated armor with a thick white beard and moustache prominent on his weathered face. The High Paladin glances up from a table of maps and parchments to glare at the visitor disturbing him. You tell Abelon your name and that you are a traveler of these lands, seeking rest for the night and possibly a bit of adventure.

Well met. I am Abelon, the High Paladin of the Order of the Crimson Rose. Welcome here in the camp to offer, the Crimson Rose never turns down one in need. You may indeed stay the night and rest. Bask a favor of you in return. He circles the table of maps to approach you. Signs of worry and weariness mix with his words.

Sent orders for a new recruit, from Branis to the camp here. He should have arrived weeks ago but no word has come of his whereabouts. If you can locate him, I would be indebted to you. The only way to Branis is via the road northward from Caer Annelsia, so you should start there.

Abelon offers you rest for the night in the camp. Restore all CON and ST/WIZ/POW that has been lost. If you have the folded parchment, go to 12. If not, go to 18.

35 The company commander to you.

could have handled it, but you helped road is barricaded north of the outpost, so your only choice is to head back south now; go to 18.

36 You notice a number of footprints leading into a small valley within the Hills of Aspiration. If you already have the thug camp map or wish to carry on with your journey, then go to 18 if you were headed north or go to 6 if you were headed south. If you wish to follow the footprints into the hill, go to 28.

37 The bartender thanks you for your patronage and tells you of some local rumors.

shipment and are hiding out somewhere north. Thank him for the information. Go to 23.

3E Miss Tegglin gratefully showers you with kind words as she asks you if a room for the night? Only 10 gold pieces rather than the usual 25. If you wish to stay the night, deduct the 10 gold pieces and restore 1d6 ST/WIZ/POW and 1 CON. Either way, you may depart from the inn by turning to 26.

3C Your limp body is carried along somewhere by the River Leihn. Your CON is now equal to 1 (regardless of its previous value), and any other attributes that are equal to or less than 1 are restored to at least 1.

Roll one die to determine where you wash up. If you roll a 1 or 2, go to 25. If you roll a 3 or 4, go to 6. If you roll a 5 or 6, go to 18.

4C You find the chest is locked with a very intricate mechanism. If you wish to leave the chest alone and leave the camp, go to 9. If you wish to attempt to open the chest, make a SR on IQ or cast *Knock Knock*. If you fail, more thugs arrive in the camp and notice your actions. You are forced to flee immediately; go to 9. If you succeed on the roll or cast the spell, you find a number

of items within the chest: a bag camp map depicting the whereabouts of the camp and its stolen crates, 80 gold pieces, and an Enchanted Kukri worth 2 dice plus 8 adw worth 60 gold pieces. After you loot the chest, go to 9.

41 Well, this definitely looks like one of his marbles. He was always losing them in the Crimson Rose stronghold, says the dwarven soldier with a laugh.

42 asks the Crimson High Paladin.

If you have a folded parchment, go to 12.

If you have request papers, go to 30.

If you have a Seal of the Crimson Rose, read the paragraph below.

If you have no other business, go to 18.

If you wish to join the Order of the Crimson Rose now, note your new rank *Initiate of the Hearth* on your character sheet. If you are not yet Level 2, increase your a.p. until you have enough to reach that level. Your adventures within this solo have concluded and you may not return to it. However, your adventures in Annelsia have only just begun!

Explore the countryside of Annelsia in search of adventure, in a land on the brink of war. Will you aid the Order of the Crimson Rose? Can you help the people of Port Teg? Be careful where you tread as there is

No Rest for the Weary at War



This is a miniature solitaire adventure compatible with the Tunnels & Trolls game system. You will need the rules, dice, and paper to play. You may take any level kindred into this adventure.

Visit www.jongjungbu.com for more Tunnels & Trolls solitaire adventures