

KHARA KHANG'S  
RANDOM RAINBOW MAZE



KEN ST. ANDRE

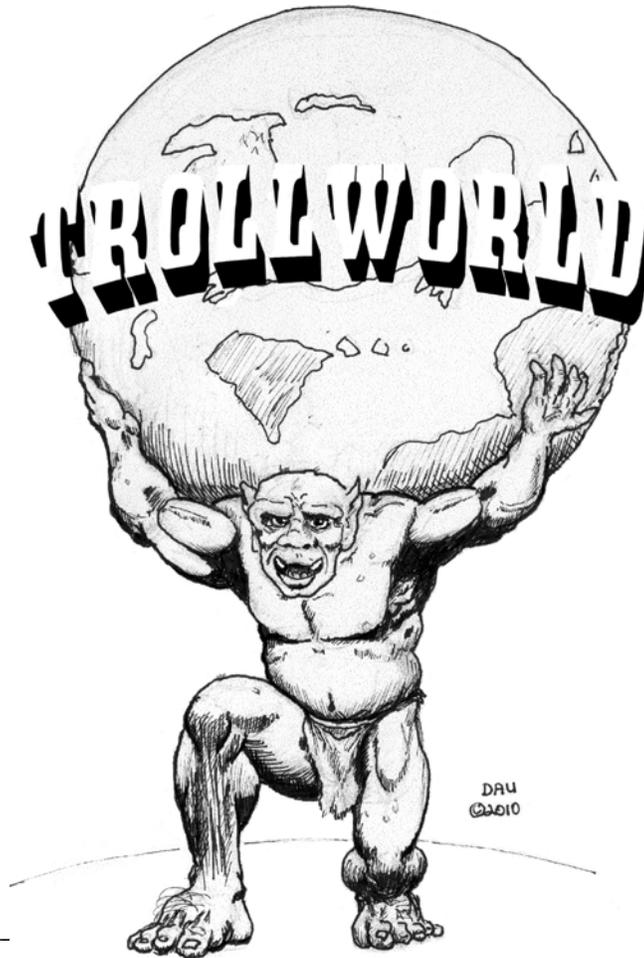
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Illustrations by **David A. Ullery**

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**This little adventure is dedicated to the members of Trollhalla, 2002-2010. They were the best Tunnels and Trolls players in the world, and a finer group of companions would be sought in vain.**

**--Ken St. Andre, a.k.a. the Trollgod**

<A> You have just walked down a long, twisting path lined with incredibly detailed statues of all the humanoid kindreds, but you didn't pay much attention to them. You are now standing on a small patch of ground at the corner of a large square stone building, and the Maze Master is explaining your task. "All you have to do is enter the maze here, walk through it, kill any foes you meet, and exit at the other end. The maze is a magic free zone, but the walls do change colors, hence the name rainbow maze. Any treasure you find is yours to keep."

You look at the old wizard coldly. He is a small black man with skin the color of polished ebony. "I can do this. I hope you don't mind if your maze gets destroyed in the process." He just grins through his grisly gray beard. "Start when you're ready!"



You are facing two doors, one is labeled @ and the other has a # sign on it. If you go through the one marked @, go to <B>, If you go through #, go to <F>. If you get smart and exit right now, go to <E>

<B> You step into a room about 20 feet square. It has red walls the color of blood and a high ceiling. There is something red on the floor in front of you. It looks like an animal carcass, but as you step closer, it rises to its feet, and you see a creature unlike anything you have ever seen before. It is about the size of a dog, but it has the head of an eagle, the body of a spider, and the claws of a lobster. It scuttles toward you and attacks.



There is no choice but to fight. The creature has a monster rating of 10 (2D6 + 5). The body is lightly armored, and the first point of damage will bounce off it. Fight! If you win, go to <C>. If you lose, you're dead.

(If you have been in this room before there is a dead creature on the floor--it has nothing of value, because you already took the pouch. Go to <C>, but ignore the part about finding money. You already found it.)