

solo 22

# CARAVAN To Tiern

a solitaire adventure  
for Tunnels & Trolls™



CARL  
LUND  
GREN  
1989

by Andrea  
Mills

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# CARAVAN To Tiern

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# CARAVAN To Tiern

Caravan to Tiern is a solo adventure for Tunnels and Trolls. Any single humanoid character may enter this adventure provided he has no more than 72 personal adds. This adventure has been written with the 5th edition of T&T rules in mind, and does include a magic matrix. The rules presented in that book will allow you to play the game with no difficulty.

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

Plain of Bijouwar and through the steep mountain pass of Shamishant.

It is a long journey with many dangers and you've been told that it proves fatal for those who try to make the trip alone. However, a caravan is slow and you are anxious to get there.

You have learned that a caravan will be setting out in a week for Tiern and as they are looking for help to protect it on the journey, you could join this group as a guard and go to 124, or you could equip yourself for a long trek across the plains and set out alone at 98.

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## CARAVAN TO TIERN

The town of Esturiat has been enjoying several months of peace after its recent war with the Raradin, the dark warriors of the plain. You have been staying at the Amber Goose Tavern for weeks. Although it holds pleasant diversions, you realize your supply of gold pieces is dwindling as no adventures have come your way.

Last night while drinking in the tavern, you overheard talk about great riches in the city of Tiern far to the east. The city is teeming with rich people who might be willing to hire one with your many talents to protect them from pirates, sea monsters, and villains. You are determined to set out for Tiern at once. Tiern lies across the Great

