

SOLO-HACK-TASTIC!



BY CHARLIE FLEMING

FOR USE WITH THE BLACK HACK





BARR!
IM A MONSTER
Publishing

Solo-HACK-tastic! is a dungeon of random encounters for times when you just want to delve freestyle and there is no GM around.

Da Rules:

Hallways: You can move freely around the hallways. For every 10 squares you move you must roll on the Hallway wandering monster chart. Doors to rooms always open.

Rooms: When you enter a room roll on the room chart to see what you've found/encountered. If you re-enter a room you've been in before you do not need to re-roll on the room chart, but you do need to roll 1d10. If you roll a 1,2,9, or 10 then you must fight a wandering monster.

Stairs: Stairs going up look like this:  On Level 1 they are where you begin and lead to the outside. Stairs going down look like this:  They lead to the next level of the dungeon.

Bosses: Bosses are only on the bottom level of the dungeon. If you encounter one and win the fight the game is over. Count your loot and lick your wounds.

Trap damage = Same as a monster with HD equal to the dungeon level.

Solo-HACKtastic was originally conceived as two pocket games for the Tunnels & Trolls RPG by Ken St. Andre and published by Flying Buffalo. The two dungeons have been combined for on big solo adventure for The Black Hack rules set.

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HALLWAY WANDERING MONSTERS

Roll 1d6 for the grouping then roll it again for evens on monster, odds the other one.

Levels 1 and 2: On level 2 add 1 to the HD

Roll	Evens	Odds
1	Orc (HD 2)	Dungeon Jelly (HD 2)
2	Rats (HD 1)	Goblin (HD 1)
3	Giant Spider (HD 1).	Slitherer (HD 2)
4	Mindless Shambler (HD1)	Giant Beetle (HD 2)
5	Crazed adventurer (HD 1)	Goblin Skeleton (HD 1)
6	Ogre (HD 3)	Corridor Creeper (HD 3)

Level 3 and 4: On level 4 add 1 to the HD

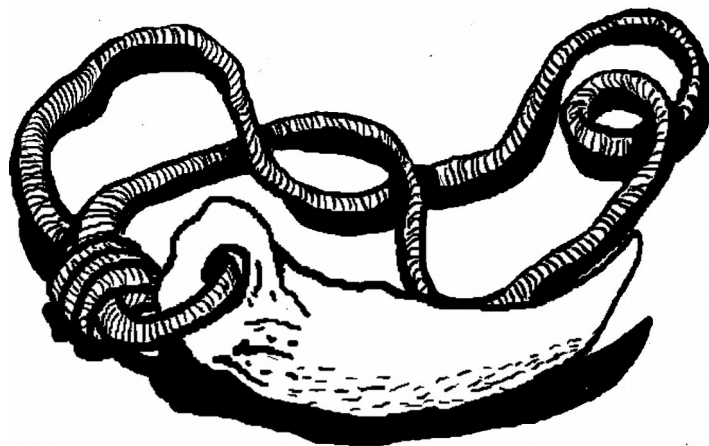
Roll	Evens	Odds
1	Black Snark (HD 2)	Faceless Ones (HD 3)
2-3	Ghoul (HD 2)	Jagger Worm (HD 2)
4	Creeping Fungi (HD 3)	Cavern Wurm (HD 2)
5	Skeleton (HD 2)	Ogre (Hd 3)
6	Bugbear (HD 3)	Doom Slime (HD 3)
	Pulpous Scuz (HD 4)	Crystal toothed flarg (HD 4)

TREASURE

Roll 1d6 to pick a chart then roll 1d6 again for the row and then again for the column.

Odds:

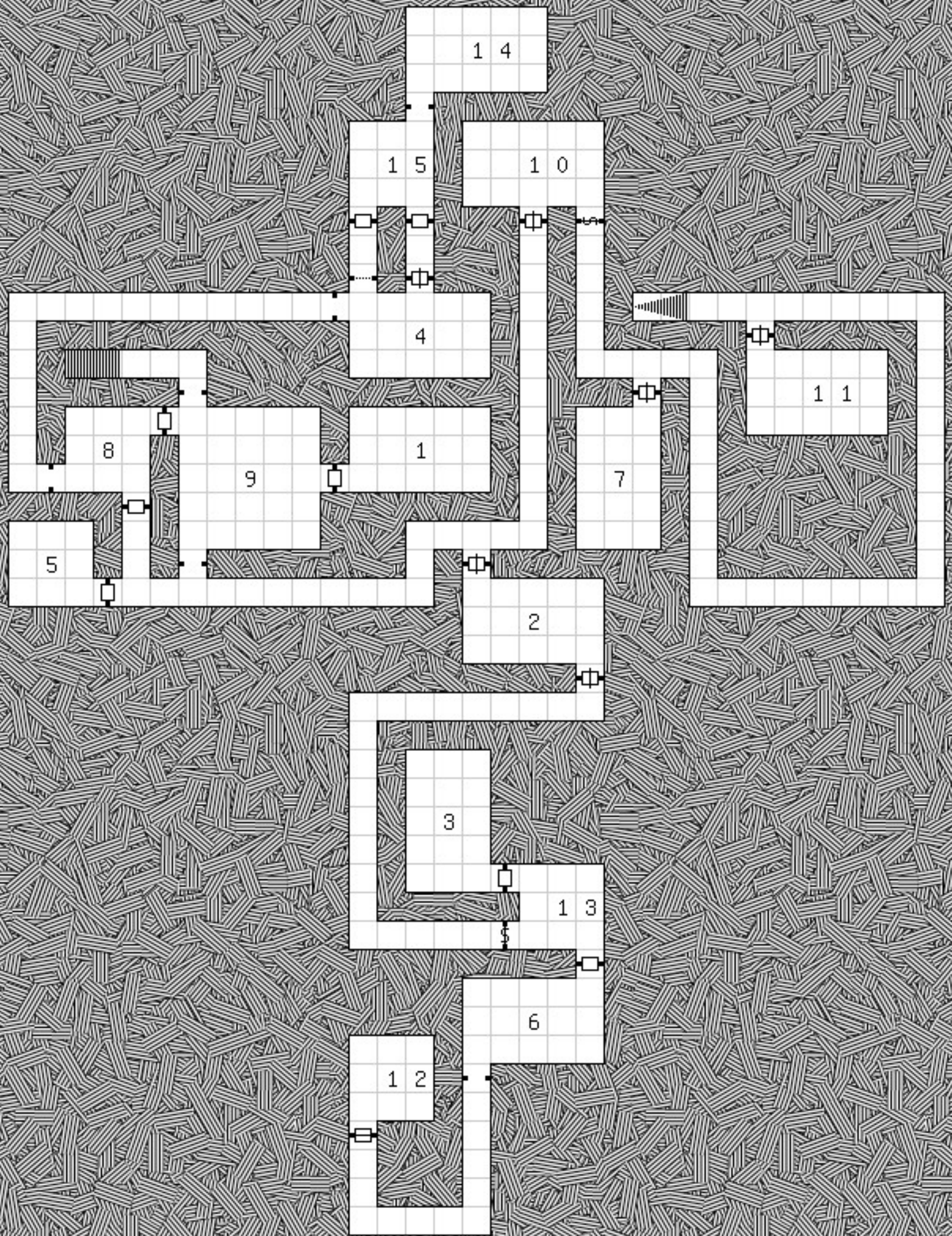
Roll	Evens	Odds
1	Potion that raises your lowest attribute by 1.	Ring of Protection – 2 AP
2	2 d6 x 3 20 in Gold Pieces	Enchanted hand warming stones.
3	Golden finger cuff worth 214 GP	Healing potion that restores 1 die of HP.
4	Gladius of Goblin Doom: fight with advantage against goblins.	A quill that writes without ink...even upside down (19 GP)
5	Helm of Regeneration: heals 1HP per round.	Wand of light. Shines a light when a stud is pressed.
6	Crystal flarg tooth worth 2d20 in GP	A potion that adds 1 to your INT



Events:

Roll	Events	Odds
1	Pouch of infinite banking. Converts any coins into GP, of which it holds an infinite amount of at 3% interest.	Pendant of Bahthert – you will not offend anyone while worn (27 GP)
2	2 dice of gems worth 2d8 x 2d20 in GP	Magic weapon balm. Advantage for 5 rounds
3	Healing potion that restores 1 die of HP.	Bar of protein health. Restores 1 HP
4	Lucky rock – advantage on all trap rolls	A potion that adds 1 to your CHR
5	Pendant of life giving. Restores 2 dice of HP if killed.	1 dose Merphees shield oil. +1 AP for 10 rounds.
6	Ring of Initiative – always attack first.	The Emerald of Fuurg. Looking into it shows you what the fat goblin Fuurg is doing, usually eating. Should be worth a lot but usually the owner ends up paying someone to take it from them.



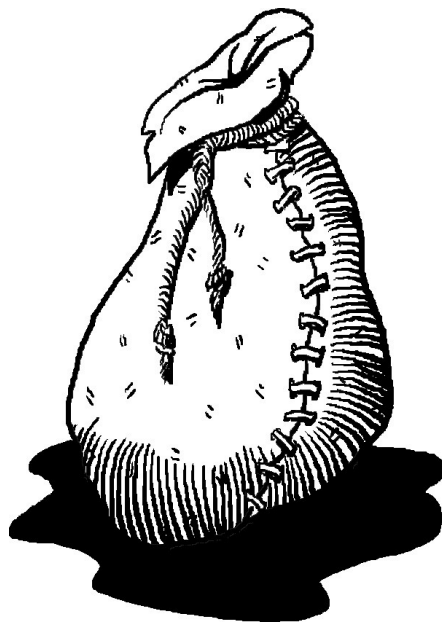


LEVEL 1

Roll 1d6 to pick a chart then roll 1d6 again for the row and then again for the column. Trap Damage = HD1.

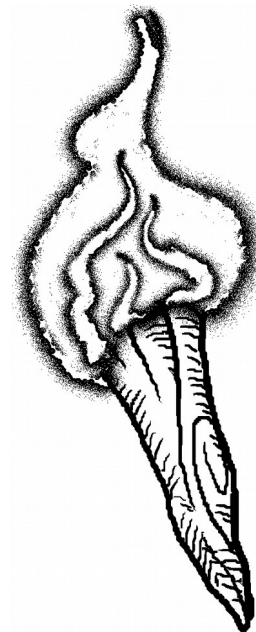
Events:

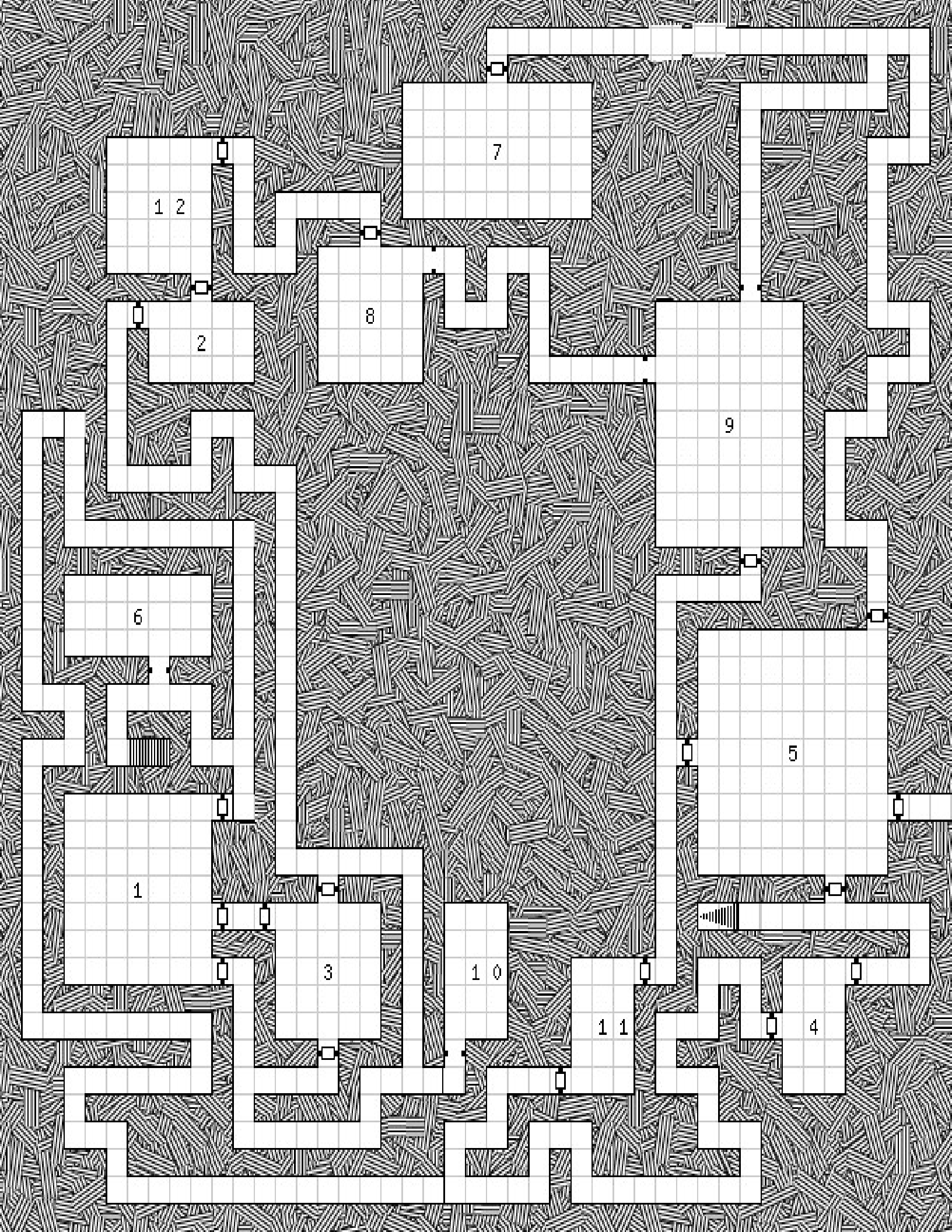
Roll	Events	Odds
1	Arrow trap. Save vs. DEX.	Goblin (HD 1).
2	Roll on Treasure chart	Tar Man (HD 2, Skin is 1 AP).
3	Goblin Thief (HD 2). Test vs. INT. If you lose he steals 1/4 of your loot and runs away.	Eldritch bolt trap - Test vs. WIS.
4	Falling rock: Test vs STR.	Rival delver(HD 1).
5	Orc (HD 2).	Roll on Treasure chart.
6	Cave Troll (HD 3).	Slitherer (HD 2).



Odds:

Roll	Evens	Odds
1	Roll 1 die odds= nothing happens, evens = Hallway monster comes into the room, roll on hallway chart.	Gas Attack. Test vs CON.
2	Skeleton (HD 2).	Roll on Treasure chart.
3	Hume-goo (HD 1). Human/ghoul hybrid	Orc (HD 2)
4	Roll on Treasure chart.	Viridian slime (HD 1). Edged weapons do half damage against it.
5	Flame ball trap- Test vs. DEX	Trap: The Fingers of Inzzzz - Test vs. STR.
6	Goliath Spider (HD 3). 2 points venom damage if critical hit is made	Weapon enchantment aura. +1 to your current weapon's damage.





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LEVEL 2

Roll 1d6 to pick a chart then roll 1d6 again for the row and then again for the column. Trap Damage = HD 2.

Odds:

Roll	Evens	Odds
1	Ankle Biter (HD 1).	Empty room.
2	Swinging iron ball trap. Test vs. DEX.	Roll on Treasure chart.
3	Ogre Skeleton (HD 2).	Scorpiant (HD 2).
4	Jagger Worm (HD 3).	A flatulent ugaanot (HD 2).
5	Roll on Treasure chart.	Flying, annoying, unimaginable thing (HD 3).
6	Cave Troll (HD 3).	Trap: Noggin Joggin – Test vs. INT.

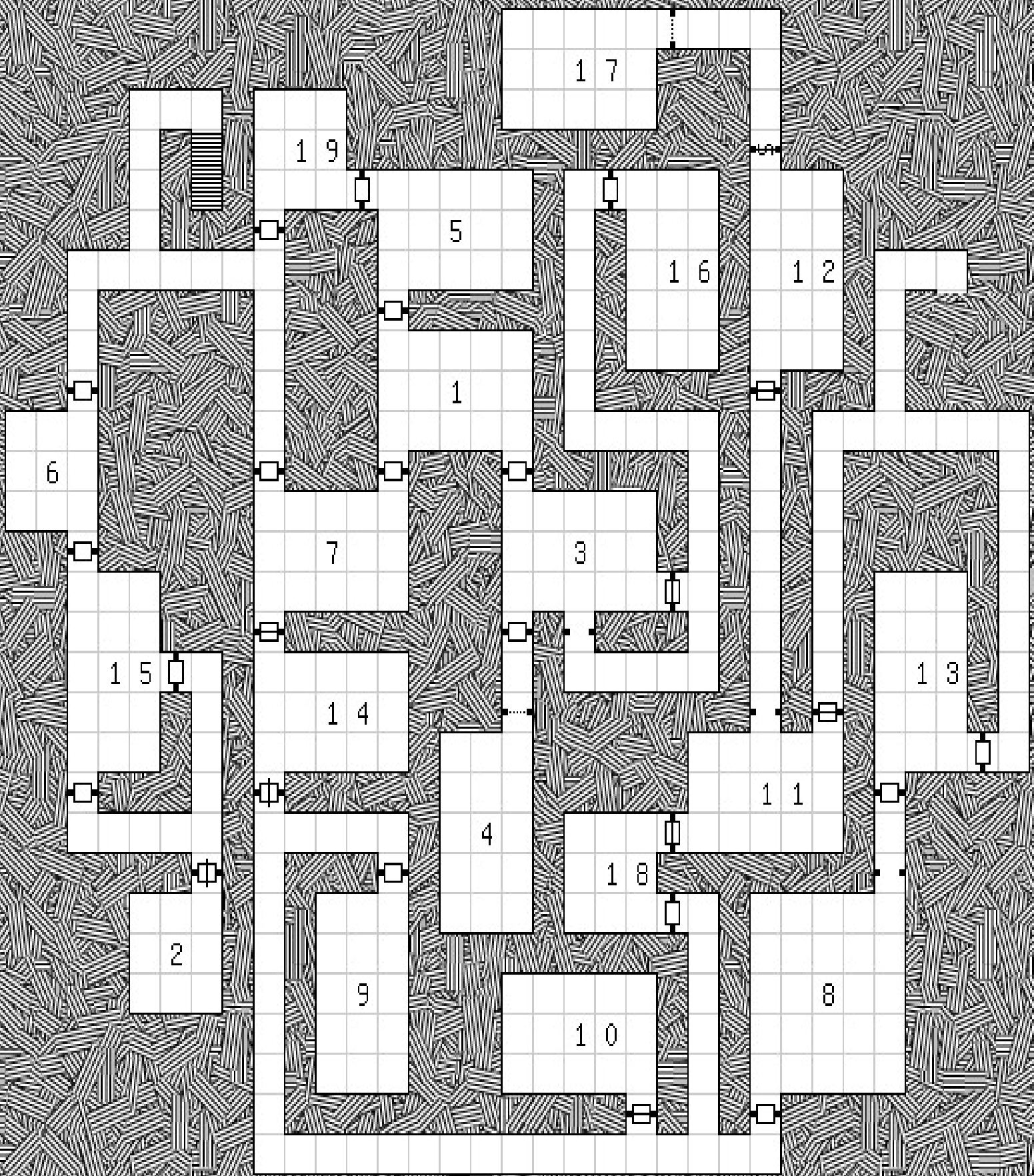


Evens:

Roll	Evens	Odds
1	Killer Moth (HD 2).	Roll on Treasure chart.
2	Roll 1d6 odds= nothing happens, evens = Hallway monster comes into the room, roll on hallway chart.	Barking spider (HD 2).
3	Roll on Treasure chart.	Ward of Wizardness – Test vs WIS.
4	Arrow Volley. Level 2 save vs. Luck.	Roll on Treasure chart.
5	Large toadfang (HD 3).	Cursed weapon aura. Subtract 1 from your current weapon's damage
6	Spinning blades trap – Test vs DEX.	Deranged delver (HD 2).







LEVEL 3

Roll 1d6 to pick a chart then roll 1d6 again for the row and then again for the column. Trap Damage = HD3.

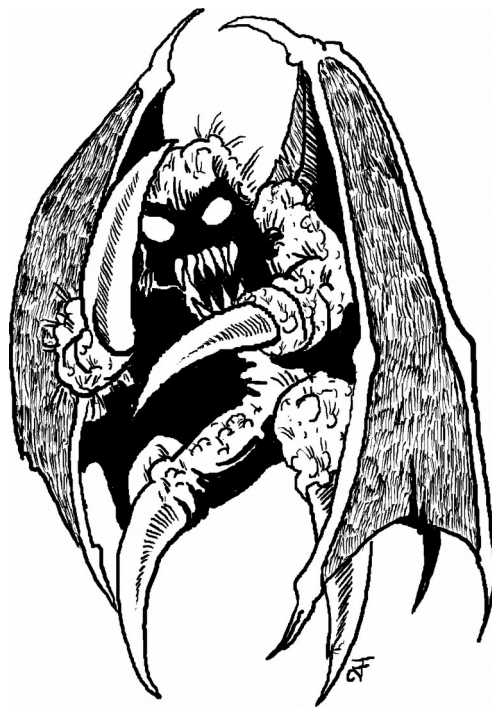
Events:

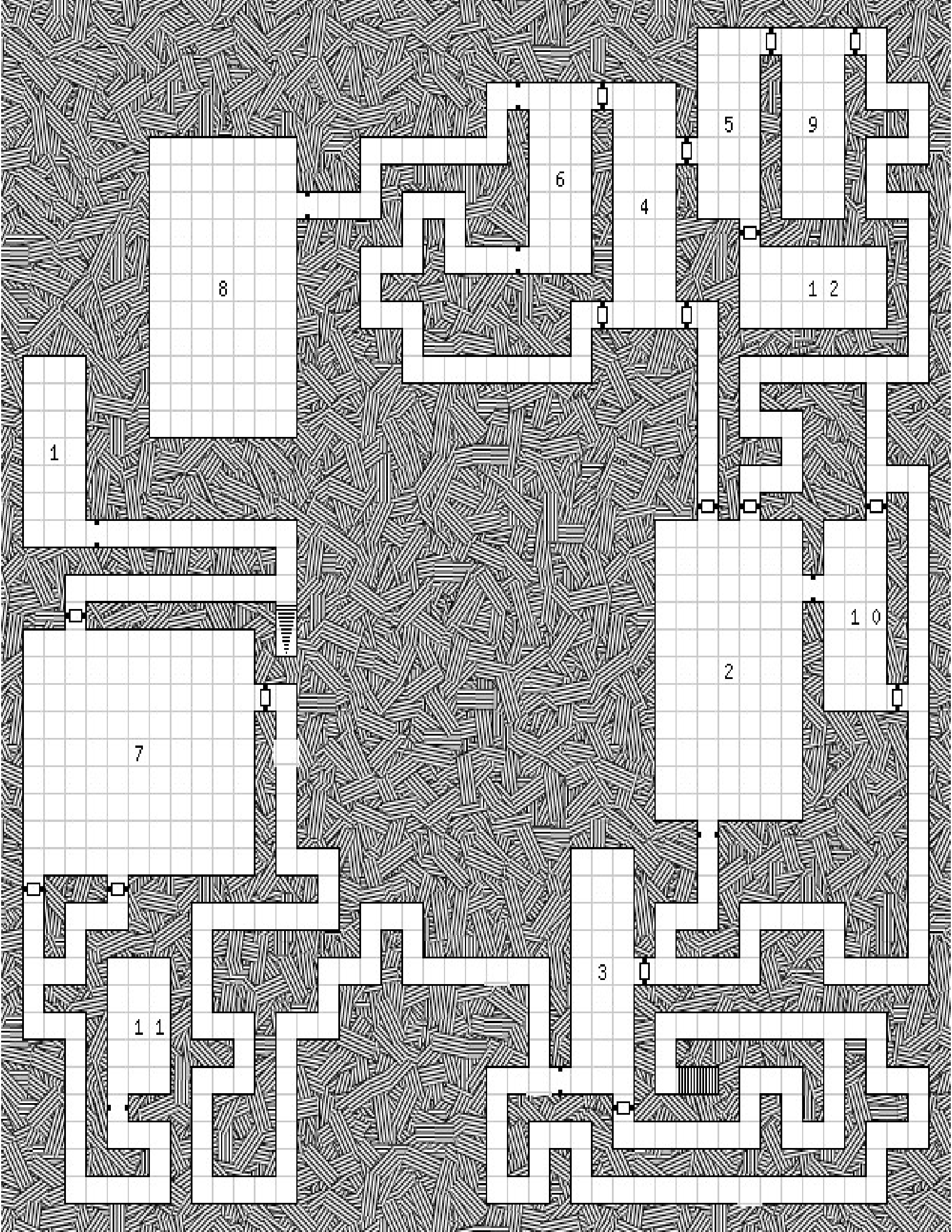
Roll	Events	Odds
1	Roll on Treasure chart.	Carrion Eels (HD 2).
2	Naught (HD 3).	Faceless wanderer (HD 3).
3	Undead Haugbui (HD 4).	Glyph of internal inflammation. Test vs. CON.
4	Mirror of Mockery -Test vs. CHR.	Roll on Treasure chart.
5	A grunglapper (HD 2).	A gorkus (HD 3).
6	Invisible punch of Kalibassa. Test vs STR to resist the force of an unseen fist.	Gobgre (HD 4) Mutated offspring of Goblin and Ogre.



Odds:

Roll	Evens	Odds
1	Chunk of ceiling falls - Test vs. DEX.	Dark Gnome (HD 3).
2	Roll 1d6 evens= nothing happens, odds = Hallway monster comes into the room, roll on hallway chart.	Roll on Treasure chart.
3	Deranged, lost dungeon delver (HD 3).	Balls of deftness- Test vs. DEX.
4	Roll on Treasure chart.	Cave Caimans (HD 3).
5	A calamitous dungeon clam (HD 3) Shell is 2 AP.	Pain of the Ahrssssss - Test vs STR.
6	Gasssss - Test vs. CON.	Living Oculon (HD 4).





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LEVEL 4

Roll 1d6 to pick a chart then roll 1d6 again for the row and then again for the column. Trap Damage = HD4.

Odds:

Roll	Evens	Odds
1	Boss.	Roll on Treasure chart.
2	Fungusamongushumongus (HD 4).	The Torture of Fvnagh'amon. Test vs. STR.
3	Obsessive zealot (HD 3).	Doppelganger. Same STR,DEX, and HP as you.
4	The Phantom Questioning of Ralpius – Test vs. INT.	Gelatinous Icosahedron (HD 4).
5	A damnable beast (HD 4).	Weapon enchantment aura. +1 to your current weapon's to hit target number.
6	Roll on Treasure chart.	Boss



Evens:

Roll	Evens	Odds
1	Roll on Treasure chart.	Boss.
2	Dragonette (HD4).	Phantasmagorical boondoggle – Test vs. WIS.
3	Insult to Injury – Test vs. CON.	Snollygoster (HD 4).
4	Gorgon (HD 4) – Test vs. WIS every other combat round or turned into stone.	Spektral Froth. Test Vs. INT at a disadvantage.
5	Indescribable Muck. Test vs. STR to get unstuck from it. If you miss then you are stuck for another turn and must roll again. Roll 1d6 evens= nothing happens, odds = Hallway monster comes into the room, roll on hallway chart.	Phase Spider (HD 4) - Phase spiders phase in and out of being our dimension and another. Fight it at a disadvantage
6	Boss	Roll on Treasure chart

BOSSES

If you defeat a boss then the dungeon has been cleared and you exit safely to the outside. You may also roll 3 times on the treasure chart. It's now time to count your loot and lick your wounds. Roll 1d6 to see which list to use. Then roll again to see which boss you have to battle.

Evans:

1- *King of the Shadow Munchkins* HD 6

The King of the Shadow Munchkins makes up for his small size with his speed and ability to fade into the shadows. Make a test vs. DEX every combat round or he does an extra die of damage. His shadow form absorbs 3 points of damage.

2 - *M'aa'roo, He Who Moves Still* HD 7

M'aa'roo is the living skeleton of a long dead mage. He casts a spell immediately so you must fight 1-5 skeletons (HD 1) before you can fight him. Every other round (even while fighting skeletons) M'aa'roo throws a fireball at you. Make a test vs. DEX or take 2 points extra damage.

3 - *Kamorga, The Queen the Phase Spiders* HD 6

Kamorga is a huge phase spider that is the mother on millions of phase spiders. She is so powerful that you

must fight her at a disadvantage and defend at a disadvantage.

4 - *Tarugarugarugaruga The Worm God* HD 6

Tarugarugarugaruga is a massive giant worm. He's not really a god, he just thinks he is.

5 - *Larry of the Dark Cult of Bulbanath* HD 7

Larry is pretty unimposing in his store bought wizard costume. He's the only one in his cult actually. He thinks he's intimidating when he waves around an enchanted dagger (You defend at a disadvantage when he attacks with it). The only thing impressive about him is his ability to summon a couple minions of arch demon Bulbanath, with the amulet he found several months ago. He will summon one as soon as he sees you. It HD 4. Larry's not sure how he ended up in the dungeon but he has since sworn off drinking as much as he did the other night.

6- *Snagfapl* HD 7

Snagfapl is a small dragon who has perfected the art of the con. He has convinced a bunch of zealots who think he is going to help them get rich quick..for a small investment.

Odds:

1 - *K'llg'or* HD 7

K'llg'or is a massive sentient ball of junk collected throughout the dungeon. Whenever he rolls over something it sticks to his form and becomes part of K'llg'or. If K'llg'or wins a combat round you must make a test vs. STR or become forever part of K'llg'or!



2 - *B'gonba'g'nos the Spektral Boss* HD 7

B'gonba'g'nos is a Spektromancer from a plane of existence even more vile than your own. Every other turn he releases spektral froth into the air. You must make a test vs. INT or you are driven insane and carried away to another plane by B'gonba'g'nos' Gawnts (thus ending your delve).

3 - *Kulgog The Undefinable* BS: HD 7

Kulgog is a 7' tall mutant mess of Goblin, Uruk, Ogre and who knows what else. He wields a mace fashioned out of an ogre bone in the hand of the top of his two right arms. In his left he holds a shield that absorbs 4 hits (4 AP). He uses his other right arm to sucker punch. Make a test vs DEX each round or he hits you for an extra die of damage.

4- *Nurd the Trollusk Lord* HD 6

Nurd is the Lord of his Trollusk Clan. He stands 7 feet tall.

is belly is about 3 feet in circumference. Nurd carries a large club with slorr teeth embedded in it. Every third round of combat he will try to belly flop his opponent if smaller than him. A test vs. DEX is required to jump out of the way.

5 - *D'ffay the Fowlrog* HD 6

The ugliest, most hideous, most vile duck you have ever seen. As soon as it sees you the beast releases the most frightening quack you have ever heard, then morphs into a smoldering duck of ash, lava, and flame.

Every round of combat you must make a test vs. DEX or take an additional 2 dice of damage from lava and ash thrown your way in the attack.

6- *Borus* HD 7

Borus is a humongous spider. He considers himself an artist as his lair is exquisitely decorated with artwork made from his web spinning. He is also crazy and considers all intruders to be art thieves that must die. Borus also tends to attract art loving zealots who worship his work and tend to his domain.