

Solo	Author	Publisher	Specified Number	Specified Level	Specified Adds	Specified Type	Toughest MR	SR Level Range	Survive	Rating	Diff	7.5 Level	Paragraphs	Notes
Blood War of Saxon	Tom Grimshaw	Tom Grimshaw	1	1-3	20 max	any	20	1-2	1/2	B	0	1	44	Very short, Str 20+
Buffalo Castle: Original	Rick Loomis	Flying Buffalo	1	any	any	warrior	20	1	2/3	B	0	1	112	Good for beginners, has some bugs
Buffalo Castle: 2013	Rick Loomis	Flying Buffalo	1	1	any	warrior	30	1-2		B	0	1	112	Good for beginners, bring a bucket of daggers
Compendium of Solos 1: Soul Search	Murray Ewing	Outlaw Press	1-2	1-3	any	any	60 (30)	1-2	3/6	B	0	2 x 1	60	Good for beginners with 2 characters, very short, Spd 15+, Luk 20+
Crypt of the Wolf Prince	Dan Hembree	Lone Delver Games	1	any	any	any	30	1			0	1	112	
Dargon's Dungeon 1st Ed	Bill Hart	Flying Buffalo	3	1-3	any	any	140 (47)	Level		D	0	3 x 1	154	Badly written and illustrated
Deliamber's Delight Level 1	A. R. Holmes	A. R. Holmes	1	any	20 max	warrior	40	1-2	1/1	A	0	1	79	Good experience, not too hard
Devotion to Duty	Sid Orpin	Tavernmaster Games	1	1	any	any	20	1-3			0	1	90	Human, elf, dwarf, hobb, or uruk brand new character only
Duck Soup	Charlie Flemming	Charlie Flemming	1	any	any	any	32	1-2			0	1	18	
Escape from Ga-Tyr	Tim Labor	Outlaw Press	1	1	any	any	22	1-2	1/1	A	0	1	408	Good for beginners, map extensively, lots of backtracking
Final Exam	W. Scott Grant	W. Scott Grant	1	1	any	wizard	30	1-2	1/1	A	0	1	360	Good for beginning wizard but long, bring rope, pitans, and shovel, infinite experience after you find the library
Halls of the Gorgon	A. R. Holmes	A. R. Holmes	1	1	20 max	any	42	1-2	1/1	B	0	1	60	Good for beginners, relatively short and straightforward
Ham Fat	James L. Shipman	Outlaw Press	1	1	any	any	40	1	1/1	B	0	1	35	Hobbit, Leprechaun, goblin, Gremlin, Dwarf, or Gnome only, no weapons or armor, Tolkein satire
Hecatombe	Al McDougall	Al McDougall	1	1	10 max	any	20	1			0	1	80	
Hobbit Hole 11: Escape from the Vampire's Crypt	A. R. Holmes	Outlaw Press	1	1	any	warrior	38	1	1/1	B	0	1	46	Good for beginners
No Rest for the Weary at War	Patrick Witmer	Patrick Witmer	1	1	any	any	40	1	1/1	B	0	1	42	Good for beginners
Off - Piste!	A. McDougall	A. McDougall	1	1	15 max	any	40	1-2			0	1	300	Tons of saving rolls
Overkill 1st Ed Easy	Mike Brines	Flying Buffalo	1-12	1-12	any	any	110 (9)	none		D	0	12 x 1	59	12 levels of characters, ok for 12 beginning characters, badly written and illustrated
Overkill 1st Ed Exotic	Mike Brines	Flying Buffalo	1-12	1-12	any	any	300 (28)	none		D	0	12 x 1	59	12 levels of characters, badly written and illustrated
Overkill 1st Ed Harder	Mike Brines	Flying Buffalo	1-12	1-12	any	any	250 (22)	none		D	0	12 x 1	59	12 levels of characters, badly written and illustrated
Rotton Borough, Fairyland	Mark Thornton	Khaghbbboommm Press	1	any	any	any	30	special			0	1	20	Saving rolls at the character's level minus one
Sideshow	A. R. Holmes	A. R. Holmes	1	any	any	any	42	1	2/2	A+	0	1	69	Good for beginners, some good items
Take the Money: Cry Wolf!	Rick Loomis	Flying Buffalo	1	1	9	shepherd	16	1		C	0	1	11	11 Paragraphs, designed to teach the game, not a real adventure
Temple of the Fool God	Stuart Lloyd	Stuart Lloyd	1	1	25 max	any	32	1-2			0	1	190	Bonus for citizens, talent swapper, free equipment, many spell options
The Challenge of the King	Charlie Flemming	Charlie Flemming	1	any	any	any	30	2			0	1	15	
The Creeper in the Temple	Scott Malthouse	Scott Malthouse	1	1	any	any	30	1			0	1	10	
The Mine of the Wretch King	Scott Malthouse	Scott Malthouse	1	any	any	any	21	1			0	1	10	
The Tavern by the Sea: The Tomb of the Sea Reaver's Gold	Andy Holmes	Tavernmaster Games	1	any	any	any	-	1-2			0	1	31	
Warren	Timothy Lowell	Outlaw Press	1-4	1-2	any	any	40 (10)	1-2	4/4	A	0	4 x 1	99	Good for beginners, easy with 4 characters
When the Cat's Away: Solo Adventure for the Intellectually Challenged	Rick Loomis	Flying Buffalo	1	any	any	any	-	-		C	0	1	40	Joke adventure, no saves or combats
Beneath the Temple of the Storm God	A. R. Holmes	Tavern Master Games	1	1-2	any	any	45	1	0/2	B	1	1-2	91	Dwarf, human, elf, or hobb
Compendium of Solos 2: Far from Home	A. R. Holmes	Outlaw Press	1	1	any	warrior	50	1-2	1/1	D	1	1-2	44	No leprechauns, problem with paragraph 5, ending says "to be continued"

Compendium of Solos 2: Hendrien's Elixir	Tim Labor	Outlaw Press	1	1	any	any	28	1-3	1/1	D	1	1-2	136	Relatively large and intricate, not sure if it's winnable
Dark Deeds and Cabbages	James Fallows	James Fallows	1	any	any	any	35	1-3			1	1-2	20	
Down in the Sewer	F. Martin Shaver and John Sasso	IGS Games	1	1-2	any	any	60	1-2	3/6	(A)	1	1-2	187	Max Attr 132, Max combat roll 50, easy for strong beginners
Elder Tunnels Spring 2012: Dangers of Bakemono Forest	Brian Penn	Peryton Publishing	1	any	10 max	any	50	1-3			1	1-2	60	New character can be created at the beginning of the adventure
Elemental Dungeon	Michael Stackpole	Outlaw Press	1	1	any	no wizards	60	1	1/1	B	1	1-2	140	Nice doubling room, written for T&T4 or earlier, multiple editing errors
Formication	Sid Orpin	Tavernmaster Games	1	any	any	any	32	1-3			1	1-2	34	
Haunting of Tilford's Hollow	A. R. Holmes	A. R. Holmes	1	1	any	any	50	1-2			1	1-2	76	Human, elf, dwarf, hobbit only, extra cash
House in the Hills	Dan Hembree	Lone Delver Games	1	any	10-20	warrior	50	1	0/2	C	1	1-2	138	Humanoid, no equipment, Spd 15+, Con 20+, Luk 15+
Murders in the Midst of Annelsia	Patrick Witmer	Patrick Witmer	1	1-5	any	any	72	1-2			1	1-2	25	
Oasis of Dust	Charlie Flemming	Charlie Flemming	1	any	any	any	-	1-4			1	1-2	20	
Old Dwarf Mine	Roy Cram	Judges Guild	6-8	1-2	any	any	160 (20)	1-4	5/5	C	1	8 x 1-2	62	Humanoid, total levels 10 max, no goblins, no final adventure points (take 1 AP per gold piece removed?)
Pocket Troll Ob.: In Deep	Dan Hembree	Troll Hammer Press	1	1-2	15-30	any	50	1-2			1	1-2	30	
Rapscallion	Sid Orpin	Tavernmaster Games	1	1-3	any	rogue	50	1-3			1	1-2	142	
Red Circle	Michael Stackpole	Flying Buffalo	1	any	60 max	any	40	1-2			1	1-2	214	Humanoid only
Solitaire Adventure A1	Aaron Thorne	Aaron Thorne	1	1	any	any	30	1	1/3	C	1	1-2	211	Bring a poniard
Sorcerer's Apprentice 16: Hot Pursuit	Michael Stackpole	Sorcerer's Apprentice	1	any	30 max	no wizards	50	1-2	2	C	1	1-2	35	Humanoid, no magic
Sorcerer's Apprentice 2: Seven Ayes	Ken St. Andre	Sorcerer's Apprentice	1	1-3	any	no wizards	none	1-3	1/1	D	1	1-2	33	No fairy or giant, some choices lead to death or defeat for no apparent reason
Soul Survivor	Sid Orpin	Tavernmaster Games	1	1-2	30 max	any	52	1-3			1	1-2	91	
The Harvest of Souls, or The Town That Dreaded Sundown	Charlie Flemming	Charlie Flemming	1	any	any	any	60	1-2			1	1-2	34	
The Tower in the Marsh	Charlie Flemming	Charlie Flemming	1	any	any	any	40	1-2			1	1-2	20	
Troll Zine 3: Temple of Isoth	Dan Hembree	Troll Bridge	1	any	20-30	any	60	1-2	1/1	A	1	1-2	76	Be prepared for several fights
Trollgod's Gift	Ken St. Andre	Trollhalla	1	any	any	any	-	1-3			1	1-2	26	Very short, no combat
Vampire Bar	A. R. Holmes	A. R. Holmes	1	any	any	any	50	1-2			1	1-2	15	
Balrog's Scepter	James L. Shipman and James A. Jacobs	Outlaw Press	1	1-4	10-40	any	60	1-2	0/1	D	2	2	127	Humanoid, non-monster only, most monsters have special attacks, you can die if you collect the items in the wrong order
Bedlam	A. R. Holmes	A. R. Holmes	1	1-2	35 max	any	50	1-3	2/2	A+	2	2	224	Wizards cannot use spells, Int 15+
Black Gate, Cautious	Bruce Edwards	Bruce Edwards	1	any	any	any	80		0/2	D	2	2		Not for beginners, 10 gp entry
Blood in the Sand	Max Power and James L. Shipman	Max Power and James L. Shipman	1	1	12	warrior	80	1-3			2	2	67	Pregenerated character
Castle Dracula	Simon Rafe	Simon Rafe	1	1-3	24-30	warrior	70	1-3	0/1	B	2	2	500	Humanoid, bring strong magic
Circle of Ice	Paul Creelman	Flying Buffalo	1	1-4	70 max	any	83	1			2	2	36	Harsh conditions
Compendium of Solos 2: Wild West	James L. Shipman	Outlaw Press	1	any	15-20	any	-	2			2	2	7	Human, orc, or ogre, only a dozen paragraphs
Dark Harbour	A. R. Holmes	Tavern Master Games	1	any	any	any	Levelx40	2	0/1	C	2	2	80	Must find path to key
Day of Reckoning	Stephen Duke and James L. Shipman	Outlaw Press	1	1-3	60 max	any	80	1-2			2	2	63	
Eye of the Serpent	A. R. Holmes	A. R. Holmes	1	1	any	any	26	2	0/2	D	2	2	38	Bring strong magic, Dex 15+, Luk 15+, many instant death by choosing wrong, must know all bad choices and avoid them

Griffin Ridge	Max Power	Outlaw Press	any	any	any	any	Nx45	1-2			2	2	156	Monster number based on number N in party
Hidden Halls of Ogul-Duhr	A. R. Holmes	A. R. Holmes	1	1-3	30 max	any	80	1-2	1/1	B	2	any x 2	82	Relatively short but detailed
Hill of Shadows	Andrea Canobbio, Mark Evans Translation	Anatomika Studio and Chimerae Hobby Group	1	1-2	any	no wizards	60	1-3	0/2	C	2	2	107	Bring strong magic, many instant death by choosing wrong, must know all bad choices and avoid them
Horny Gods	Patrice Geille	Outlaw Press	1	3 min	any	any	40	1-3			2	2	63	
Ice Carver of Seralind	A. R. Holmes	A. R. Holmes	1	1	20 max	any	50	1-2	0/2	C	2	2	50	Bring strong magic, many level 2 saving rolls, Str 15+, Dex 15+, Luk 15+
Khara Khang's Random Rainbow Maze	Ken St. Andre	Trollhalla Press	any	any	any	any	60	2-3			2	any x 2	33	
Khazan City Chaos	Stuart Lloyd	Stuart Lloyd	1	1-2	30 max	any	40	1-4			2	2	56	Human, elf, or dwarf only
Labyrinth	Lee Russell	Flying Buffalo	1	1-2	any	warrior	60	Level		A+	2	2	168	No magic items
Magic Door	Donald Weis	Outlaw Press	1	1	25 max	any	60	1-3	2/2	B	2	2	30	Need light source, option to run away from combat, mini adventure, short
Sea of Mystery	Arther Rahman	Flying Buffalo	1	any	45 max	any	60	2-3			2	2	156	One of the base six kindreds only
Shadow Thief	Graham Lloyd Buckingham	Hidden Gate Publications	1	2-4	any	any	40	3			2	2	60	Human, needs luck 25+
Sorcerer's Apprentice 1: King Maker	Michael Stackpole	Sorcerer's Apprentice	1	1-3	30 max	any	30	1-3		C	2	2	21	Tiny mini
Sorcerer's Solitaire	Walker Vaning	Flying Buffalo	1	1-3	any	wizard	80	1	2/5	B	2	2	217	
Sword for Hire	James Wilson	Flying Buffalo	1	any	any	no wizards	120	1		B	2	2	145	Human or hobb, average attribute 14, great for characters with Str 8 or less
The Tomb of the King	Charlie Flemming	Charlie Flemming	1	any	any	any	60	1-4			2	2	11	
Thornguard	Ken St. Andre	The Trollish Delver	1	any	30 max	any	60	1-5			2	2	50	Job hunting
Trailblazers	Stuart Lloyd	Stuart Lloyd	1	1-2	30 max	any	60	1-4			2	2	70	Human or dwarf only
Troll Zine 2: Dark Rising	Tom Grimshaw	Troll Bridge	1	2-4	50 max	any	60	1-2			2	2	55	
Troll Zine 3: Four Jars of Mead	Ken St. Andre	Troll Bridge	1	any	any	any	40	3			2	2	27	
Trollish Tribune 5: Little Shop of Heroes, First Quest	David Eber	David Eber	1	1-3	30 max	any	80	1-3			2	2	32	Humanoid only, written for older rules
Weird World 2nd	Keith Abbott and John Carver	Flying Buffalo	1	any	any	warrior	80	1-3	0/1	A	2	2	168	
Wizard's Test	Ken St. Andre	Trollhalla Press	1	1-3	any	no wizards	60	1-3			2	2	35	Human, elf, dwarf, or hobb only
Wytches	A. R. Holmes	Tavern Master Games	1	1-3	50 max	any	100	1-2			2	2	133	
Amulet of the Salkti	David Steven Moskowitz	Flying Buffalo	1	any	44-84	any	80	1-4			3	2-3	203	Spell caster recommended
Beyond the Silver Pane	James Marciniak and Steven Marciniak	Flying Buffalo	1	any	any	any	108	1-2		A	3	2-3	240	
Black Gate, Heroic	Bruce Edwards	Bruce Edwards	1	any	any	any	60	1-6			3	2-3		
Blue Frog Tavern	James Wilson	Flying Buffalo	1	any	15 max	no wizards	120	1		C	3	2-3	154	Bring very strong magic
BulowLands	Tori Bergquist	Tori Bergquist	1	2-4	8-80	any	64	2-3			3	2-3	63	Many spell casting options
Caravan to Tiern	Andrea Mills	Flying Buffalo	1	any	72 max	any	100	1-3			3	2-3		
Compendium of Solos 1: Six Trees of Ainugren	Matthew Wilson	Outlaw Press	1-2	1-3	any	any	210 (105)	1-2	2/3	C	3	2 x 2-3	56	Very short, Luk 20+
Compendium of Solos 1: The Black Isle	Garen Ewing	Outlaw Press	1	3-5	any	any	60	1-3			3	2-3	80	
Compendium of Solos 2: Blood and Gore in Khazan	Tori Bergquist	Outlaw Press	1	2-4	any	any	140	3			3	2-3	29	
Dark Side of the Desert	Patrick Witmer	Patrick Witmer	1	1-4	70 max	any	70	1-2			3	2-3	81	Magic matrix

Dark Temple	Stefan Jones	Flying Buffalo	1	any	10-75	any	120	1-3			3	2-3	413	
Deathtrap Equalizer Dungeon	Ken St. Andre	Flying Buffalo	1	1-5	70 max	any	120	1-3		A	3	2-3	216	All attributes set to 20
Deliamber's Delight Level 2	A. R. Holmes	A. R. Holmes	1	1-3	50 max	warrior	100	2-3			3	2-3	133	
Depths of the Devilman	Scott Malthouse	Trollish Delver Games	1	1-3	30 max	warrior	100	1-2			3	2-3	40	Human sized or smaller
Djinn's Power (Conversion of The Djinn's Ring from Dungeon Magazine #9)	Vince Garcia and James L. Shipman	Dungeon Magazine and Outlaw Press	1	2-4	10-30	any	120	1-2			3	2-3	115	Humanoid, non-monster only
Dungeon of the Demon Mage	A. R. Holmes	A. R. Holmes	1	1-6	any	any	Levelx70	3			3	2-3	107	
Eldar Tunnels 3: Catch It If You Can	Brian Penn	Peryton	1	1-3	any	any	90	1-4			3	2-3	32	Mad science
Elven Lords	Michael Stackpole	Flying Buffalo	1	any	60 max	any	110	1-3			3	2-3	130	
Goblin Lake	Ken St. Andre	Flying Buffalo	1	1	any	any	100	1-3		C	3	2-3	72	Goblin, Dwarf, or Hobb, nearly impossible for a starting character
Nymph-o-mania	Tori Bergquist	Outlaw Press	1	2-9	35-80	any	80	1-5			3	2-3	64	
One of Those Nights	Dan Hembree	Lone Delver Games	1	any	25-35	any	100	1-3			3	2-3	178	Humanoid, Max 2dice weapon and 5pt armor, no money
Queen Scorpions and Lady Nymphs (update of Nymphomia)	Tori Bergquist	Tori Bergquist	1	2-9	35-80	any	80	1-2			3	2-3	64	Spd 20+, Con 20+, Int 20+
Quests of the Leprechaun	Max Power	James L. Shipman	1	1-3	any	any	60	1-5			3	2-3	122	Humanoid, chance of reincarnation
Rogues' Gallery	Brian Penn	James L. Shipman	1	any	any	any	80+Level*10	1-3			3	2-3	476	
Sorcerer's Apprentice 12: Thief for Hire	Robert Schofield	Sorcerer's Apprentice	1	1-4	10-30	warrior	100	1-3			3	2-3	22	
Sorcerer's Apprentice 5: Sworded Adventure	Ken St. Andre	Sorcerer's Apprentice	1	1-4	50 max	warrior	30	1-4			3	2-3	32	Int 12 or less
Sorcerer's Apprentice 8: Rogue's Quest	Antony Dismukes	Sorcerer's Apprentice	1	1-3	50 max	rogue	80	1-2			3	2-3	26	
Sunk of Tarsus	Tori Bergquist	Tori Bergquist	1	3-6	any	any	92	1-2			3	2-3	40	Dex 20+, Luk 20+, Con 20+, very short
Temple At Marterrine	Darren Jones	Darren Jones	1	any	any	any	60	1-3			3	2-3	99	
Tomb of Baron Gharoth	Dan Hembree	Lone Delver Games	1	any	30-40	warrior	120	1-2	0/3	C	3	2-3	249	Humanoid, bring axe or mace, bring missile weapons, very long, bring 50 points of healing, do not go down stairs west until you have the amulet
Tree of Life Level One	Dr. Sid Orpin	Outlaw Press	1	2-5	100-250	any	100	1-4			3	2-3	166	Humanoid, non-monster only
Troll Quest	Alan LaVergne, James L. Shipman, and Jack Spencer	Outlaw Press	1	2	any	any	110	1-2			3	2-3	30	Pregenerated character or equivalent monster
When Good Games Go Bad	Roy Cram	Peryton Publishing	1	3-5	any	any	100	1-3			3	2-3	105	Human, hobb, elf, dwarf, or uruk only, all stats raised to minimum of 12, destitute
Wishing Well of Doom	Max Power	Outlaw Press	1	1-3	any	any	100	1-3			3	2-3	40	Humanoid only
Asphalt Warrior: Highway to Hades	David Martin	Star Quest Games	1	any	any	warrior	224	1-4			4	3	60	Human only, modern world with cars and guns
Beyond the Wall of Tears	K. Martin Aul	Flying Buffalo	1	any	any	any	special	special			4	3	336	Weird rounding on saving rolls and monster ratings, want all attributes 19 or slightly less, 35 or less, 57 or less, same for adds
Captif d'Yvoire	Steven Estvanik	Flying Buffalo	1	1-4	80 max	any	150	2-5			4	3	187	Humanoid
Captif D'Yvoire: Redux	Steven Estvanik and Jonathan Nolan	Pisces All Media	1	1-4	80 max	any	150	1-5			4	3	250	Humanoid only
Compendium of Solos 1: The Sword of Tursus	Russell Pearson & Stuart Strowger	Outlaw Press	1	3-5	30 min	any	100	2-5			4	3	109	
Dargon's Dungeon 2nd Ed	Michael Stackpole Et. Al.	Flying Buffalo	3	1-3	90 max	any	120 (40)	1-6		B	4	3 x 3	144	Spells level 1-4 only
Fairy, Fairy, Quite Contrary	James L. Shipman and Mike Hill	James L. Shipman and Mike Hill	1	6	70	paragon	88	1-4			4	3	20	Pregenerated character or equivalent fairy
Hobbit Hole 19: Figurine of Death	David Eber and James L. Shipman	Outlaw Press	1	any	any	any	160	1-5			4	3	182	Humanoid, no fairies or leprechauns
Treasures of the Mummy Queen	A. R. Holmes	A. R. Holmes	1	1-3	90 max	any	150	1-3			4	3	131	Non-monster humanoid only

Trollish Tribune 5: Little Shop of Heroes, Second Quest	David Eber	David Eber	1	4-6	80 max	any	150	2-5			4	3	30	Humanoid only, written for older rules
When the Cat's Away	Catherine DeMott	Flying Buffalo	1	any	10-45	wizard	86	1-5	0/1	B	4	3	260	Should be able to cast level 3 spells, high Luck
When the Cat's Away: Sorcerer's Solitaire New Version	James L. Walker	Flying Buffalo	1	any	10-45	wizard	30	1-4	0/1	B	4	3	242	Should be able to cast level 3 spells
Black Gate, Foolhardy	Bruce Edwards	Bruce Edwards	1	any	any	any	250	1-6			5	4		
Black Gate, Legendary	Bruce Edwards	Bruce Edwards	1	any	any	any	250	1-6			5	4		
Castle Death	A. R. Holmes	A. R. Holmes	1	1-5	150 max	any	200	1-3			5	4	316	SR up to your level
Castle Ironwood	Michael Haensel	Michael Haensel	1	1-5	any	any	300	2-4			5	4	75	
Dark Depths	James L. Shipman	Outlaw Press	1	1-4	10-50	any	240	1-3			5	4	64	Humanoid, non-monster only, underwater adventure
Elder Tunnels Fall 2011: Bats in the Belfry	David Crowell	Peryton Publishing	1	any	any	any	250	1			5	4	61	
Elder Tunnels Fall 2012: The Curse of the Three-Eyed Stone	David Crowell	Peryton Publishing	1	any	any	any	245	1-3			5	4	75	
Escape from Khosht	Andrew Greene	Andrew Greene	1	any	105 max	any	150	4-8			5	4	97	Spells level 1-3 only
Gamesman of Kazar	Roy Cram	Flying Buffalo	1	any	any	any	200	1-6			5	4	202	Want all stats 16-19, 26-29, 36-39, 46-49, etc.
Gauntlet	Tim Lowell	Outlaw Press	1-2	1-3	any	any	500 (250)	2-3			5	2 x 4	182	
Gristlegrim Solo	Ken St. Andre	Ken St. Andre	1	any	any	any	188	2-6			5	4	165	
Misty Wood	Roy Cram	Flying Buffalo	1	any	110 max	no wizards	150	2-8		C	5	4	132	Humanid only
Overkill 2nd Ed	Michael Stackpole	Flying Buffalo	1-12	1-12	any	any	800 (265)	3-5		D	5	3 x 4	144	12 levels of characters, 2 or 3 high level characters are best choice
Sorcerer's Apprentice 7: Stop Thief	Michael Stackpole	Sorcerer's Apprentice	1	1-6	110 max	warrior	100	1-7			5	4	25	No armor, dagger only
Tower of Terror	David A. Ullery	David A. Ullery	any	2-5	any	any	200	1-2			5	any x 4	279	
Trollish Tribune 5: Little Shop of Heroes, Third Quest	David Eber	David Eber	1	7-8	120 max	any	180	4-6			5	4	33	Humanoid only, written for older rules
Village of Kozon	Tim Lowell	James L. Shipman	1-3	1-2	any	any	800 (265)	1-3			5	3 x 4	84	
A Traveler's Tale or The Mad Dwarf	Ken St. Andre	Trollhalla Press	any	any	100	any	300	1-10			6	any x 5	49	Humans, elves, dwarves, and hobbs only, no magic unless attribute enhancements
Aberdan's Folly	Tori Bergquist	Tori Bergquist	1	any	any	any	400	1-5			6	5	224	Three sections
City of Terror	Michael Stackpole	Flying Buffalo	1	any	53 min	any	300	Level+1		B	6	5	231	Attributes 25 or higher, one armed bandit crock for attribute increases
Compendium of Solos 1: Trollgod's Exciting Random Rooms of Ruination	Ken St. Andre	Outlaw Press	1	5-6	any	any	230	1-10			6	5	329	
Deception, Strangebrew's Chambers of the Unknown	Mark Thornton	Khaghboommm Press	1	any	any	any	300	2-11			6	5	120	Can roll a strong starting character, wizards weakened, warriors strengthened
Deep Delving	Ken St. Andre	Trollhalla Press	any	any	any	any	300	2-10			6	any x 5	37	Rock trolls only
Eldar Tunnels Summer-Fall 2010: The Farmer's Daughter	David Crowell	Peryton	1	any	any	any	500	1			6	5	45	Very short
Flea Bitten, Neither Here Nor There	Mark Thornton	Khaghboommm Press	1	any	any	any	300	1-7			6	5	150	Must roll temporary stats, wizards weakened, warriors strengthened
Murder on the Latona	Tim Labor	Outlaw Press	1	3-5	30 min	any	258	1-4			6	5	136	Many traps
Sewers of Khazan	James L. Shipman	Outlaw Press	1	6	13	rogue	300	1-3			6	5	50	Pregenerated character
Sorcerer's Apprentice 4: Golden Dust, Red Death	Michael Stackpole	Sorcerer's Apprentice	1	1-3	any	any	360	1-5			6	5	24	Combat spells only, no missile or thrown weapons
Strange Destinies	Ken St. Andre	Fiery Dragon	1	1-3	any	warrior	300	2-5	0/1	C	6	5	76	Humanoid monsters, need high attribute multipliers, all stats 30+
Tree of Life Level Two	Dr. Sid Orpin	Outlaw Press	1	2-5	150-300	any	450	1-4			6	5	238	Humanoid, non-monster only

Trollish Tribune 5: Little Shop of Heroes, Fourth Quest	David Eber	David Eber	1	9-10	180 max	any	240	4-8			6	5	29	Humanoid only, written for older rules
White Dwarf 31: Mad Dwarf	Ken St. Andre	White Dwarf	1	1-3	100 max	any	300	1-10			6	5	44	Human, elf, dwarf, hobbit only, can be turned into a dwarf
Agent of Death: Goblin Town	Ken St. Andre	Trollhalla	1	any	any	any	1000	1-3			7	6+	97	
Agent of Death: Mad Dwarf	Ken St. Andre	Trollhalla	1	any	any	any	560	1-3			7	6+	97	
Arena of Khazan	Ken St. Andre	Flying Buffalo	1	any	any	any	1000	1-3		A	7	6+	210	
Caverns of Pastel Doom	Jeff Freels	Outlaw Press	1	any	532 max	any	498	1-2			7	6+	39	Must be destitute
Flamingo Road	Jonathan Nolan	Pisces All Media	1	1-5	100 max	any	366/4000	1-10			7	6+	250	The 4000 MR should be avoided
Hand of T'Ah	Jonathan Nolan	Pisces All Media	1	1-6	100 max	any	528	2-10			7	6+	250	
High Adventure in the City of Khazan, Revised	Khara Khang	Outlaw Press	1	6	any	any	1400	1-10			7	6+	37	Pregenerated character, or hobbit, gnome, or leprechaun
Infinite Adventure	Ken St. Andre	Ken St. Andre	1	any	any	any	Levelx30	1-10			7	6+	252	Interlocking adventures to all other old adventures
Jungle of Lost Souls	Glenn Rahman	Judges Guild	1	any	40 max	any	500	1-3		C	7	6+	208	Light armor only
Minotaur	James L. Shipman	Outlaw Press	1	10	80 min	any	800	5			7	6+	22	
Naked Doom	Ken St. Andre	Flying Buffalo	1	any	any	any	500	1-3		A	7	6+	80	No spells, no items
Overkill 1st Ed Suicide	Mike Brines	Flying Buffalo	1-12	1-12	any	any	2600 (1300)	none		D	7	2 x 6	59	12 levels of characters, one or two high level characters are best choice, badly written and illustrated
Saralakali	Jonathan Nolan	Pisces All Media	1	1-5	100 max	any	364	2-10			7	6+	251	
Sewers of Oblivion	Michael Stackpole	Flying Buffalo	1	1-7	425 max	any	800	1-6		C	7	6+	200	Less than 10 feet tall, avoid heavy armor
Shades of Pastel Doom	Jeff Freels	Outlaw Press	1	any	532 max	any	520	1			7	6+	30	Must be destitute
Sorcerer's Apprentice 15: First Command	Ken St. Andre	Sorcerer's Apprentice	1	2-10	100 max	any	100	1-10			7	6+	26	Humanoid, not elf, fairy, shadowjack, hobbit, or vampire
Sorcerer's Apprentice 9/10: Wild Ride	Bob Webber	Sorcerer's Apprentice	1	1	any	warrior	1200	1-4			7	6+	23	Requires Con greater than 500, no possible way to win with a L1 character
Abyss	Paul Creelman	Flying Buffalo	1	any	any	any	90+	1+	0/4	D			55	Best chance if your adds are equal to or slightly less than 25, 50, 75, 100, 150, 200, etc., only used after character dies, have never gotten through this (not much of a second chance)
Adrift on the Ocean	Mark Thornton	Mark Thornton	1	any	any	any	-	1					18	Parody
Agent of Death: On Her Fatality's Secret Service	Ken St. Andre	Trollhalla	1	any	any	any	10000	10-1000					97	Massive attribute increases
Barony of Sanris	Patrick Witmer	Patrick Witmer	1	any	any	any	Levelx10						150	10,000 gold, Chm 15+, little combat, mostly saves, (looks pretty easy)
Beggar of Khazan	Graham Lloyd Buckingham	Hidden Gate Publications	1	1	any	any	10	1					64	Stats halved, brand new or straight from Blue Frog Tavern
The Boat that Sucked	Mark Thornton	Mark Thornton	1	any	any	any	-	1-20					17	Parody
Compendium of Solos 2: A Trip to the Pharmacy	Brian Penn	Outlaw Press	1	any	any	any	-	1					26	Shopping, remove curse, healing tonic, see through illusions, love potions, flight, others
Compendium of Solos 2: Borrowing Books	Brian Penn	Outlaw Press	1	any	any	any	-	2-3					45	Library research
Constant Vigil	Mark Thornton	Khaghboommm Press	1	any	any	any	-	1-9					54	
Deathbed	Mark Thornton	Khaghboommm Press	1	any	any	any	-	1-9					30	Scaring people
Hela's House of Dark Delights	Ken St. Andre	Ken St. Andre	1	any	any	any	-	10 or Level		B			55	All choices, learn the correct choices to do well
Phaedron	Khara Khang	Star Quest Games	1	any	any	any	Levelx25	1					27	Human sized only, SciFi world
Pressure Drop	Mark Thornton	Khaghboommm Press	1	any	any	any	30	1-20					59	

Ranger than Fiction	Mark Thornton	Khaghbboommm Press	1	1	any	ranger	-	3-19					18	Must roll new ranger character, archery contest
Rotton Borough, Election Special	Mark Thornton	Khaghbboommm Press	1	any	any	any	-	1-10					41	Election for mayor
Scandal in Stringwater	Jason Mills	Outlaw Press	1	1-4	any	warrior	-	1-2					230	No magic items, Trial
Sorcerer's Apprentice 13: The Legend of the _____	Liz Danforth	Sorcerer's Apprentice	1	any	any	any	random	random					24	Fill in the blanks for silly story
Toughest Dungeon in the World	Ken St. Andre	Judges Guild	1	1	any	any	special	1-10		D		1	116	Beginning character only, troll recommended, no spells, destitute, monster ratings get progressively higher, almost impossible to win
Wild Wilder West	David Martin	Star Quest Games	1	any	any	warrior	Levelx20	1-2					100	Human only, western world

Solo - Name of the Adventure

Author - Writer of the Adventure

Publisher - Publisher of the Item Containing the Adventure

Specified Number - Number of Characters Allowed as Specified in the Adventure

Specified Level - Restriction on Character Level as Specified in the Adventure

Specified Adds - Restriction on Character Adds as Specified in the Adventure

Specified Type - Restriction on Character Type as Specified in the Adventure

Toughest MR - Toughest Monster in the Adventure, (per adventurer)

SR Level Range - Levels of Saving Rolls in the Adventure

Rating - Personal Enjoyment Rating F, D, C, B, A, A+

Survive - Personal Tally of Character Survival

Diff - Personal Estimation of Difficulty Rated from 0 to 7

7.5 Level - Personal Recommendation for Character Level using 7.5

Paragraphs - Approximate Number of Paragraphs

Notes - Any Additional Information