

Once Upon A Harvest Eve

An Official Tunnels & Trolls Halloween Solo



By Donald Weis

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Rules of Play

General Instructions: "*Once Upon A Harvest Eve*" is a mini-solo game book designed for use with the Tunnels and Trolls Solo Rules. T&TSR is backwards compatible so any lower level character using earlier edition can be used with little trouble. Be sure to read all the following rules to understand the differences and calculate your CC score before starting. To play this solo you should have a writing implement, paper, a rule book and a good supply of 6 sided dice.

Abbreviations: #d6) The number before the 'd' is how many 6 sided dice you will need to roll. If no number is listed, only a single die is needed. SR) Saving Roll, SC) Skill Challenge, CC) Combat Challenge, G.P.) Gold pieces, W.U.) Weight Units 100 x STR for total limit carried and 10 units to a pound. MR) Monster Rating, AP) Adventure Points, STR) Strength, CON) Constitution, DEX) Dexterity, SPD) Speed, INT) Intelligence, CHR) Charisma, LK) Luck.

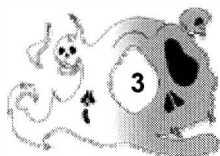
Adventure Points (AP): Same as previous editions except that no adventure points are gained for casting spells.

Saving Roll (SR): When asked to make a SR, you are given a short hand notation such as; 20-SR vs. LK + Reflexes. To attempt the SR, simply roll 2d6 and add the relevant Attribute score and Skill ranks. If your total is equal to or greater than the target number (listed before the SR) you have succeeded.

DARO (Doubles add & roll over): When making a SR, as long as you roll doubles, you may keep their total and roll again. There is no limit to how many times you can roll over, as long as you keep rolling doubles.

Skill Challenge (SC): When asked to participate in a skill challenge, you are given a short hand notation such as; SC = .75 x (CON + Fortitude).

A SC is run just like normal combat except instead of using your weapons, special combat maneuvers and other scores, you obtain a MR equal to the Attribute score and Skill ranks. In the sample above, your MR would equal your CON Score + any ranks in Fortitude. Your opposing MR is then equal to your MR times the modifier, the .75 in this case. The first side to have a MR score of 0 or less loses.



Combat Challenge (CC): Combat challenge is used to figure out a monster's MR in this game. To calculate your CC use this formula: (number of dice for your weapon x 3.5) + all your personal adds + weapon adds + $\frac{1}{2}$ your armor hits value.

For example: Liouns a level 2 warrior with a broadsword (3 + 4), a kite shield (6, warrior doubled to 12) and soft leather armor (5, warrior doubled to 10), and had 25 personal adds. His CC would then be: $(3 \times 3.5) + 25 + 4 + 11$ for a total of 56.6. As with all things T&T please round down for a CC = 56. This will mean a battle with a monster of MR = 56 will be a fairly well balanced and tough fight.

To use your CC simply follow the formula presented with each monster. For example: Our brassy fighter Liouns TwoTooth has just run afoul of a pair of dangerous sewer rats. Each rat has a MR = $.33 \times$ CC. Rounding down he finds that each rat has an MR of 18. This is well less than his CC of 56 and so should be an easy battle.

Spite: In combat, every '6' rolled garners that side a spite point. Unless told otherwise, these spite points can be used to deal damage directly to the targets CON or MR thereby bypassing Armor or other such protections.

This Spite Damage represents damage that gets through "in spite of" everything one can do to stop damage. Spite Damage reflects the fact that combat is always dangerous and one can always be hurt by it. Not all Spite Points deal damage though. Monsters and Fighters with Combat Maneuvers can save up Spite Points from one round of battle to another, thought not from one fight to the next.

This pool of Spite Points can then be cashed in for special effect. Unless instructed otherwise, monsters will save up for their special effects until they can pull them off.

Fighting Defensively: If you find you need a breather, are being shot at or are casting a spell, you may want to fight defensively. Doing so, you gain double your personal adds for that round. The drawback is that you cannot do any damage to the other side or gain any Spite Points. The other side, on the other hand, is still trying to kill you so any hits that get though still does damage and they still get Spite Points.

Missile Combat: Unless told otherwise, you can throw/fire a weapon or cast a spell at a foe before the first round of combat begins without affecting your ability to participate in the melee part of the combat.

The enemy will fight defensively if they are aware of your incoming attack.



Running Away: Unless an entry says you can escape, you do not have the time or luxury of running away from any battle. If an entry does say you can try, it will tell you so and how you can go about doing it. This is usually a SR vs. Speed.

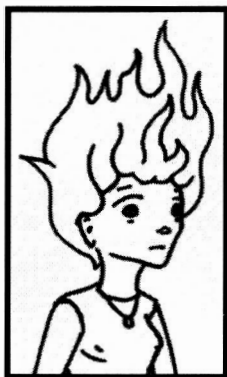
Time Passage and Recovery: Unless an entry says otherwise, figure about 10 minuets for each room or location you enter. Mana points recover at a rate of 1 every 10 minuets. This is on an honor system, so make your best call when an entry does not say. Your other scores will not recover during normal solo game book play unless magic is used or an entry tells you so. All your scores will return to normal at the end of the Solo.



Introduction

It was a good night to be in town, even if this small town of Brevious does not have all the amenities of a major metropolis like Lake-Side. The townies more than made up for it with a hearty welcome. Spirits were high as people made their preparations for the harvest celebration with so much more gusto than the usual city folk would put into such things. The fresh Autumn Ale flowed with ease and the pretty barmaid was a shameless flirt. Of course the coins flowing from your purse came a bit more freely as the libations kept coming. You figure she earned those tips.

For a Harvest Eve it was a good evening and you had a good beer buzz going when it was time to call it a night. With steps not completely steady, you found your way upstairs to the room you've been renting. Stripped to your skivvies, you landed with a crash in bed believing nothing could wake you until well into the next day. Go to (10).



1) As her spirit shreds apart, her corpse suddenly takes a gasp of air. Her eye lids open, though the eyes beneath are shriveled to the size of prunes. Then that gasp comes rasping back out of her corpse as a whisper, "NOOOooooo..."

Everything again still, you check the body over and do not believe it will do that, or anything else, ever again. Pulling the sheet over her head, there is nothing more you can do for her, so return to the hallway and go to (28).

2) The smell of blood, both new and old pervades this shop. You've passed this place a great many times and know it is a thriving keystone of the local community. The corpulent and jolly Mr. Burgers behind the counter would call out orders with a building shaking bellow and laugh. What you see stepping in now is not the friendly inviting shop of the past. The "Fresh" produce usually set out is little more than stinking piles of squirming maggots. The hanging legs of lamb and sausages are molted green and black. Mr. Burgers, or his sweep boy, are no where to be seen. If this is your first time here, go to (33), otherwise (45).



3) The stench of the place is made all the stronger now that you are standing in the tap room of this once friendly inn. The barmaids head still sits atop the counter, her eyes frozen open, seeming to stare at you accusingly. Whatever killed these people literally tore them apart. A quick search turns up nothing of use, let alone a clue as to what happened here. To find answers, you will have to search elsewhere. Will you; return upstairs and search those rooms **(28)**, search the Kitchen **(50)** or go out the front door and see about searching there **(17)**?

4) Stumbling around in the mist, unable to determine where you are or where you are going, you eventually lurch out of the mists. Go to **(17)**.

5) A few weeks later, you hear news that the town of Brevious had a number of mysterious deaths and suspicious disappearances that night you left. Most of the deaths were blamed on those that disappeared and because of all that, the Harvest Festival celebrations were canceled. You know that you could have gotten to the bottom of what happened if you had stayed, but then you might have been among the dead or missing come morning too. Anyway, you're still alive so this is **THE END**.

(GM: Gain 50 AP.)

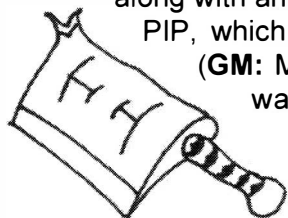
6) Opening the door to the Tiz and Sandy's room (the newlyweds), you're first assaulted by the odor. These two were such a good looking couple, taking their honeymoon here to get away from both of their overly large fox-kin families. There were constantly touching noses and holding hands.

Their necks are completely ripped out and long deep vertical slashes expose both chest and stomach cavities. Whatever did this was strong and sharp enough to snap rib bones on its way down. You don't see their assailant about, but their window is open just like yours was. There is nothing else you can do for this sad scene except say a silent prayer for their souls. Close the door and go to **(28)**.



7) The walls shudder as Mr. Burgers falls. Before your eyes, his extra massive bulk melts away to his normal weighty self. The wounds you inflicted do not though and is he dying. With the barest of whispers, in a voice still tiny but no longer squeaky, he cries to the body on the butcher block. "I'm sorry."

His last breath gone, the cleaver clatters free from his meaty fist, along with an over-sized pumpkin seed. The pumpkin seed, a PIP, which the shadowy figure in the tap room spoke of.



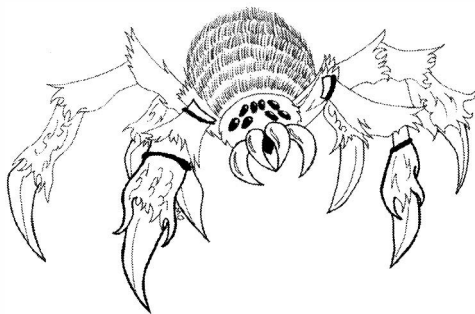
(GM: Mark down that you have found one PIP.) If you want or need a weapon, you can take the gore covered cleaver (**Cleaver:** Dice: 5 + 1, STR: 18, DEX: 13, G.P. 80, 150 W.U., Type: S.). With nothing more you can do here, go to (17).

8) He looks from you to the girls head in his hand. "OH, YES, OF COURSE." He reply's and gently places the head on the counter beside him. Go to (26).

9) Knowing now what to look for, you spot Mr. Opulus' blackened claw within the ovens baking chamber. You already have the PIP from here, so with nothing else to do, go to (17).

10) You were, of course, wrong. Long time reflexes drilled into you from surviving training and dungeon exploration saves your life. All you know for sure is that it is still night and something is not only in your room, but is already in mid-pounce. Tossing your blanket at it, you roll out of bed. By the time the thing untangles itself, you have recovered one of your weapons. (GM: Pick one, but you will have nothing else, not even armor.)

With the light of the full moon beaming though your window, you can see that your attacker is a spider the size of a fairly large dog. With no time to fill your other hand, let alone put on your armor, it springs at you.



(GM: No free ranged attack before melee starts.)



Giant Spider, MR = .5 x CC, Spite: 2/Poison bite: For every 2 spite points it gets, this spiders bite injects a painful poison that does 1 point of spite damage to your DEX.

You believe this thing came in your open window. If you would like to, you can try to make good an escape by dashing though your door and closing it behind you. If so make a 18-SR vs. SPD + reflexes. If you make this roll, go to (18).

If you win this battle, you can gather your gear, don your armor and head to the hallway to find out what's going on around here. Go to (28).

11) "Oh? The taper candles, they are only a silver each." She reply's, while pointing to a rack of slim multi-colored candles. Will you buy any (60) or return to (36) and choose something else.

12) Is this the first time you've gone down these stairs? If yes, go to (20) otherwise go to (3).

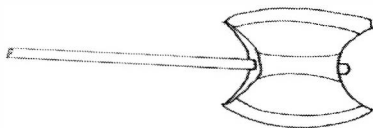


13) A lone candle burning upon the counter illuminates the young woman behind it. Her attractive thin human face, framed by long blond hair, looks up as you enter.

"Greetings," she says with a smile, "Tis a nasty night out there. Can I interest you in a candle to light your way?"

The smell of wax and various herbs overpowers the smells of blood and offal from outside. Over her shoulder, you can see the deep fog pressing against her back window. The woman seems to be oblivious to the evil events going on outside. Go to (36).

14) Opening the door to Bruce's room reveals a room that you at first think is empty. Bruce, the lumberjack from up north, was a bit stand-off-ish when he first got to the inn. That night, after joining in a few rounds of drink, turned out that he was not so much stuck-up but a man of few words. His smile broke though his salt and pepper beard at the sight of the newlyweds and lit up the room.



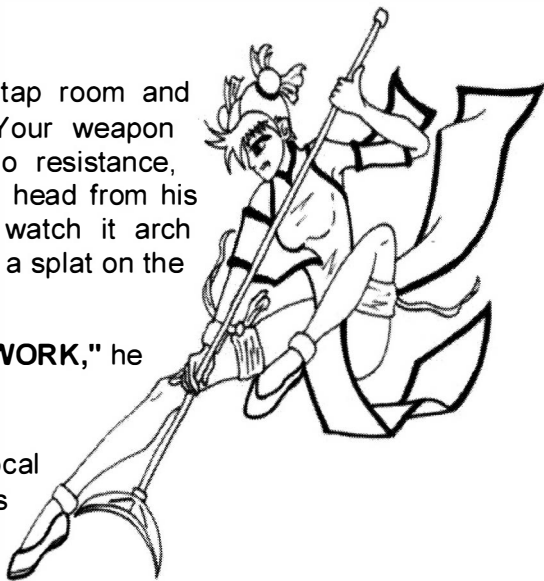
His smile, now, is again hidden when you spot him huddled in the corner farthest from both the door and the closed window. When he notices you, a gasp of terror escapes him and he starts muttering about the shadows coming alive. Nothing you can do will convince him to move and eventually you push his trusty wood axe over into his reach. Snatching it up, he clenches it to his breast like a lost child. With nothing more you can do, you head back to the hall way and go to (28).

15) You can hear shuffling steps beyond the door. There is somebody still alive back there. Weapons ready, you open the door and go to (43).

16) You leap across the tap room and attack over the counter. Your weapon passes though him with no resistance, until it knocks the barmaids head from his hand. In shock you both watch it arch though the air and land with a splat on the counter top.

"THAT'S NOT GOING TO WORK," he tells you. Go to (26).

17) A short stretch of the local road outside the Inn greets you. A wooden board walk edging the home and



stores here gives weary travelers a break from the hard packed earthen road that turns into a morass during any amount of rain. A full moon overhead beams down a stark sliver light to guide your way.

At one end of this cul-de-sac sits the cozy little inn you've been staying at. Flanking the road stretches a handful of shops and a house so overgrown with vines that you can barely make out its front door. The open end of this avenue ends with a thick bank of fog that obliterates your view of the rest of town beyond. The thick scent of offal and blood is disgustingly mixed with the aroma of bees wax and baked goods, and a silence feels thick enough to cut. What will you do? Go back to the inn (3), check out the butchers shop (2), the bakers (39) or the chandlers store (30). Maybe you would like to see if anyone is home at the ivy covered house (75). Of course, if you can fly, you could just go strait up (22).



18) You dash past the spider and slam the door shut behind you. Don't forget that, except for the 1 weapon in hand, you left all of your stuff in the room with the spider, Go to (28).

19) A slightly tacky sensation on the cord attracts your attention and you stop to take a closer look. It looks more like a thick spider silk rather than a simple cotton or linen cord. It would have taken an awful lot of tiny spiders to craft it though. It is a rather expensive twine for the wrapping of silver coin candles. Will you shrug and ignore this (36) or ask her about it (24)?

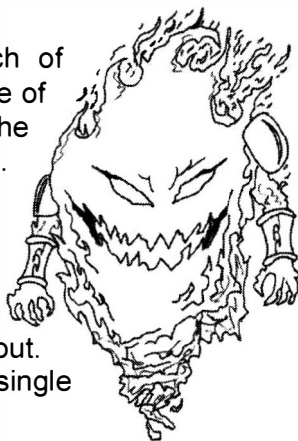
20) This first time down the stairs leaves you unprepared for a vision more suited to a battlefield, not a quiet inn of a pastoral town. It is hard to tell how many bodies are here. Blood drenches everything and portions of corpses are strewn about. The coppery smell of the blood mixing with the offal and ale reaches out to slap your nose. Other than the quiet drip of blood from the walls, the room is silent enough that you can hear the rustle of robes. A very tall figure, draped in a dark robe, stands up from behind the bar. With a bit of shock, you realize he is holding the head of the pretty barmaid that served you last night.

This might have caused you to gasp or make some other involuntary sound, because the robed thing turns its cowed head towards you. From the dark interior of the hood, where you are unable to make out anything of its face, a quiet cold voice says, "**OH DEAR.**"

Will you leap to attack (16), stare in horror (26) or tell it to drop the head (8)?

21) Before you can reach the PIP, a belch of smoke announces the appearance of a creature of flame. As you watch, it pours itself out of the lower stoking chamber of the huge baking oven.

Fire Elemental, MR .70 x CC, Spite: 4/Burn: For every 4 spite points this elemental gets, it will catch you on fire. This burning will cause you a point of spite damage every round until a 20-SR vs. SPD + reflexes is made to put it out. This burning damage is cumulative, but a single made SR will put them all out.



If you loose, the elemental dances on your corpse and stuffs the cinder remains in the oven, but if you win, go to (41).



22) Rising above the roof tops, you see that the thick fog envelopes most of the village. Some of the outer buildings are in the open and the conspicuous clearing near the middle where you just came from. Would you like to fly back down to the street (17), return to your open window (31) or land elsewhere in the fog covered town (37)? Maybe you would prefer to leave this whole thing and fly off into the country side instead (44)?

23) Opening Angela's door, you find her standing at the foot of her bed, her back to you. Motionless, she stares at the bed but blocks your line of sight to whatever mesmerizes her so. She does not respond when you quietly call her name, so you cautiously enter the room. Your eyes sweep the corners of the room for threats as you cross the room. You are about to touch her shoulder, to get her attention, when you finally spy what she stares at so intently. There is a body in the bed, a desiccated husk devoid of any fluids. The light of the moon fails to illuminate here and the body is in such a state that you have a hard time identifying who it could be. Completing your motion, you lower your hand to her shoulder, but two realizations hit you simultaneously. The corpse wears the same powder blue night gown the Angela beside you does. The other is that your palm passes though her shoulder. The freezing cold shock (**GM**: 1 point spite damage) burns though your fingers as you realize your mistake. Angela, the one beside you, stops looking down at her corpse and turns her blank black eyes to pierce yours.

With a crying wail of pain and loss she attacks.

Angela's ghost (a **Banshee**), $MR = .8 \times CC$, Spite: 2/Wail: When a banshee gets 2 spite points, she begins a wail so pain filled that you loose some of your will to fight. Each time she gets 2 spite points, you loose 5 adds until this battle is over. These are cumulative and can drop you into negative adds.

If you defeat her, go to (1).

24) "Oh, do you like it?" she asks, a pride filled smile on her lips, "I make it myself. Would you like to see?"

Will you answer yes (40) or no (36).



25) The interior of the bakery is calm and quiet. The only sign that something is awry would be an entire shelf of pumpkin pies that have been dashed to the floor. Mr. Opulus, who is no where to be seen, would not leave such a mess. An over-sized pumpkin seed, a PIP, sits on the warming hearth before the huge dome oven dominating the back wall.

(GM: Roll a 30-SR vs. INT + Perception.)

If you make it go to **(34)** otherwise go to **(48)**.



26) "UMM... IT WOULD SEEM YOU CAN SEE ME. THE VEIL HERE MUST BE THINNER THAN I THOUGH." the bone thin figure says, his grim voice sounding embarrassed. "I HAVEN'T BEEN UPSTAIRS YET, BUT I SENSE THAT YOU ARE THE LAST SANE MORTAL HERE. WELL, UMMM, I'LL TELL YOU WHAT. THERE IS ONE BIT OF ADVICE I CAN GIVE YOU SINCE YOU CAN SEE ME. SEEK OUT THE PIPS OF LAST YEARS HORROR. THE PREVIOUS HERO DIDN'T DO ANYTHING WITH THEM. MAYBE YOU WILL."

He then looks upward and mutters to himself, "**MAYBE I WILL SKIP GOING UPSTAIRS. SHE LOOKS REALLY ANGRY.**"

Between one breath and the next, the lean figure is gone. As if he was never there. Go to **(3)**.

27) Pushing open the door and entering the cottage, the odor of organic loam and various plants perfumes the room. As you eyes adjust to the gloom, you realize there are more windows than you would have guessed from the outside. Vine covered sky lights above let in moon light that is still unable to dispel the murk. In this dim light you can make out a single room stretching the entire length of the house. The short end facing the street and maybe a 50 foot shot to the rear wall. A profusion of plants dominates the central space with a small kitchen area to the back. A sleeping pallet rests along the left wall and a long work bench stretches the right hand side.



"Well, well," a wheezy voice rasps from behind a nearby clump of plants as an old hunchbacked human totters into view. The shuffling of his slippers is punctuated by the tapping of his pumpkin topped staff. "Tis a horrible night to be out and about. What brings you to my home?"



Will you ask about; All the plants (73), the pumpkin on his staff (77) or if he had seen anything strange (85). Of course if you're fed up with talking to this loon, you can leave by going to (68).



28) A window at the end of the hallway lets in enough moonlight to avoid tripping over your own toes. A quick survey reveals that the 3 other doors on this landing, leading to the other rented room, are all closed.

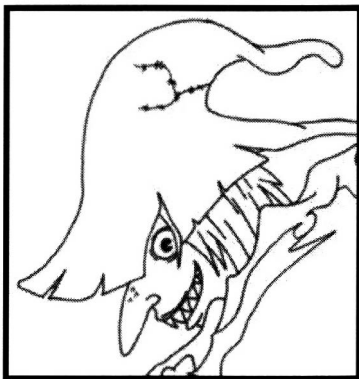
In the week you've been here, you've watched as the town filled for the holiday and got to know the other renters. What will you do now? See if the newlyweds, Sandy and Tiz, in room 1 need help (6), check in on the lumberjack, Bruce, in room 2 (14), or find out if Angela in room 4 is Okay (23)? Maybe you forgot something in your room and want to re-enter room 3 to get it (31) or are you ready to take the stairs down to the tap room (12)?

29) A net of sticky spiders webbing falls over you as you reach for the door. For the upcoming battle, you will be entangled, which will cost you a quarter ($\frac{1}{4}$) of your adds and prevents you from taking the usual free shot before battle begins. Enter my parlor and go to (47).

30) Opening the door to the chandlers reveals a cozy warm shop. A fair collection of candles, from tapers to tea lights, are on display beside candle holders of all shapes and sizes. Is this your first time here? If yes go to (13) otherwise (54).

31) Gingerly you re-enter your room. You don't see the spider and a look around confirms not even a broken limb remains. Quickly you gather anything you want (like your armor if you made a quick escape previously) then head back out into the hallway by going to (28).

32) This crazy old geezer is swinging his staff at you. Normally an old man with a stick would not bother you much, until you notice a strange orange vapor billowing from the gourd on its tip. You should probably take this seriously.



Mad Wizard, MR = .9 x CC, Special: Spite will work a little differently for the Mad Wizard. As he obtains spite points, he will work his way down a list of 3 effects. Once he reaches the 3rd. effect, he will continue to repeat usage of it for the rest of the battle.



1st. Spite: 5/Magic Spear: When the Mad Wizard gets his first 5 spite points, the orange mist becomes a spear that stabs you for 1d6 + 2 points of spite damage.

2nd. Spite: 3/Gas Attack: When the Mad Wizard get another 3 spite points, his orange mist envelopes your head. This interferes with your vision and will cost you a quarter ($\frac{1}{4}$) of your adds in the next round of battle as you fan it away.

3rd. Spite: 2/Lingering Gas: For the rest of the battle, when ever the Mad Wizard gets another 2 spite points, the lingering sickly sweet stench of the orange mist interferes with your attack and you will have a -4 penalty on the next round of battle.

If you loose, he harvests a number of gross bodily fluids from your corpse. If you win, his corpse falls and quickly sprouts over with vines. His staff survives and you can claim it if you like. It is a standard Quarter staff, but if you allow it to drain all your Mana, it changes your (Spite) to the same as the Wizard had while fighting you. (**GM:** I recommend copying all that info onto the back of your Hero Sheet.) Using the staff's power will destroy the gourd and after that it will become a normal, non-magical staff.

Got all that? Still alive? Then when you're ready to continue and go to (82).

33) You do hear a muted thunk from the cold room in back. There might be someone back there so you cross the room and listen intently

(**GM:** Make a 25-SR vs. INT + Perception.)

If you make it go to (15) otherwise (43).

34) As you approach the opening of the upper baking cavity, you catch sight of a corpse stuffed inside. You suspect it is Mr. Opulus, but he has been roasted nearly to charcoal. One black claw reaches out of the oven, as if grasping toward the pumpkin PIP. Since your attention was not riveted on the PIP, you see that a fire elemental is pouring out of the lower stoking chamber of the oven. In the coming battle you will gain a +10 bonus to your adds for the first round of battle as it is forming. Go to (21).



35) "I've a few over-sized candelabras, but otherwise my only sale is the taper candles. All my other discounted stuff has been sold out due to the harvest festival."

Return to **(36)** and choose again.

36) Will you ask her; why is she open so late **(56)**, how much for a candle **(11)**, or if she has anything good on sale **(35)**? Maybe you decide there is nothing of interest here and turn to leave **(51)**.

37) Within only a couple of steps, the fog bank grows dense enough that you can barely see more than a couple of feet before you. The overhead full moon, somehow, still provides a diffused light and neither a torch nor candle will illuminate your way any better. The hard packed earth underfoot continues uninterrupted for longer than you believe it should have. As you begin to wonder where you are, a form coalesces before you. It is a vaguely humanoid shape, slightly darker than the surrounding fog. You can tell that it's not friendly, because it's attacking you. **(GM:** No free ranged attack before melee.)

Mistling, $MR = .66 \times CC$, Spite: 1/Asphyxiate: for each spite point a mistling gets, you loose an add for the rest of the battle. This loss is cumulative and can drop you into negative numbers.

If you loose, your purple faced corpse will be found, along with a number of others, in the morning. If you win, go to **(4)**.



38) A long moment passes, and then a shuffling sound can be heard. A quiet raspy voice calls "Hullo, are you coming in?" Go to **(27)**.

39) If this is your first time here go to **(25)** otherwise go to **(9)**.



40) The young woman makes a grabbing motion in the air beside her and a door to the side of the room slowly opens itself. A tiny utility closet behind the door is nearly completely ignored as your attention is stuck to the cocooned figure. Roughly the size of an average humanoid, only its shriveled desiccated face is currently visible over the chrysalis. Long blond hair streams down from a paper dry face contorted in a silent scream forever.

The woman behind the counter states, "She didn't last long. I was thirsty." Spin about and turn to (47).

41) The fire elemental disappears with a puff and leaves you clear to recover the pumpkin PIP. (**GM:** Note that you have found a PIP.) While collecting the PIP, you discover the burnt corpse of Mr. Opulus stuffed in his own oven. There is nothing else you can do here, so go to (17).

42) The veggie keeps up the pain filled wail until you get about half finished eating it. No more sounds then except the crunching of fresh vegetable under your teeth. Tastes like a normal tasty beet. (**GM:** Regain 4 CON.) Go to (82).

43) Hearing nothing more, but hoping someone is alive back there, you pull the door open. Another blood soaked horror greets your eyes. Mr. Burgers, a large man to begin with, is now a towering mass of flesh. His back is toward you as he raises his colossal cleaver and brings it down on his chopping block with a mighty meaty thunk.

He looks over his shoulder then turns ponderously toward you, his over-sized cleaver nearly scraping the floor. Now allowed to see what is on the cutting block, you behold the remains of the sweeping boy. Well, most of him at least. The rest of him, you realize, is hanging from various nearby meat hooks.

In a squeaky tiny voice, so at odds with his bulk, Mr. Burgers mutters with a sigh, "Fresh produce? My work is never done."



The "**Butcher**", MR = $1.0 \times \text{CC}$, Spite 2/3: His over-sized cleaver will do 3 points of spite damage for every 2 spite points.

If you loose, the cold room here gets a few more hanks of meat, but if you win go to (7).

44) Leaving the area by flight is no problem, but if you do the events here will conclude without you. Do you leave (5) or decide to go back and see what you can do (22)?

45) The Butcher Shop still smells of new and old blood. Through the door to the meat locker, you can see the still bodies of Mr. Brugers and his floor sweeping boy. There is nothing else you can do here so go to (17).

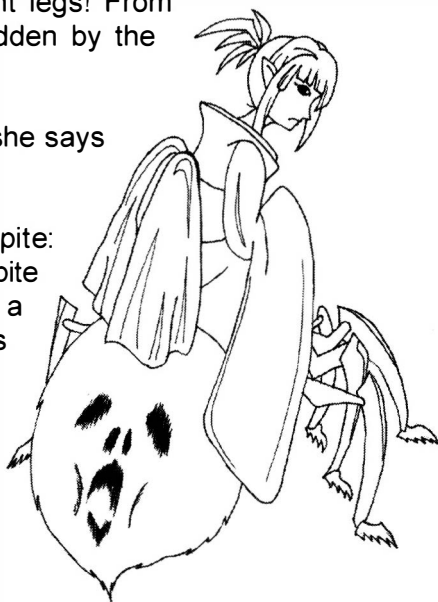
46) Opening the back door presents you with a visage of some deep dark jungle. The moon above barely illuminates a near impenetrable wall of vines and greenery. How many PIPs have you gathered so far? Multiply the number of PIPs you have by 3 and add 46 to the total. If you believe you are ready to continue, go to that entry number. If you don't have enough yet, go back to (82).

47) The young woman is crawling over the counter top to get at you, with two arms and all 8 legs. Eight legs! From her waist down, now no longer hidden by the counter, a large thorax is visible.

"Oh, Goody, I was getting thirsty!" she says with a sunny smile.

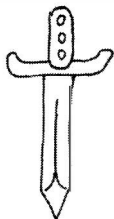
Acarid, MR = $.75 \times \text{CC}$, Spite: 1/Paralyzing Bite: With each spite point she obtains, her bite injects a powerful paralyzing poison. This poison does 2 spite damage to your SPD score.

If you win go to (61). If she kills you with normal damage this is **THE END** for you, but if her poison is what did you in, go to (53).



48) With eyes on the prize, you fail to notice the fire erupting beside you from the stoves stoking chamber. In the coming battle, you will not be able to take a free ranged shot as the fire elemental pours out. Go to (21).

49) Only one PIP found so far? You will have to do better than that. Return to (46).



50) The kitchen is immaculately clean. The old woman, who is probably among the body parts in the tap room, ran a tight ship and this room shows it. (GM: If you need a weapon, you can claim one of the knives here: a Bank Dagger 2 + 3, STR 1, DEX 1, W.U. 20, Type: S.).

A quick search turns up only one odd thing out of place in this kitchen prepared for a Harvest Festival. The window sill has 2 pies cooling on it, there was a third, but the pumpkin pie has been knocked to the floor below.

Moonlight streaming in the window is defused by a fog in the backyard. You know, from your week long stay, that the owners live in a cottage across the rear courtyard. Will you return to the tap room (3) or leave by the back door to check on the cottage (37)?

51) The young lady waves you a good-bye as you turn to leave.

(GM: Make a 25-SR vs. DEX + Reflexes.)

If you make it go to (66) otherwise (29).

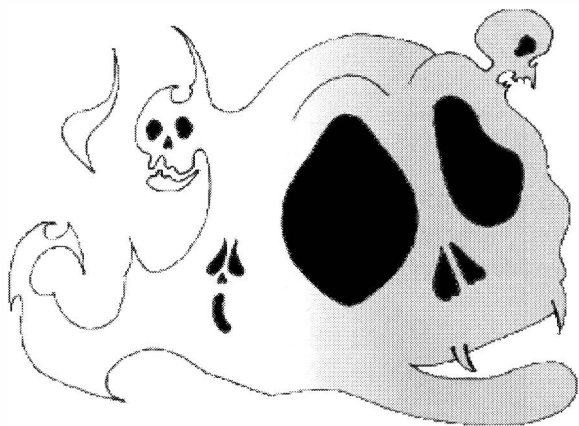
52) Ah-ha. Though the vines quiver, for 2 PIPs they do not part. You need more. Return to (46).

53) Unable to move, the half-spider woman spews webbing all over you to form a tight cocoon. She then hangs you up in the closet beside the stores actual (*and now deceased*) owner. Weakened and barely able to hold onto consciousness, the next few hours pass in a muddle. Finally the door opens again and the Acarid scuttles in, her face twisted with a pout.

"I guess you were the hero set against my master. Our time is up in this world and he says I cannot take you with me."



A kiss on the nose is the last thing you feel before she sinks her fangs in and drinks deeply of all your bodily fluids. **THE END.**



54) Aside from the lone candle on the counter, there is nothing else of interest here. Return to (17).

55) The wall of green shivers and parts before you. It senses enough of its dark master to allow you though. The garden beyond is dense with overgrown vines and greenery.

(GM: Make a 30-SR vs. LK + Nature Lore.)

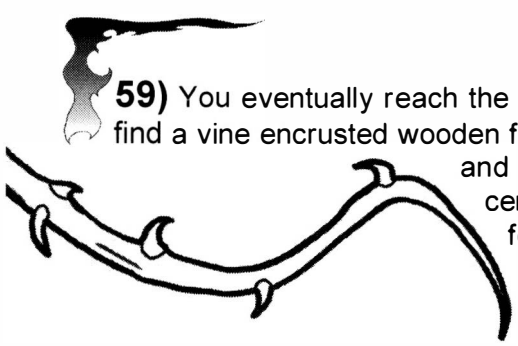
If you make it go to (87) otherwise go to (71).

56) "Oh, I saw the fog bank coming in and thought tonight might be a good night to stay open late. You know, see if I could catch a few lost souls in my web." Return to (36) and choose again.

57) It is heavier than it looks. After picking it up, you take a crunchy bite. By the second mouthful, it has the consistency of mush and the flavor of something long dead. Unless you like the taste of carrion, you spit it out. If you can stomach the taste, it has no other effect. Return to (82).

58) Humm... Four PIPs you say? That is just not possible. There are not four to be had so you must be cheating. The vines whip out and wrap around your head and neck. I'd ask you how it feels to be a lawn ornament, but you don't live that long. **THE END.**





59) You eventually reach the back wall of this enclosed garden and find a vine encrusted wooden fence. The gate is smashed into pieces and a single vine snakes away into a cemetery behind the property. The murky fog here is thicker, and you will only be able to see a few feet around you. Following the vine in this fog should not be a problem. If you would like to, you may cut the vine before setting off. If so, note that you have done so on your sheet. Now, will you follow the vine (**84**) or plunge into the fog and find your own way (**37**)?

60) You select any number of candles you desire and she motions for you to set them on the counter. While you fish out the required coins, she pulls out a sheet of brown butcher paper and deftly wraps them up. Then she reaches under the counter and pulls out a length of silvery cord. With one end still trailing below out of sight, she ties off the package and bites the twine free. Handing you the bundle, she drops the trailing length of cord back out of sight behind the counter. As you accept the package, make a...

(**GM**: 30-SR vs. INT + Nature Lore roll.)

If you make it go to (**19**) otherwise return to (**36**) and make another choice.

61) Amid the howl of pain and frustration, the spider woman vanishes like dew in the morning sunlight. A thudding sound from the nearby utility closet soon follows and investigating reveals the desiccated corpse of the store's true owner. Clenched in one bony paper-dry fist is an over-sized pumpkin seed, a PIP. (**GM**: Note that you have found a PIP.) Closing the closet door, there is nothing more for you to do here. Go to (**17**).

62) "Oh, I tried so many manures of various sorts. It was bone meal after that and that lead me to trying blood. To my surprise a number of bloods worked very well. You should have seen my minotaur blooded snap beans. A feisty flavor there. Did you know the body has other fluids, other humors in it? I've found a few spare drops of fluid from the brain of a fairy are very powerful."

Will you recoil in horror and call him a monster (**90**), attack him to rid the world of such madness (**32**) or ignore his monstrous statement to return to (**27**) and choose something else?



63) It continues to whimper in pain as you gently put it down and back away. As soon as you're a step or two away, you can hear it begin calling softly again. **"Eat me, Eat me!"** Bloody strange vegetables. Go to **(82)**.

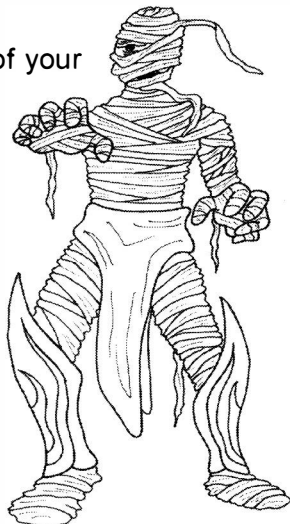
64) "What?" He squeaks, apparently realizing that you're still here. "Oh, I was growing this massive prize-winning pumpkin. The mix of fairy and dwarf brain parts was just right, but it seems to have walked off."

Are you a dwarf or fairy that would like to take exception to his use of brains and attack this psychotic monster **(80)** or are you of another race but still mortified about what you are hearing and decide to attack **(32)**? Your only other option is to let it pass and see about asking him something else by returning to **(27)**.

65) The man turns slowly toward the sound of your voice. What you thought was a heavy cloak, turns out to be layers of ragged bandages. You see his linen covered face and realize he is not actually alive. Still moving though as he lurches forward to attack.

Mummy, MR = .8 x CC, Spite: 3/Bandages: For every 3 spite points the mummy gets, his resin soaked wrappings will whip about you for 2 spite damage to CON and 1 Spite damage to LK.

If you win, go to **(89)**.



66) You feel the brush of unseen cobwebs against your face and stop to wave them away. Because of this, you're not under the falling web that suddenly fills the space before the door. Spin about and turn to **(47)**.

67) The vine leads you to a collection of graves that appear to have been churned up. Chunks of sod are tossed aside and the rich dark soil is exposed to the air. Sinking its roots into this is the largest pumpkin you've ever seen. As you cautiously approach, the substantial fruit suddenly lurches into the air. Go to **(83)**.



68) Deciding there is nothing more to be gotten from this green thumbbed loon, you turn to leave. "Wait, wait!" the loon calls and totters forward a bit. He is now peering at you as if only first seeing you. "That's a pretty looking brain pan you have there..."

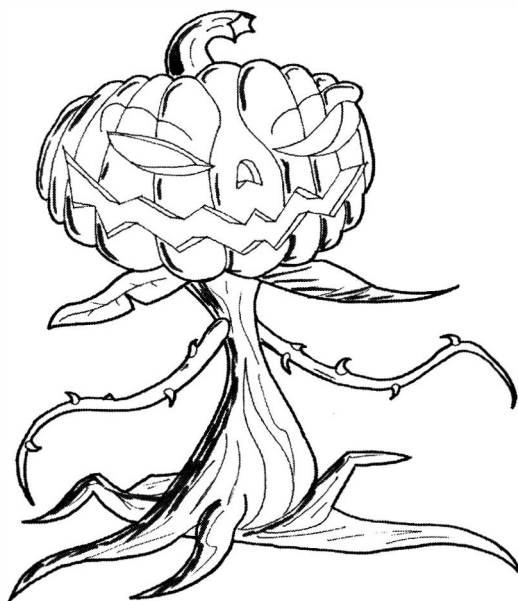
Oh no! Go to **(32)**.

69) The Great and Terrible Pumpkin uproots itself and moves to attack.

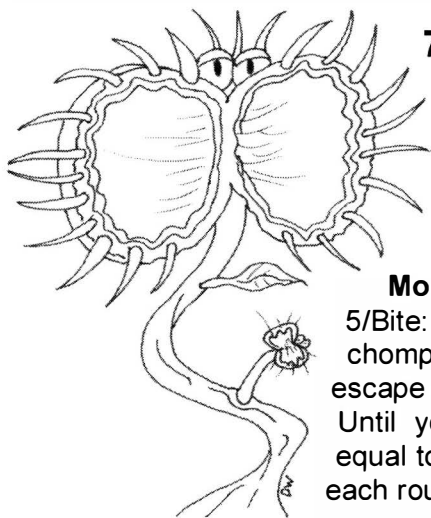
Round 1: As it pulls its roots free of the soil, it comes up swinging with one root wrapped around a skull. You can either dodge this by making a (22-SR vs. DEX + Reflexes) or accept the hit to make a free ranged attack on it. If it hits you take (2d6 Spite damage).

The Great and Terrible Pumpkin, MR = $1.2 \times CC$, Spite: 2/Fiery Breath: For every 2 points of spite this horror gets, it breaths out a tongue of green flame at you. Each will do 1d6 spite fire damage. Should these new d6 rolls come up with a natural 6, they will generate more spite points usable next round.

If you loose this battle, the Great and Terrible Pumpkin will grow in power as its roots sink into your corpse. If you win, go to **(91)**.



70) This single story cottage is so overgrown with ivy that little of the house itself can be seen. A small, slightly off the ground indentation might be a window. The taller indentation beside it would, you hope, be the front door. Will you knock **(38)** or just enter **(27)**?



71) As you are edging your way through the jungle of a garden, you miss spotting a nearby over-sized pod. It, on the other hand, notices you when you brush past it and it lashes out to attack.

Monster Fly Trap, MR = .75 x CC,
5/Bite: If the fly trap gets 5 spite points, it chomps onto you. Each round you can try to escape with a 25-SR vs. STR + Endurance. Until you escape, it will do spite damage equal to the number of dice it rolls for attacks each round.

If you loose, the plant pulls your corpse under its roots and sits on you till you rot away. If you win, go to **(59)**.



72) This huge round purple tuber almost calls to you. Wait a second! As you reach toward it, you realize it is calling to you. A tiny beet face on its side is looking up at you and quietly repeating, "Eat me, Eat me!"

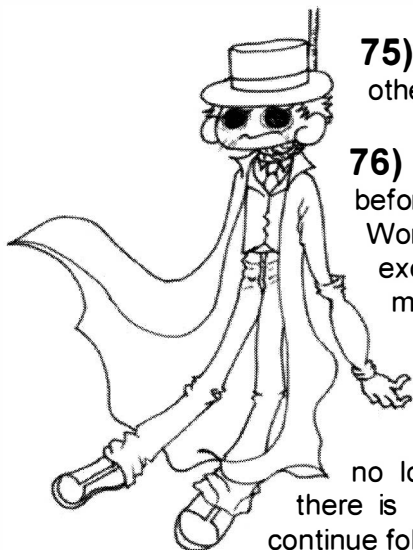
Will you oblige it **(88)** or recoil and choose something else **(82)**?

73) "Do you like all my lovely growth? I've worked long and hard on all of these. Blood, sweat and tears, though not all mine, mind you. It is much work finding just the right kinds of fertilizers. Look at this potato."

With a grunt he picks up what you thought was a small boulder near his foot. It turns out to be a potato nearly 2 foot long. With a grunt of effort, he returns it to where he lifted it. Will you ask him about his fertilizers **(62)** or go back to **(27)** and make some other choice?



74) You walk up behind the guy and tap him on the shoulder. The old grave tender spins about and grabs his chest as fear spreads across his face. A short moan escapes as the muscles of his face twitch spastically, and then he crumples to the ground and lies still. Kneeling down beside him to see if he is okay, you find that he is dead, killed by fright. (**GM:** Take 5 spite damage to your CHR score for this disturbing accident.) Shaking your head in dismay, there is nothing more you can do here but continue to follow the vine. Go to **(89)**.



75) If this is your first time here go to **(70)** otherwise **(82)**.

76) Ah, the old "stab 'em in the back before they know you are there" plan. Works every time, with this time no exception. Except... Who in their right mind puts up a scarecrow in the middle of a grave yard? Your attack blows out this over-sized dolls chest in a cloud of hay chaff. Alive, dead or anything in between, it will bother you no longer. Shaking you head in dismay, there is nothing more for you to do here but continue following the vine. Go to **(89)**.

77) "Oh, I'm very proud of this little pumpkin. The vine that produced it bore only 2 fruits. The other is my prize winning specimen." A confused look crosses his face and he mumbles something about it getting away from him. Will you ask him to speak up about that last bit **(64)** or ask him about something else by returning to **(27)**?

78) Dramatically you pop each PIP into your mouth, chew and swallow. The Great and Terrible Pumpkin bellows in outrage and shock with each one. That is, until you've eaten the last one. Then he starts making this rumbling sound that slowly grows in volume as his laughter swirls the very fog around you both.

"Fool, you doom yourself with a portion of my own power!"

(**GM:** In the upcoming battle, for each spite point of damage it does to you, it will regain 2 MR points.)

Go to **(69)**.



79) Raw potato? Yum! At least its skin is clean, no clinging dirt or "Fertilizers". The first bite is as crunchy as you expect, but the flavor is unexpected. To your amazement it tastes like a baked potato with fresh butter cream and chives. You chew slowly, marveling at the flavor and looking forward to the next bite. Swallowing, you are about to sink your teeth in when your stomach rebels. You try to up-chuck what you just ate, but nothing comes out.

(GM: 1 point spite damage).

For a long moment, that feels so much longer, you can only stand there, bent over with the dry heaves until the pain goes away. When you have recovered, put the vegetable down and return (82).

80) Your racial fury is righteous against this mans atrocities and will give you an extra 5 adds for the fight with the Mad Wizard. Go to (32).

81) With one hand you fling the three PIPs down between the Great and Terrible Pumpkin and yourself, seeding them in the rich graveyard loam.

Your opponent roars out a booming laugh, "Fool, you doom yourself with a portion of my own power!"

To your alarm, the three PIPs quickly dig in and sprout. In moments of the Pumpkin Horrors statement, 3 smaller versions of it stand between you and it. This will not be an easy fight.

3 Mini-pumpkin heads, MR = .3 x CC each, Spite: 1/1.

The Great and Terrible Pumpkin calmly watches you fight these off-spring. Should you win, go to (69).

82) The pile of moldering vines that marks the death of the mad wizard no longer moves. Any quick search of the room turns up little of use, though his collection of vegetables might interest you.

Would you like to take a bite of that potato (79), a beet as big as a minotaurs fist (72) or a massive carrot as long as a humans arm (57)?

Perhaps you'd like to leave by either the front door (17) or the back (46).



83) Rising into the air on a vine stalk nearly 10 foot tall, is a pumpkin of tremendous size. With a tearing ripping sound, a face splits along its rind. Its mouth, nose and eyes are aglow with an unhealthy green glow. The graves all around here have been churned with clumps of sod tossed aside, and its roots have sunk deeply among the bone tossed loam.

With the green glow beaming down on you, it says, "Ah, the Hero I've been waiting for."



Will you do anything with the PIPs you have collected? Maybe eat them (**78**), smash them on a tombstone (**86**) or throw them to the ground between the two of you (**81**)? Maybe you would like to just shake this gourd down and attack (**69**)?

84) The vine leads you though the fog covered bone yard. The fog is growing thicker as you go. Soon you can barely see the tips of your fingers at full extension. Your line of sight is only enough to prevent you from walking right into the back of a shadowy figure standing in your path over the vine. When you spot him, his back is toward you. Will you call out (**65**), tap him on the shoulder (**74**) or stab him in the back (**76**)?

85) "Weird ya say?" The little old man stops to think, almost seeming to cease breathing while at it. Finally he reply's, "Me, see anything strange. No, no, nothing weird at all." Return to (**27**).

86) Carefully you place the 3 pumpkin PIPs on a nearby tombstone. The Great and Terrible Pumpkin watches you intently, and then screams in horror and pain as you smash each one with your weapon.

(**GM:** In the coming battle, your opponent will have a MR = 1.1 x CC instead.)

In a rage he attacks. Go to (**69**).

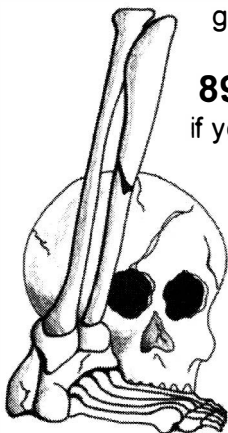
87) You spot an over-sized pod that kind of looks like a giant fly trap. Easy enough to steer clear of, so go to (**59**).



88) When you pick up the beet, it moans in pleasure. Then you bite into it and a thin high pitched wail of pain comes screaming out of it.

(GM: Make a 25 - SR vs. CHR + Willpower.)

If you make it go to (42), but if you fail you are caught by surprise and go to (63).



89) Did you cut the vine a while back? If yes go to (83) if you didn't then go to (67).

90) "Oh, it's not so bad. They don't scream for long when you saw open their skulls. They are such small slight creatures."

Is that enough for you to attack (32) or will you continue to ignore his monstrous statements and continue to pump him for information (27)?

91) A wail of defeat and agony escapes this horror as your weapon smashes his gourd head into puree. Breathing heavily, you take inventory of your surroundings and note that the fog is already starting to clear. Then the sun rises over the distant horizon and the last of the fog quickly shreds away. Wails of horror and loss begin to rise from around town as the folk wake up to find the damage done by the nights events. There will be some explanations needed after this, but you are sure that most of the answers can be found in the mad wizard's house.

Just as you begin to turn away to see if you can render any aid, the ruins of the pumpkin monstrosity begins to shiver. Your weapons and defenses at ready, you turn and expect the worse. All that happens, though, is 3 over-sized pumpkin PIPs shoot skyward from the mess of pumpkin puree.

Seeds of next year's horror maybe? Time will tell.

(GM: Congratulations and Happy Harvest Eve. You Earn 250 AP.)

THE END.



Tunnels & Trolls

Solo Rules Hero Sheet

Hero Name _____ Height _____ Hair _____
 Class _____ Weight _____ Eyes _____
 Race _____ Age _____ Build _____
 Place of Birth _____ Gender _____

Combat Adds

Magic Adds

Attributes	STR	DEX	CON	SPD	INT	LK	CHR
Original	_____	_____	_____	_____	_____	_____	_____
Current	_____	_____	_____	_____	_____	_____	_____
Adds	_____	_____	_____	_____	_____	_____	_____

Hits Taken

Weapon	STR	DEX	Range	Wt.	Damage
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

CC Score

Kindred Abilities

Armor Hits STR Wt.

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Mana

Mana Spent

Skills

Rank

Spell

Duration Area Cost

Adventure Points

Equipment

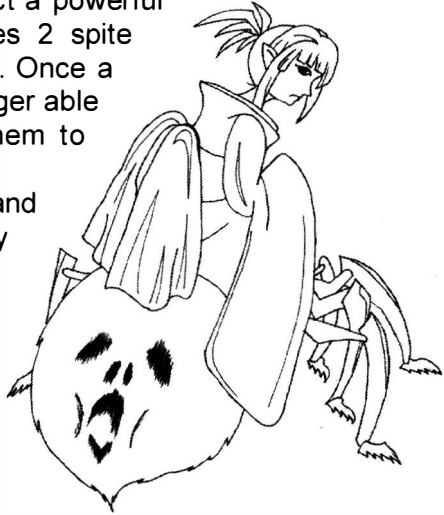
Monster List

Acarid:

T&T Stats: MR = $.75 \times CC$, Spite: 1/Paralyzing Bite: With each spite point an Acarid gets, they inject a powerful paralyzing poison. This poison does 2 spite damage to the victims Speed Score. Once a victim has a score of 0 and is no longer able to move, the Acarid will cocoon them to consume at their leisure later.

A fiendish merging of human and spider, the Acarid are thankfully very rare. These cruel and dangerous creatures love to lure their victim in with sweet words. Anyone who falls to the Acarid's poison will suffer a painful and slow death as the spider person slowly drains all the fluids from their cocooned food over the matter of days.

Often while talking, or teasing, their captive audience. Should the victims' captor also be a writer of bad poetry, death will be a double release from torture.



Banshee:

T&T Stats: MR = $.75 \times CC$, Spite: 3/Wail: When a Banshee gets 3 spite points, she begins a wail so painful that all her opponents lose their will to fight. Each time she wails they lose 5 adds until the end of the current battle. These losses are cumulative and can go into negative numbers.

A Banshee is the enraged ghost of a woman who died of fear. Maddened by this fear, a Banshee seeks vengeance on all creatures, innocent or guilty, with her deadly touch and shrieking cry.

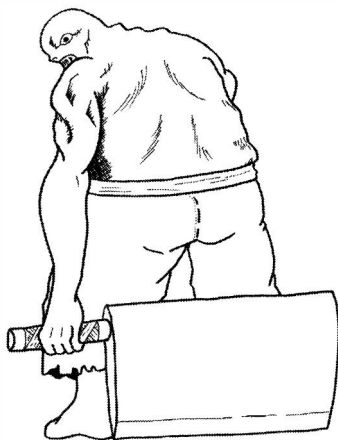


Dark Folk:

T&T Stats: MR = (As per original Creature), Spite: 2/Blast of Cold: With 2 spite points this Dark Folk spews a blast of cold bile that does 1 point of spite damage to CON and 2 to INT.

Deep beneath the surface world in caverns of stygian darkness, the River Styx flows ever onward like a poisoned vein in Mother Earth's body. Something about the far deep depths concentrates evil, distilling it into the form of a sluggish flowing river of sludge and slime. Any who drink from this filth loose some of their memories, but gain dark powers to go along with the darkening of their skin.

With the loss of memory, they loose inhibitions and begin doing evil deeds. The more evil they do, the more power they gain from their drinks. Many intelligent races seek out the banks of the River Styx in pursuit of this power, giving birth to the Dark Elves, Dark Hobbit, Dark Humans and such. Others drink deeply of the slime, gaining more and more power but loosing their minds irrevocably.

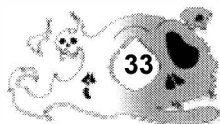
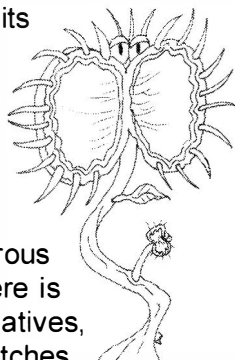


Fly Trap:

T&T Stats: MR = .7 to 1.0 x CC, Spite: 5/Bite: If a fly trap rolls five 6s (or all 6s if less than 5 dice) it chomps down on its enemy. It will take a SR equal to your level vs. STR to escape. You can make one attempt each round of battle and until you escape, it will do spite damage equal to the number of dice it roll to attack. Any Fire damage is double.

Often thought to be nothing more than a figment of some fools imagination. These dangerous plants grow in areas where the soil is poor, but there is other life in abundance. Just like their smaller relatives, they add to their diet. The monster fly trap catches animals, humanoids and anyone foolish enough to wonder too close.

With a slight animal like intelligence, these plants can even up root themselves and lumber along in search of prey. A monster fly trap can grow as large as 7 foot across and weigh as much as 10 thousand pounds.



Minor Aspect of Death:

T&T Stats: MR = $1.1 \times \text{CC}$, Spite: 1/Life Drain, For every spite point these aspects obtain, they slice off a portion of their opponents will to continue living. This causes 2 spite damage to their Charisma.

Seven foot tall and thin as a rail, a Minor Aspect of Death goes about its own work. Few can normally even see these creatures as they past though civilization and harvest souls for their own enigmatic purposes. Sometimes, when the barriers between worlds grows thin, these creatures can be seen by mortals. This always catches the Aspect off guard and allows the mortal a fighting chance. Other times, an Aspect will allow itself to be seen so as to pass along information. As to why they do this is unknown and not always as helpful as first glance might believe.



Mummy:

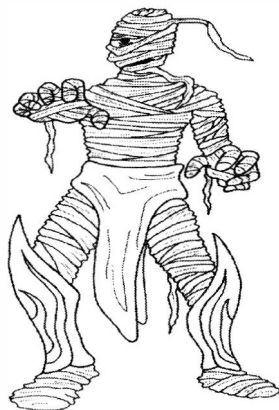
T&T Stats: MR = $.9 \times \text{CC}$, Armor: 3, Spite: 1/Mummies Curse: For each spite point a mummy gets it inflicts 2 spite damage to both CON and CHR. This damage appears as an instant ageing and anyone who is reduced to 0 CHR falls dead as a desiccated corpse.

Special: The sight of this linens wrapped horror is enough to paralyze anyone. This inflicts a -5 adds modifier to the mummies enemies for the duration of the battle.

Mummies are a breed of zombie. Zombies of the rich and powerful. They are created with a long embalming process which removes all the bodies major organs and replacing them with dried flowers and herbs. The body is then anointed with scared and expensive oils and wrapped in purified linens.

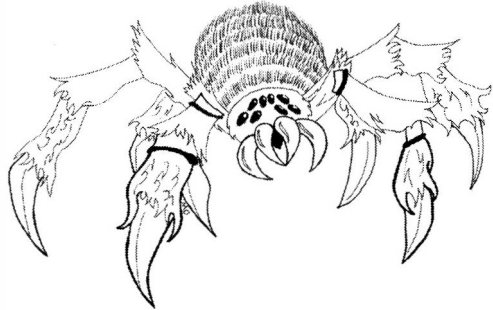
A *Zombie Zonk* spell is then cast on the corpse with an extra 25 Mana cost.

Mummies created from Kings, Pharaohs, or powerful Mages retain their own free will and sometimes go on about their existence without acknowledging their deaths.



Spider, Giant:

T&T Stats: MR = $1.1 \times \text{CC}$, Spite: 3/Web: Any round that a giant spider gets three 6s, they shoot a strong and sticky web at their opponent. All opponents must make a level 2 SR vs. DEX to avoid this. On a failure they loose .25 of their hits every round until they can escape. It takes a level 3 SR vs. STR to escape. Only one escape attempt can be make each round of battle.

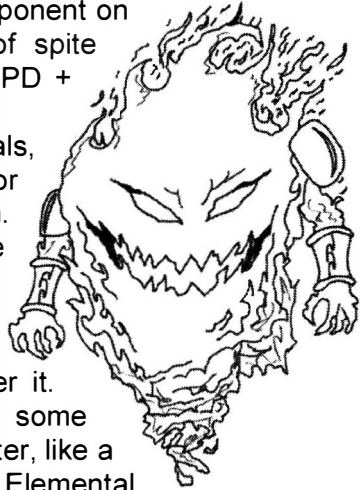


Giant spiders are masters of their chosen home. They can be found anywhere a steady supply of food is present, and they like to attack from hidden locations. Giant spiders grow from the size of your standard mutt, all the way up to the size of a 2-person hut. Most are not poisonous, but don't always count on that.

Elemental, Fire:

T&T Stats: MR = $.75 \times \text{CC}$, Spite: 4/Burn: Once a Fire Elemental has 4 spite points they will catch their opponent on fire. This burning will cause a point of spite damage each round until a 20-SR vs. SPD + Reflexes is made to put the fire out.

The most destructive of all elementals, Fire Elementals know others fear or respect them and revel in the attention. Any chance they have to set things on fire is something they cannot pass up. Their only fear is water, a body of water is an impassable barrier unless it is small enough that they can step or jump over it. One known way to by-pass this is with some flammable material spread across the water, like a thin layer of oil. Darker sections of a Fire Elemental can be made up of semi-stable smoke, ash or embers. Fire Elementals are strong against Earth and Wood, but weak verse Water.



Spirit, Smog:

T&T Stats: MR = $.33 \times CC$, Spite: 3/Smog Breath: For every 3 spite points the Smog Spirit gets, the smog around this spirit becomes denser, this increases the SR target number by 3 each time.

Special: The foul air about this spirit will asphyxiate living beings around it for 1 spite damage each round. Breathing creatures can hold their breath by making a 20-SR vs. CON + Fortitude each round before being forced to breathe.

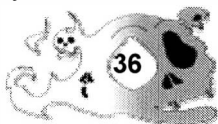
Air Elementals that stay in crowded cities too long can eventually absorb so much of the local filth that they transform into these degenerate spirits. These spirits care nothing for their surroundings and work to spread their foulness to all corners of the world. Luckily for all, they lose strength the further they get away from concentrations of civilization or corruption. They are Strong verse Wood, but weak against Air and Earth.

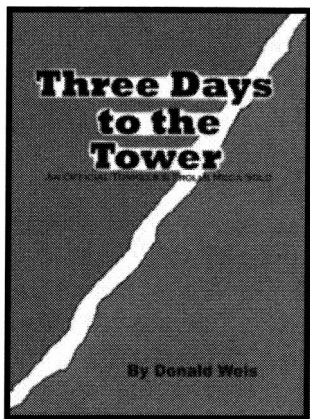


The Great Pumpkin:

T&T Stats: MR = $1.2 \times CC$, Armor: 10 hits, Spite: 1/Fiery Breath: For each spite point this horror gains, it breaths fire at you for an extra 1d6 fire damage. These new dice may generate more spite points for itself.

The spirit of the Great and Terrible Pumpkin returns year after year. Corrupting the mind of some weak willed farmer, wizard or gardener and tricking them into growing a new body for it to inhabit. Some years a Hero appears to defeat this menace. The emergence of this ghastly gourd thins the barriers of worlds and allows it to pull other horrors across behind it. Villages where Heroes do not appear are soon taken over, the citizens slaughtered or warped in twisted ways. This Pumpkin headed monstrosity is unable to survive long in our world, its rotten insides showing though in the days that follow until the gourd dissolves into a foul smelling slurry. Its minions, both old and newly twisted are then pulled into the realm of horror as the spirit again loses its grip on our world. Only defeating it before this time limit can release and redeem the souls of the poor villagers from its gruesome grip. One myth that follows this thing, is that pumpkin pips (seeds) from the previous years appearance have some sort of effect on the new years growth. What that effect is though, no living soul has yet to confirm.





Three Days to the Tower (Mega-Solo)

Price: \$20.00

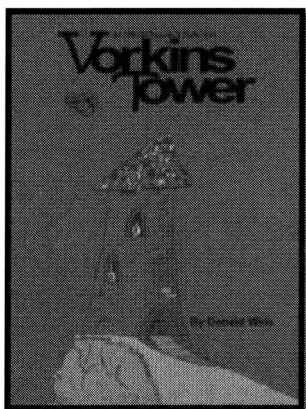
Written by Donald Weis

This is the largest Tunnels and Trolls solo ever published by any company, even beating our own record, with 514+ different solo entries made for T&T 7.5 in mind.

"You have just three days to get from this fish smelling village of Laura's Sight to grab the treasure of Odd Vorkin from his tower."

Other features include: New rules for fishing, skills, a little gambling, combat from boats, with 16 new monsters and an adventure site that can be dropped into any T&T campaign world.

Suitability: *This is a solo adventure for characters of 4th level or less. 1st level characters could play though, but will have a harder time of it. Two characters pre-generated character provided (Yes). Kindred type used (Any). Class type used in this solo (Any). Magic Matrix (No).*



Vorkins Tower (Full-Sized-Solo)

Price: \$15.00

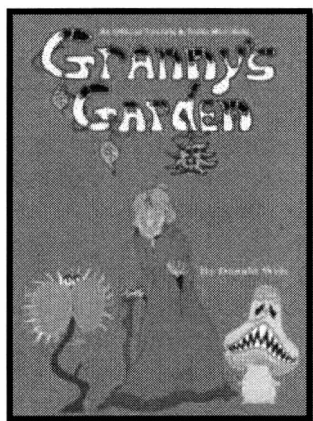
Written by Donald Weis

This 72 page full sized solo printed in 6 by 9 size. All new: Time Clock, Dog Fight, Combat Challenge (CC) rules and more. 167 different solo entries.

"It has been a hard voyage, but you now stand at the head of the valley of Vorkins Tower. Curse that elf woman, who has been a step ahead of you this whole time, is already down in the valley. A race up Vorkins Tower awaits and the elf lady has a head start. If you use your skills wisely and with a little bit of luck, maybe you can still win."

Suitability: *This is a solo adventure for characters of 4th level or less. Pre-generated character provided (Yes). Blank character sheet provided (Yes). Kindred type used in this solo (Any). Class type used in this solo (Any). Magic Matrix (No).*





Granny's Garden (Mini-Solo)

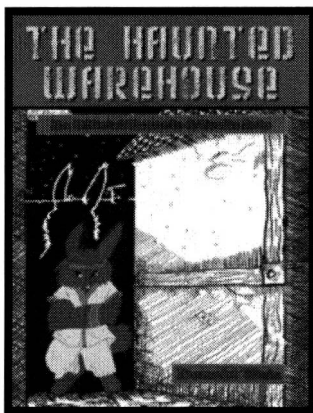
Price: \$8.00

Written by Donald Weis

"It's a sunny normal day in the city of Lakeview and you're out on a stroll, minding your own business when a sharp tart voice plucks you out of your reverie. "Young one, yes, you!" A withered crone in a cane rocking chair calls to you from her covered porch. A tiny thing, she looks like a small bundle of cloths with a wrinkled apple for a face. Her voice, shaky with age, never the less reaches you with no problem. "Yes, you. Stop staring and get over here."

Found within: 12 different solo entries suitable for any edition of Tunnels & Trolls, but made for 7.5 in mind. New rules for Pollen Count.

Suitability: *Designed for characters of 4th level or less (1 character). Kindred type used in this solo (Any kin or type). Class type used in this solo (Any). Magic Matrix (No).*



The Haunted Warehouse (Mini-Solo)

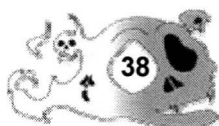
Price: \$13.00

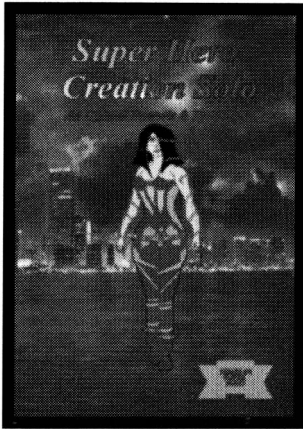
Written by Donald Weis

"Ah, the good old message board down at the Adventurer's Guild. A gathering place for want advertisements, bounty reward sketches and notes of all sorts. Earlier today, with a mug of Autumn Brew in hand, you wandered over to see if anything new had been posted. You read the following: "Ghost Exterminators Wanted. Reward offered for completion. Ask at the Wharf's End Trading House."

Special: It is 4-by-6 in size and 120 pages in length with 70 entries and a special Art Gallery in the back.

Suitability: *For a single character of 1st or 2nd level. Kindred type used in this solo (Any). Class type used in this solo (Any). Magic Matrix (No).*





Super Hero Creation Solo (Mini-Solo)

Price: \$12.00

Written by Donald Weis

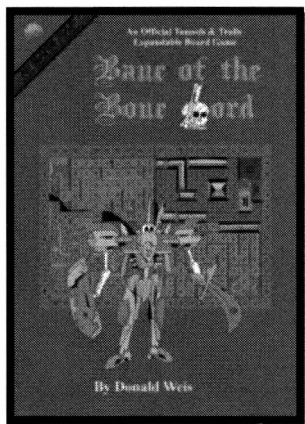
It is 6-by-9 in size and 30+ pages in length with 66 entries. It has been designed for use with Tunnels & Trolls versions 5th, 6th or 7.5 of the rules but could easily be adapted for use with earlier editions.

It also comes with a special *Hero Character Sheet* in the back of this book to create your character on. This is a first in an upcoming series of solo books called *Egyptian Lords* using the hero you just made in this solo.

Special: "Welcome to the Super Hero Creation Mini-solo. To create your Hero, you will need this book, a pencil, a handful of 6 sided dice, and a copy of the Hero Sheet in the back of this solo. Playing through this solo will not only construct your Super Hero, it will teach you the game mechanics of play with samples of each action interaction. Unlike a normal T&T solo, your scores will change rapidly as each decision you make will affect your Hero. As you make your choices, you will be directed to turn to various numbered entries."

Suitability: *You will create your character as you learn to play. Kindred type used in this solo (Human only). Class type used in this solo (Warrior). Magic Matrix (No).*





Bane of the Bone Lord (T&T Board Game)

Price: \$19.00

Written by Donald Weis

We lead the way when it comes to innovation in T&T gaming. This is something never seen before. This new product called Bane of the Bone Lord is a fully Tunnels & Trolls compatible and expandable board game.

It is a 40-page, 9-by-12 sized, center stapled book, printed full color (inside) with a huge full color playing board (9 by 24) in its center.

Background: It was a dark and stormy night when the silence was shattered by screams of pain and terror. By the time the cities Sheriff was able to respond, the damage had been done. A family on the edge of town was cut down and with their blood a challenge had been drawn. Any of ye who dare. Find me in the Burrow Down. Face me, your Bone Lord Doom. All willing adventures have gathered in the Armor Shop to hear the Mayors call to arms. "The Burrow Downs is north of town, but the keys have been lost to time. I quest you all to find these keys and be the BANE OF THE BONE LORD."

Game Components: Inside you will find, stand-up counters (for PCs), 8 pre-made PC Cards, 104 playing cards (full color on both sides). There are; Event Cards, Magic Item Cards, City Cards, Forest Cards, Cave Cards, Quest Cards and Dungeon Cards, you only have to cut them out and you're ready to play. Some cards even have a new T&T creature, like for example; (the Ratling). Seeing the creature cards in full color is just amazing, as is this entire book.

To Purchase These Products & More Visit:
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Halloween Solo

Every year the bloated moon rises on the Fall Harvest, and the veil between this world and the realms beyond thins. Things of unspeakable horror breach into normal folks land and wreak horror and death on an unsuspecting and defenseless people. The balance must be maintained and each time a new hero arises do battle in defense of all that is good and right. You are that hero! Can you stand against this years Harvest Eve monstrosity?

- 91 entries to bring a chill to your spine
- New monsters for use in GM Adventures (from the Monster Lore book)
- A unique multi-spite battle to be had

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