

The Solo Hack



**Solitaire adventures
for use with The Black Hack**

By Charlie Fleming

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By Charlie Fleming

The Solo Hack contains 11 solo adventures for use with David Black's *The Black Hack*. Each adventure is separate and independent from each other and can be played in any order.

These adventures were originally written for the blog *Hobb Sized Adventures* for use with the *Tunnels & Trolls* role playing game by Ken St. Andre and very popular with the T&T community, Trollhalla. They were also converted to my own system *QADD: Quick And Dirty Dungeons*. The mechanics and Stats were converted as best as they could to be as enjoyable in *TBH* as they were in their original formats. Given that, some conventions may still be not what some players are used to. This is the first time that all of these adventures have been collected together. Some have appeared in other published volumes.

The book is split into two parts, **Various Solos** and The **Dimble Solos**. The **Various Solos** do not take place in any specific world or location, nor are they related. The **Dimble Solos** take place in and around the town of Dimble(as does my GM adventure *The Goblin Gambit*) and share many of the same characters.

The solos span the gambit of my writing, from the first ones where I was getting my feet wet to the more complex ones where I was more comfortable with what I was doing. They are not presented in chronological order of being written.

I hope you have as much fun playing them as I did writing them!

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The Solo Hack

How to use this book:

If you've never played a solo adventure or have read a “choose your own adventure” style book before do not read this book straight through. Each adventure is broken into numbered paragraphs (again not to be read or played linearly). Each paragraph is a narrative one when proceeds the story or is a result of a choice you had to make in the game. At the end of each paragraph, you will usually have to make a choice of an action, going in a particular direction, or directed to a specific paragraph. The choices are indicated by a number inside parentheses that look like (12), or (26) for example. These numbers are what paragraph you need to read next. If the choice is “go left(5)” then go to paragraph 5 and read it to continue on.

Stat tests:

Occasionally a paragraph might ask you to make a test against one of your Stats. The paragraph will tell you specifically what Stat to use. These adventures were originally written for other systems that use some different Stats like Luck or Speed. DEX was used as an alternative to both in some adventures. WIS was used instead of Luck in others.

Monsters and encounters:

Encounter stats are in the following format (or close to it):

HD 2, HP 9, and d6 Damage

The HP is just suggested, if you want to roll your own then go ahead. You can also up the HD of an encounter to make it more challenging for a higher level character.

Levels:

If a character survives an adventure they can go up a level. It's really suggested that they can level after two adventures because of the shortness of some of them.

Part 1

Various Solos

Tower in the Marsh

1. As if the marsh wasn't bad enough, the rain has started coming down in sheets. You'd still be on the river if that water pig hadn't charged your boat and broke it to pieces. With no boat that means you are stuck traveling the wide marsh along the left bank of the river. Beyond the marsh is a small swamp and beyond that is the Dread Forrest. It's called the Dread Forrest because of all of the devils and demons, and worse if you can imagine it, known to haunt the woods and swamp. Even with the water pigs and reptiles, the marsh is still the safer place, no matter what your kin.

You stop for a minute to get your bearings. The last thing you want to do is take a step in the wrong direction and end up in deep water or lost in a haunted swamp. Raising your hand to shield your eyes from the rain you look ahead. You see that the river begins to bend to the right not too far away. You also see a small island in the marsh with what looks like a stone tower, maybe 3 or 4 stories tall, in the middle of it. You can't make out if there are any windows or not. It doesn't look too hospitable, but with the rain and night coming soon it might provide shelter, even if you have to fight for it.

You make your way up the marsh to the island. You climb the two foot bank of grass and mud to reach the tower. Looking up at the building you see no windows. You wonder if that means the resident of this tower means to keep something out, or in. A large wooden door, rounded at the top, is in front of you. There is a doorknob and a lock for a key beside it, but on the wrong side of where they should usually be. You try the knob and give a light push, but the door is locked as you expected it to be. As the rain comes down harder, two options come to mind. You can try to pick the lock to open it(11) or give the door a good kick(15).

2. The room you are in is a semi-circle. You face the flat wall with the rest of the room curving behind you. It is sparsely decorated with several paintings on the walls. All the paintings are portraits of men ranging from a very old man to a child of 6. Each face has a strong resemblance to the others. A family perhaps? There is a very ornate, circular rug in the center as well. On the flat wall you are facing are two large oval portals framed in gold. The one on the right is shimmering red. The one on the left is shimmering blue. Knowing, or rather not knowing, what's outside you erase the main door from your mind as an option. Will you take the red portal(9) or the blue one(7)?

3. This room is empty save for a bed pushed against the one wall and an empty crib in the middle of it. There is a silver one(10) on the one side and a yellow(5) one on the other. If you haven't opened it already, then the trunk is still there. If you have a key then go to(8). If not then take one of the portals out of the room.

4. The sound from the swamp is now right behind you. Since the door won't budge, you turn around to face what the fates have brought your way. Your eyes gaze upon the most hideous monstrosity that they have ever seen. The creature snorts then lets out a deep guttural growl as it takes a step towards you. You gulp and ready your weapon, preparing for the worst. The creature takes another step forward backing you up against the door.

Suddenly the door springs open and you fall back into the tower. The creature is as surprised as you and begins to charge. The door slams shut and an iron bar slides across it. You hear the creature hit the door with a loud thump then the splashes as it wanders away back into the swamp. Go to (2).

5. You have entered a room filled with toys. There are stuffed trolls and other creatures scattered around the room. Carved toy knights and monsters, wooden wagons and horses, as well as books and puzzles are strewn all over the floor. There are a few tables around. Some have blankets stacked on them or towels. The room is a semi-circle room. Where other rooms had a flat wall this one has a smaller curved wall with two flat ends on each side. There are two portals on each of the flat parts of the inner wall. One shimmers with yellow and the other with blue.

Roll 1d6 regardless of how many times you've been here. If you roll odds you have tripped a protection spell in the room and 1d6 of the stuffed creatures(HD1, HP 6, Damage d4) attack you. If you roll evens or win the battle then you may continue on and go through the yellow(12) or blue(6) portals.

6. This room has two flat walls forming a right angle in the center. One wall has a red portal in its center. The other wall has a yellow one. The third wall curves around the back connecting them. Cobwebs and dust cover several decrepit swords, staffs, and maces that are affixed to the curved wall. None of which look to be of any use. A large circle is painted in the middle of the room, with a much smaller circle in its center. Regardless of whether you have been here before or not, a mist forms in the middle of the center circle that soon takes the shape of a warrior the same size as you, but made of wood. He holds a very metal sword however. It dawns on you that this must be some kind of training room for battle. A spell that summons the wooden warrior must be activated every time someone enters this room. The warrior stands still as if waiting for you to enter the circle. You can go through the red portal (18) or the yellow one (5). You may also test your skills against the wooden warrior(HD 2, HP 7, Damage d6) if you'd like by

entering the circle. If you win the fight the warrior and it's sword vanish in a mist. You can now choose one of the portals to go through. The warrior will not appear again until you enter the room again. If you lose, both you and the warrior disappear in a sorcerous mist.

7. This room has two flat walls forming a right angle in the center. One wall has a red portal in its center. The other wall has a blue one. The third wall filled with book shelves curves around the back connecting them. The room has a rather musty smell to it. A rather large wooden desk is in the center covered in old papers. Upon inspection the paper appear to be manuscripts written in a tongue not familiar to you. One in particular has three diagrams depicting combinations of a red, blue, and yellow orbs in sets of two. The chair at the table has several books piled up into the seat, as if someone small used them to be able to reach the table. Candles, long since extinguished, are all around the room in sconces and on the desk in various degrees of melting. If you have been here before then you can go through the red(18) or blue(2) portal. If this is your first time in the room go to (13).

8. You open the trunk to find three items. One is a dagger in a metal sheath that flames when drawn in front of an enemy(2d4+2 damage and worth 300GP). Next is a golden ring of protection(2 armor points and no usage die. It must be worn on a bare hand and worth 277 GP). Lastly is a gauntlet of turning(just 1 and it automatically wards off undead or unholy creatures with HD the same or under the level of the wearer by raising their hand, regardless if they are a cleric or not. If the character is a cleric then he/she may try to banish the undead of up to 2 HD higher than their level. It's worth 410GP). Once the last item is removed the key begins to glow. Soon the glowing encompass the entire trunk until it and the key vanish from sight. With nothing else left in the room besides an empty crib and a bed, you can go through the silver portal(10) or the yellow one(5).

9. This room is a semi-circle. This was obviously a kitchen. The shelves are empty. The counters are filthy with dust and mold. The ovens decrepit from non-use. The only thing shining in this dark room are the two portals on the flat wall. If you have been here before you can go through the blue one on the right(6) or the blue one on the left(2). If you haven't been here before go to (14).

10. You have entered a small circular room. There is nothing here save for three pedestals with orbs on top. The orbs are colored blue, red, and yellow. You touch one orb and it glows brightly with it's color. You wonder what would happen if you touched two at the same time. If you touch the red and blue go to (19). If you touch the Yellow and Red go to (17). If you touch the blue and yellow go to (16).

11. Roll a d20 against your DEX score. If you roll your score or less it then you hear the click of the mechanism unlocking and you are now able to open the door and go in(2). If not you can try again or go to (15) and try kicking the door in.

12. If you've been here before go to (3). If not then continue reading.

Coming through the portal brings you to a semi-circle room. Where other rooms had a flat wall this one has a smaller curved wall with to flat ends on each side. A large bed has been pushed to the one side, as if to get it out of the way. It looks like there may have been other pieces of furniture in the room at one time by the markings on the floor. Other than the bed, there is only a baby's crib. A faint bluish glow emanates from within the crib. You look in to see a baby sleeping in a bath of light. This was the last thing you were ever expecting to find in a place like this. You peer into the crib again to make sure you are seeing this right. This time you find the baby looking right at you. The eyes somehow seem old to you, filled with knowledge of a long life, like the gaze of an old teacher. The baby smiles at you with a seemingly knowing smile, The glow around the baby brightens, so bright you have to back up and shield your eyes.

The light goes out. You uncover your eyes and approach the crib finding it empty. Whatever had just happened has left as a mystery, leaving you to only wonder.

Something shiny catches your eye from underneath the crib. It's a locked trunk adorned with shiny trimmings. You try the lid but it won't budge. A keyhole on the lock looks hopeful. Any attempts to pick the lock prove fruitless. If you have a key go to (8). If not then you give up and start thinking that maybe it's time to just get out of here. You look around to see if the room has any portals. There is a silver one(10) on the one side and a yellow(5) one on the other.

13. As you shuffle through the manuscripts, a mist begins to form on top of the desk. It keeps getting denser until it finally takes humanoid shape. Apparently the desk had some sort of protection spell placed on it. The mist becomes solid to reveal the form of a bluish green impish like creature. It reveals it's sharp claws and teeth as it spreads it's wings and lunges at you. Roll a d20 against your DEX score. If you roll higher than your DEX the creature gets a first strike in and you take 2 points damage. The flying spawn of black sorcery has HD 2, HP 8, and 1 attack doing d6 damage. If you defeat it you can go through the red(18) or blue(2) portal, otherwise your adventure ends here I'm afraid.

14. You hear a sloshing and scraping sound coming from the one corner, that begins to move in your direction. A large blue, green, and black mass(HD 2, HP 10, Damage d6) is coming rather quickly between you and the portals. If you defeat

whatever it was then go back to (9) and choose a portal to go through. If it defeats you, then it eats you.

15. Roll 1d20 against your STR. If you roll more than your score, keep trying because the noises from the swamp are getting louder, or is it just closer. If you miss 3 times in a row go to (4). If you make it you manage to loosen the latch enough that the door swings open. Once inside you are able to shut it again. There is an iron bar that you are able to pull across the door. You are glad it wasn't on the door when you tried to kick it in. You hope it's strong enough to keep out whatever was making those sounds. Go to (2).

16. The room fills with green light. Though you are standing still, hands still on the orbs, you feel as if you are being pulled somewhere. As the light fades and flickers away, a sense of relief rushes over you. You find yourself home, wherever home may be.

17. The room fills with orange light. Though you are standing still, hands still on the orbs, you feel as if you are being pulled somewhere. As the light fades and flickers away, you begin to feel like you are in a place unfamiliar to you, but only slightly. You find yourself on a road. The sun is shining bright. The air, however, smells like farmland. A sign on the side of the road reads "Dimble, 5 miles". Thinking it might be a good place to start looking for some answers about where you are and how you can get home, you head towards the Town of Dimble.

Just outside of town an old woman stops you dead.

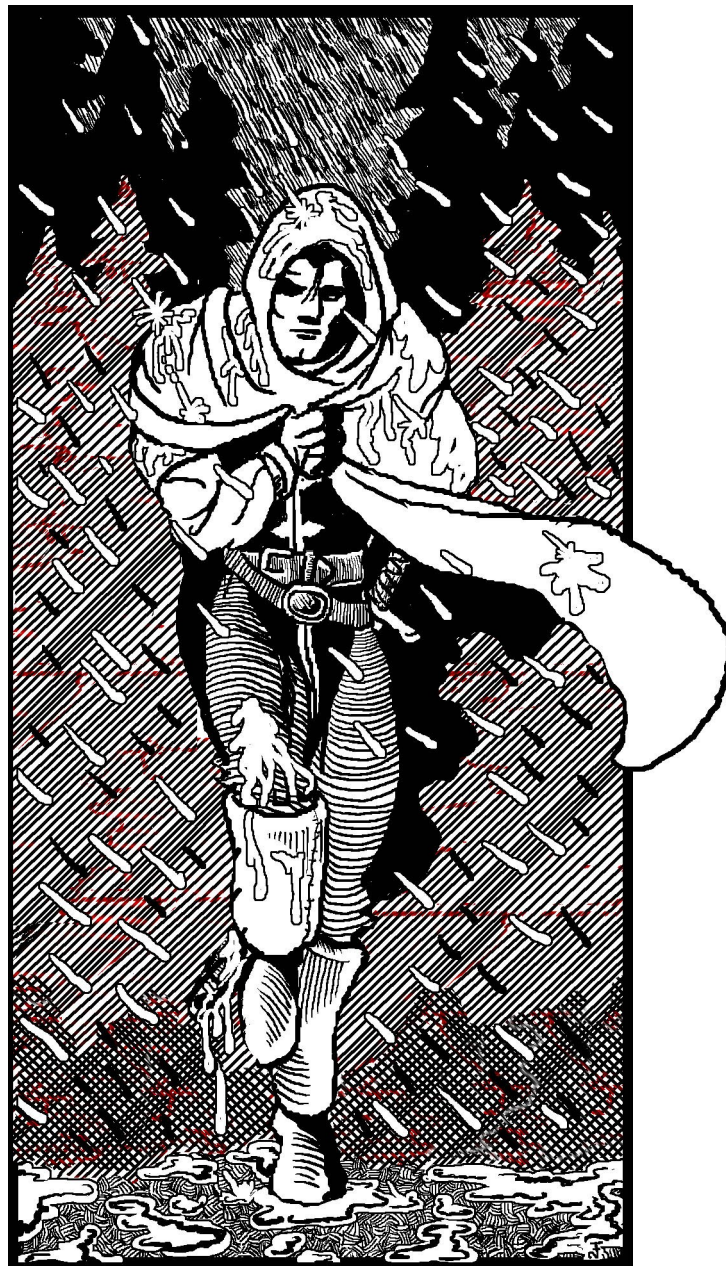
"Aye, there ya are. I been lookin' all over for ya." She croaks at you.

"Me?" You ask being quite puzzled. Somehow you know this might not end good.

18. This room is a semi-circle. Great bookshelves line the curved wall. Stacks of musty old books are piled on the shelves. There are a few smaller bookcases scattered around the middle of the room as well. There are two small tables with plain chairs, one on each side of the room. In the middle is a great chair with red plush cushions. A table is beside the chair with a few books on it. The top book is open to a page of crude infantile drawings. Flipping back through the book the drawings seem to get better, much more artistic the further back you go. At the front of the book it looks like a big chunk of pages have been torn out. The first page currently in the book says simply that the process must be stopped. If you haven't been here before roll 1d20 against your INT. If you roll your score or less go to (20). If you miss the roll or have been here before then you can go through either the blue portal on the right(6) or the blue portal on the left(7) on the flat wall.

19. The room fills with purple light. Though you are standing still, hands still on the orbs, you feel as if you are being pulled somewhere. As the light fades and flickers away, you begin to feel a sharp breeze wisp by you. You are back outside of the tower. The rain has stopped. You quickly notice a boat tied to a dock behind the tower. The rain must have been coming down so hard that you just didn't notice it before. Seeing this as the safest way out of the marsh, you board the small craft. As you look around for oars a soft voice asks "Where would you like to go Master?". You answer and are quickly on your way.

20. As you further rummage through the books on the table, you find a silver key. Thinking it might be useful somewhere down the line, you pick it up and put it someplace safe. Go back to (18) and pick a portal to go through.



Tomb of the Toad

1. Thanks to the interference of a rampaging Slorrr, the trip back from your latest adventure has been rerouted. The Slorrr, at least you think that's what it was called based on the noise it made, had come out of nowhere. Dropping everything except your weapons and armor you to make haste to someplace it's massive form can't follow you. Lucky for you the woods were getting denser and spacing between the trees was getting smaller. You hear the Slorrr bash a few trees trying to make it's way through until it roars one last time giving up on you in search of easier prey. The sigh of relief you feel turns to a groan as you realize that having lost the beast has left you lost as well, and standing in a marsh.

In scanning your surroundings looking for a viable and safe way out, you notice a stone, moss covered structure 30 feet away. Closer inspection reveals it to be a tomb, the tomb of C'roakkk the Intolerable according to the crude sign. You put a little pressure on the door and find that it easily opens inward. A burst of dank, moldy air hits you in the face, making you cough but not deterring you from going inside.

Phosphorescent moss gives the entrance to the tomb a creepy glow. The floor is dry but you notice water seeping in from the walls near the base, flowing like tiny streams down the two corridors in front of you. One to the right(2) and one to the left(3), both slope downward..

2. This is a small room, much damper than the entrance. There are wooden plaques affixed to the walls. Though they are mostly rotted away, you can make out words written in a language you've never seen before. There are also some depicting scenes from a story about humanoid frog-like beings holding a trial, imprisoning one of their own, and of a celebration. You turn around to continue on just as a giant slug(HD 1, HP 5, Damage d4) oozes it's way out of a tunnel on your left, making it's way right for you.. If you win the fight, you see that there are two tunnels continuing on, the one on the left hand corner(7) where the slug came from and one a little to the right(5). If you have lost the fight, then you need to roll better characters.

3. This room is much damper than the entrance. Water is ankle deep and flowing down two tunnels in front of you. There looks to have been some decorations on the walls at one point. Anything there now is moldy and rotted. A huge mess of garbage is along the left hand wall. If you want to check it out to see if anything is there go to (8), if not go to (6).

4. The two tunnels out of this room lead a little to the left(7) and out of the right hand corner of the room(5).

5. This room is filled with blackish water that comes to your mid-shin. A rotted wooden door is in the wall across the room from you. In the phosphorescent glow of the moss on the walls, you see four shiny objects floating in the muck. The objects begin to move towards you and getting faster. You draw your weapon, realizing that the shiny objects are the eyes of two black toadlings leaping out of the water at you. The black toadlings are the size of a large cat. They have the head and strong legs of a toad with a long tadpole like body ending in a tail. Their mouths are filled with sharp black teeth. They have an HD 1, HP 6, and Damage d4. If you are bit, make a saving roll against poison to see if you take an extra point of damage from the septic slime covering their bodies and teeth. If you win you can go through the door on the other side of the room(9). If you lose, the black toadlings make a feast of your innards.

6. You take a step to check out the tunnels running downward before you, trying to decide which one to take. Suddenly you are surprised by noise behind you. You turn to see a giant silverfish(HD 2, HP 9, Damage d6) coming right towards you out of the garbage pile. If you win go to (4).

7. The tunnel has lead you to a room filled with water and slime. Hundreds of small slugs move around the walls and ceiling. Patches of luminescent slime float on top of the shin deep water. As you make your way through the muck to the door on the other side roll 1d20 against your DEX. If you make it or less then you made your way through the room unscathed. If you miss, you slip and fall into a patch of slime taking 1d6 of damage due to various size stones under the water and the toxicity of the slime on open wounds. Either way you may now go to (9).

8. Your rooting through the garbage has ticked off a giant silverfish(HD 2, HP 9, Damage d6) that was hiding there. . If you win go to (4).

9. The water all seem to pool in this room to about knee deep, draining through a grate in the door ahead of you. A large metal bar is across the door, barring it from being opened from the other side. You can try to take the bar off the door and open it(11) or think better of it, leave it be and go back out of the tomb(10).

10. You are two levels deep into the tomb. The tunnels and corridors leading back up have water running down them making it difficult to get good traction for a safe climb back up. Roll 1d20 against your DEX. For each one you miss take 1D6 of damage for falling hard on the way up. If you are still alive. Once back out side, you

take several deep breaths of fresh, well fresher air than what you had just been dealing with, before you hear the crack of trees and a raging roar of “SLLLLOOORRRRRRRRRR!” headed your way. You take one more sharp breath before taking off at top speed back through the marsh.

11. A massive stench hits you in the face and fills your lungs as you enter the room. For a few seconds it's hard to breath and your eyesight has gone hazy.

“Who BROAAK is there?” a gravelly voice from the darkness asks. “Have you BROAAK come to die?”

Your eyes begin adjusting revealing a humanoid frog like figure of black, grown, and green sitting on a huge chair of fish, animal, and insect exoskeleton. This must be C'roakkk the Intolerable. From the smell you speculate of where the Intolerable part of his name came from. You expected to find him, just not alive.

“BROAAK my imprisonment may BROAAK have take my eyes, but I can still find you...Meat!” C'roakkk takes several short sniffs of the air before his tongue lashes out, snapping right by your head. He begins to rise out of his chair, taking several more short sniffs. C'roakkk is HD 3, HP 13, Damage 2d4 and attacks twice. His weapon is his whip-like tongue. If you slay C'roakkk you can scour the room for any treasure or any items of use. In looking around the room, you do find a ruby worth 200GP. How the ruby got there is probably a mystery you don't want to know. You also find a crude grappling hook made of of fish and insect parts attached to a crude piece of rope(you don't want to know what it's made of) that loos sturdy enough to help you get back up the slippery tunnels so you can get out of this place. Once back out side, you take several deep breaths of fresh, well fresher air than what you had just been dealing with, before you hear the crack of trees and a raging roar of “SLLLLOOORRRRRRRRRR!” headed your way. You take one more sharp breath before taking off at top speed back through the marsh.

The Challenge of the King

The good news is you have been granted an audience with the King Venmeer of the Kingdom of Elsnor. The bad news is he is also known to be mad as a Hatter (whatever a Hatter is). You are in front of him today because King Venmeer has decided that his eldest daughter should be married and has devised a challenge for all would-be suitors. The champion of the challenge shall be the one to wed his daughter. Suitors are chosen by random selection (and "by random" meant kidnapped from the street). You are Today's lucky contestant.

"Your Majesty, though this is an honor, you must see that I am not what you would call good husband material." You plead. "I mean just look at me."

"Silence! This IS an honor. Please conduct yourself properly." The King says to you then turns to address the crowd. "Let the challenge begin! OPEN THE PORTAL!"

A bright shimmering opens in front of you, too bright for you to actually see into. You have no trouble smelling, however, the horror that wafts through.

"BAAAAAAA!" says an unseen voice coming from behind the King.

"Please Quadrina, I've told you this is how it must be." The King replies to the voice.

"What was that?" You ask the King in confusion.

"That is my daughter, Quadrina, to whom you shall be wed, providing you survive of course."

"But...she's a sheep!"

"Throw him in."

Two guards grab you by the shoulders and toss you into the shimmering hole in front of you.

You land in a stone room lit with torches. The hole you fell through dims and closes then opens briefly again spewing your weapon and armor to the floor before closing completely. You pick them up and equip yourself just as another portal opens before you. An unseen force shoves you through. Roll 2d6 to see where you

end up.

2. You land in a stone room lit with torches. Roll for a wandering monster and see what vile varmint you will be facing. If you win roll on the treasure table to see your reward. Two portals open up in front of you. One goes to (8) and the other to (12).
3. You land in a stone room lit with torches. Roll 1d4. If you roll odds you sprung a trap. Roll on the trap table to see what despicable device you set off. If you make it two portals open up in front of you. One goes to (11) and the other to (2).
4. You land in a stone room lit with torches. Roll for a wandering monster and see what craven creature you will be facing. If you win roll on the treasure table to see your reward. Two portals open up in front of you. One goes to (6) and the other to (11).
5. You land in a stone room lit with torches. Roll 1d12. If you roll odds you sprung a trap. Roll on the trap table to see what contrived contraption you set off. If you make it two portals open up in front of you. One goes to (10) and the other to (3).
6. You land in a stone room lit with torches. Roll for a wandering monster and see what maniacal monstrosity you will be facing. If you win roll on the treasure table to see your reward. Two portals open up in front of you. One goes to (13) and the other to (10).
7. You land in a stone room lit with torches. Roll 1d8. If you roll odds you sprung a trap. Roll on the trap table to see what malicious machination you set off. If you make it two portals open up in front of you. One goes to (9) and the other to (4).
8. You land in a stone room lit with torches. Roll for a wandering monster and see what baneful beast you will be facing. If you win roll on the treasure table to see your reward. Two portals open up in front of you. One goes to (5) and the other to (9).
9. You land in a stone room lit with torches. Roll for a wandering monster and see what heinous hellion you will be facing. If you win roll on the treasure table to see your reward. Two portals open up in front of you. One goes to (4) and the other to (5).

10. You land in a stone room lit with torches. Roll for a wandering monster and see what foul fiend you will be facing. If you win roll on the treasure table to see your reward. Two portals open up in front of you. One goes to (3) and the other to (8).
11. You land in a stone room lit with torches. Roll 1d10. If you roll odds you sprung a trap. Roll on the trap table to see what atrocious ambush you set off. If you make it two portals open up in front of you. One goes to (7) and the other to (6).
12. You land in a stone room lit with torches. Roll for a wandering monster and see what villainous villain you will be facing. If you win roll on the treasure table to see your reward. Two portals open up in front of you. One goes to (2) and the other to (7).
13. The portal spits you out into a large room with four guards facing you, weapons drawn. Apparently you have found the exit, though it doesn't appear to exactly what you thought it would be. The four guards start advancing on you. Suddenly you realize they are going to take you back to the King, and to your wedding. Roll 1d20. If you make odds it then today has become your wedding day and all of Elsnor will celebrate with joy and laughter, mostly laughter. If you rolled evens, it dawns on you that you have two options to get out of this. If you want to try and talk your way out of it with the guards got to (14). If you just want to bribe them go to (15).
14. Roll 1d20 against you CHA. If you roll more than your Charisma then maybe you can try bribing them(GO TO 15) or just enjoy your wedding day. If you roll your Charisma or less the guards are apathetic to your situation. They give you some robes and show you a secret way out of the castle, at the price of all the treasure you collected in the challenge. Thinking this is a fair trade, considering the alternative, you leave the castle. You are free, and very lucky man.
15. They quickly agree to the bribe. The problem is they want all the treasure you came out of the challenge with, leaving you with nothing except your freedom. Considering the other option, you realize this isn't a bad deal. The guards give you some robes, show you a secret way out of the castle, and you are free, and very lucky man.

Wandering Monster Table:

All the creatures were put in the dungeon by it's creator, the evil wizard Zzabath. Some have been created in the vile labs of the sorcerer, while others were included at the insistence of King Venmeer.

Roll 3d6:

- 3 - Tiger (HD 2, HP 10, Damage d6)
- 4 - Bear (HD 3, HP 14, Damage 2d4)
- 5 - Dire sloth (HD 2, HP 9, Damage d6)
- 6 - 1d6 of Rats (HD 1, HP 2, Damage d4) each
- 7 - A really big spider (HD 1, HP 7, Damage d4)
- 8 - Pig-Man(A humanoid pig) (HD 2, HP 9, Damage d6)
- 9 - A Mini-Taur(A half pint minotaur created in the dark labs of the evil wizard Zzabath) (HD 2, HP 11, Damage d6)
- 10 - Toadling(Slimy humanoid creatures with frog like features) (HD 2, HP 8, Damage d6)
- 11 - Giant Silverfish(A large centipede-ish bug that loves damp and dark places) (HD 2, HP 9, Damage d6)
- 12 - Dust Golem (Waist-high golem that forms out of solid dust. It disintegrates when killed) (HD 3, HP 12, Damage 2d4)
- 13 - Ogre (HD 4, HP 18, Damage d10)
- 14 - Doom Jelly(A greenish/yellowish blob that does an extra 1 die of damage when it rolls a natural 20 to hit occurs) (HD 3, HP 19, Damage 2d4)
- 15 - Dragonette (A dog sized lizard with a tough hide that takes 3 hits and powerful jaws) (HD 3, HP 14, Damage 2d4)
- 16 - Will-o-wisp (A ball of electrical light. Player takes 1 hit of electrical damage when a hit on the will-o-wisp is made with a metal weapon.) (HD 2, HP 10, Damage d6)
- 17 - Killer moth (HD 1, HP 6, Damage d4)
- 18 - Auto-kremm-aton (A magic powered machination of metal with spiked maces for hands and moves around on a ball instead of feet. Another creation of Zzabath the Wicked. It has a random sorcerous shield that absorbs 1d6 of damage (1-6 armor points).) (HD 5, HP 26, Damage d12)

Trap Table:

Some traps are physical while others are magical.

Roll 2d6:

- 2 – Falling ceiling block. Roll 1d20 against your DEX. If you rolled higher then take 1d6 of damage.
- 3 – Arrows shoot from the walls. Roll 1d20 against your DEX. If you rolled higher then roll 1d4 to determine how many arrows hit you. Take 1d6 of damage.
- 4 – Ward of pain. Roll 1d20 against your INT. If you rolled higher then take 1d10 of damage..
- 5 – Flame burst. Roll 1d20 against your DEX. If you rolled higher then take 1d6 of damage.
- 6 – Invisible punch of Kalibassa. Roll 1d20 against your STR. If you rolled higher then take 1d8 of damage.
- 7 – Illusionary apparition of frightful fear. Roll 1d20 against your INT. If you rolled higher then you believe it's real and take real damage take 1d6 of damage..
- 8 – Glyph of internal inflammation. Roll 1d20 against your CON. If you rolled higher then take 1d8 of damage.
- 9 – Spinning blade from the wall. Roll 1d20 against your DEX. If you rolled higher then take 1d6 of damage.
- 10 – Swinging iron ball from the ceiling. Roll 1d20 against your DEX. If you rolled higher then take 1d8 of damage..
- 11 – Infernal question of quizzical quandary. Roll 1d20 against your INT. Roll less than or equal to your score to survive or the racking of your brain will rack your body as well for 1d8 of damage.
- 12 – Ball of force. Roll 1d20 against your DEX to see if it hits you. If you miss Roll 1d20 against your STR to see if you can withstand the impact. If you miss that take 1d20 of damage.
- 13 - The Gnawing. Roll 1d20 vs. all of your stats or feel the torment of The Gnawing!

Treasure Table:

Roll 3d6:

3 – A bag of 103 GP.

4 – A silver brooch with crystals worth 58 GP.

5 – A potion that permanently increases Charisma by 1d6.

6 – A Belt of Protection that has 2 armor points.

7 – 200 GP

8 – The Emerald of Fuurg. Looking into it shows you what the fat goblin Fuurg is doing, usually eating. Should be worth a lot but usually the owner ends up paying someone to take it from them.

9 – A potion that permanently raises your Intelligence by 1.

10 – A crown of diamonds worth 400 GP.

11 – A sling of Long Distance Accuracy. Automatically hits at long distance, but kind of useless here because of the close quarters of the rooms.

12 – A Ring of Gender Changing.

13 – A healing potion that restores 1d10 of HP. 1 dose only.

14 – A golden finger cuff worth 214 GP

15 – A shrunken head oracle. Ask it a question it will tell you no lie. Worth various high end prices in the right market, just don't get caught with one.

16 – Rod of light. A rod with a crystal on the end that endlessly shines like a torch. A stud on the handle turns it on and off.

17 – A pouch of Herb's herbs. 1 dose of the Grand Alchemist Herb's special blend that doubles your HP and gives you +3 to hit for 1 round of combat when eaten. No matter how far in advance you eat the herbs, it will stay in your system until 1 round of combat is over. After that your Strength goes back to normal but your Con is fully regained to it's original score. Don't know how it works, it just does.

18 – A silver dipped slorrr tooth worth 150 GP. Why someone would take the time to dip a slorrr tooth in silver is beyond anyone's guess. Your just glad these rooms are too small for a slorrr to fit in.

Daa'argararath's Dungeon of Deathtrap Doorways!

1. You hug the wall of the thin cliff, praying that the quartet of Dark Walkers below you don't look up. One Dark Walker is bad enough, but four? How did you get in this mess? You glance down and are glad you see the tops of their hoods and not their rotting faces looking up at you. You note that they have drawn their bone swords, not a good sign. You have to get out of here.

You creep along the side of the wall, doing your best not to make any noise. You keep your eyes on your pursuers, feeling the way with your hand. After a few painfully slow inches of creeping, your hand lands on something wooden, not rock. You slowly move your gaze from the Dark Walkers to the door you've just found. A door? Who puts a door in the middle of a cliff half way up a mountain of rock? At this point you really don't care, as long as it opens.

Just as you notice there is no handle or knob on the door, your foot slips causing a small cluster of rocks to fall noisily right in front of the Dark Walkers. The strange and rotting creatures withdraw their bone swords into their hands and begin climbing up the rock towards you. You start throwing your weight into the door, pounding on it as hard as you can, but it's not budging, not even a crack. You look down. The Dark Walkers are closing in. You turn back to the door and in frustration yell, "BLOODY NATH! LET ME IN!"

The door creaks open. You run in and go to slam the door shut, but it shuts faster than you can push. You are safe, you think, then you notice it's pitch black. You turn around to put your back at the door. Two torches on the walls burst into flame, temporarily blinding you for a few seconds. When your eyes adjust to the light, you see two doors. One is marked 2, the other is marked 3. A sign between the door reads:

*Welcome to Daa'argararath's Dungeon of Deathtrap Doorways!
Guaranteed a surprise around every corner!
You may begin by picking a door and entering the next room.
Remember as always, MAKE GOOD CHOICES!
Good luck!*

You try the door behind you, thinking you might be better off with the Dark Walkers, but it won't budge. Guess you'll have to pick a door. Will it be (2) or (3)?

2. The doorknob gives you a sharp shock when you grab it. The shock doesn't do any damage, just scares you half to death. You enter the room and the door shuts behind you and disappears. You see 2 unmarked, non-distinct doors across the torch lit room. There's a greenish, yellowish mess of something in the middle of the floor. There's plenty of room to walk around it so you shouldn't have any trouble getting to the doors, until it starts moving towards you.

It's a Doom Jelly(HD 3, HP 19, Damage 2d4)

If you survive, you can now go through the left door(19) or the right one(17).

3. You enter the room, and the door shuts behind you and disappears. You see 2 unmarked, non-distinct doors across the torch lit room. Suddenly the floor, and the entire room, tilts towards the doors. You must make a test against your DEX to keep your balance. If you miss, you fall and roll into the wall between the doors taking 1d8 of damage.

The floor levels back out and now you may pick the right door(10) or the left one(19).

4. The doorway has taken you back to the ledge where you started. It looks like the Dark Walkers had given up on trying to get in and have moved away from the cliff, though still in sight. Make a test against your WIS. If you miss then the four Dark Walkers have noticed you and are on the attack. They are HD5, HP 20 and Damage d12 each. If you have a ranged or missile weapon you may make an attack before they reach you. If you make the roll then you successfully sneak away from them, quickly taking off in the other direction.

If you made the test consider yourself lucky to have survived

Daa'argararath's Dungeon of Deathtrap Doorways! If you won the fight then you also gain a level.

5. You enter the room, and the door shuts behind you and disappears. You see no other doors anywhere. A wooden beam with a wheel attached to it lowers out of the ceiling. The wheel looks like a game of chance wheel at a carnival or festival. It looks like wands are attached at different intervals. A sign on the wooden beam says "SPIN". With nothing else to do in the room and no way out, you spin the wheel. It lands on a wand and the wand fires at you.

Roll3d6 and see what happened:

3 - Your HP goes up 1

4 - You become the opposite sex.

5 - Your weapon is enchanted and does an extra 2 points of damage.

6 - Your STR loses 1 point.

7 - Your INT loses 1 point.

- 8 – Your WIS goes up 1.
- 9 – Your skin has been enchanted and can now take 3 hits of damage(3 armor points).
- 10 – You've been turned to stone and get randomly placed in a room as statuary.
- 11 – Your STR goes up 1.
- 12 - Your DEX loses 1 point.
- 13 – You are teleported. Roll 1 die. Odds take you to Room 3. Evens take you to Room 2.
- 14 – Your DEX goes up 1.
- 15 – Your biggest piece of armor(all if full set) or shield is enchanted and it's armor points are doubled
- 16 – Your CON goes up 2 points.
- 17 – You are now a Halfling. If you are already a Halfling then you are now a frog.
- 18 – Your weapon is weakened and now does 2 less points of damage than before.

If you aren't stone or teleported, a door appears in front of you(15).

6. You get a strange itching feeling as you pass through eh doorway that quickly goes away. Roll 1 die. The number you roll is even your DEX goes up 1. If it's odd then your STR goes down 1.

On the ground you see a large green crystal. You pick it up and inside you can clearly see a vision of an obese goblin eating something repulsive. He looks up and waves to you. Make a test against your DEX. If you miss the roll, you accidentally drop the crystal, shattering it into a million pieces. If you make the roll, you get an uncontrollable urge to keep it and try to sell it, which you never will. You won't be able to give it away either. No one wants an Emerald of Fuurg...ever.

Now pick a door, left(11) or right(7).

7. As soon as you enter this room the door behind you disappears and you find your feet stuck to the floor. It's going to take a test against your STR to be able to take a step. Every time you miss you need to make a test against your CON or be zapped by an electric shock for 1 point of damage. Luckily this is a small room and it'll take you only 5 steps to get across.

If you make it to the doors, you can go left(18) or right(4).

8. This door takes you back to the ledge you started on, only this time the Dark Walkers have made it up. The four Dark Walkers are HD5, HP 20 and Damage d12 each. If you manage to win the fight you lick your wounds and begin the climb back down the cliff, headed on to whatever adventure is before you. You also gain a level.

9. You enter the room, and the door shuts behind you and disappears. You see 2 unmarked, non-distinct doors across the torch lit room. In the center of the room stands a humanoid figure covered in fungus and moss. He looks straight at you and beings to walk towards you. His eyes never leave yours. He is HD 2, HP11, and Damage d6. If he is hit or even killed in the first round of combat, his body ripples and grows and his is now HD 3, HP 14, and Damage 2d4(even if he took damage that round). If he isn't hit then he continues at the same stats. If he is hit or even killed in the second round of combat, his body ripples and grows and he is now HD 4, HP 17, and Damage d10(even if he took damage that round). If he isn't hit then he continues at the same HD and HP. If he is hit or even killed in the third round of combat, his body ripples and grows and he is now HD 5, HP 20, and Damage d12(even if he took damage that round). If he isn't hit then he continues at the same HD and HP. If he is hit any round after that his body explodes showering moss, flowers and spores all over the room. Take an extra point of damage from the spores.

You can go through the right door(11) or the left door(14).

10. You enter the room, and the door shuts behind you and disappears. You see 2 unmarked, non-distinct doors across the torch lit room. In the center of the room stands a 4' tall figure with the body of a man and the head of a bull holding a spear. As you try to decide if you should laugh or be worried, the Mini-taur(HD 2, HP 11, Damage d6) charges you.

If you defeat the Mini-taur, you may pick the right door(9) or the left door(16).

11. As you walk through the doorway your body is racked with pain. The room looks like it's getting bigger, at least from your perspective. When the pain stops you find yourself with the current intellect and mind of a person of your age and experience, but in the body of a newborn baby. Pain hits you again and you cry and blackout.

When you awaken finally you are back to normal, and naked. Your clothes and all your gear are there right beside you. As you get dressed, you notice that you feel better than ever before. All of your HP and armor points have been restored, any curses befallen upon you have been lifted, and any disfigurements, disabilities, or ailments have been undone. Consider this a gift of Daa'argararath.

Go through the left(5) or right(18) door.

12. You enter the room, and the door shuts behind you and disappears. You see 2 unmarked, non-distinct doors across the torch lit room. The room looks empty, then you hear a skittering noise coming from the ceiling. A two foot long creature

with the body of an ant and the tail of a scorpion crawls down the wall to face you. Then you notice the other one in the corner, that has noticed you too.

The Scorpions are HD2, HP 10, and Damage 2d4 each. If one hits you in combat you must make a test against CON or take an extra d4 of venom damage.

If you manage to survive, you can go through the right door(8) or the left door(7).

13. The door opens to a lush path on the other side of the mountain. There is not a Dark Walker in site. You breathe in the fresh air, thanking whatever God got you through that crazy place. You ponder for a second or two as to what kind of lunatic would create a place like that coming to the conclusion that you never want to find out. You begin to venture down the path, thinking you'd like at least a few nights rest and a few hundred pints of ale before you started on another adventure. Consider yourself lucky for surviving *Daa'argararath's Dungeon of Deathtrap Doorways!*

14. You enter the room, and the door shuts behind you and disappears. You see 2 unmarked, non-distinct doors across the torch lit room. In the center of the room is a bizarre statue of a goblin. Make a test against WIS or INT whichever is higher. If you make the roll you notice in time that the statue is alive. It's a Gobstone and now have to fight it. If you miss the roll the Gobstone surprises you with a strike of its stone hand doing its 3 points in damage. If you survive the blow you will have to fight it. The Gobstone has HD 2, HP 11 and d6 Damage and its stone hide acts as armor and has 2AP.

If you manage to survive, you can go through the right door(5) or the left door(4).

15. You enter the room, and the door shuts behind you and disappears. Across the room is another door. A sign on the wall above the door reads:

Thank you for playing Daa'argararath's Dungeon of Deathtrap Doorways!
Pull the rope to get your prize!
Please exit through the door ahead.

There's a velvet rope hanging beside you that you didn't notice before. You pull it and 1000x your highest attribute in gold coins pours out of slots in the walls. You gather up what you can carry and go through the door(13).

16. As you go to open the door only the top half opens. Which means you have to climb over it to get into the next room. Make a test against INT. If you miss then you don't notice the floor is missing except for a small ledge behind the door and

you fall into a pit of perpetual falling, and your doom. If you make it then you notice the trap and climb down carefully onto the ledge.

You also see two ropes, one 1/3 of the way and the other 2/3rds, swinging back and forth. Your only way to the other side, since the door behind you disappeared, is to swing on those ropes. Make a test against your DEX. If you miss the roll you fall to your...perpetual falling?...and the adventure ends here. If you make the roll you've successfully caught the other rope. Now make another test against your DEX. If you miss the roll, you know what happens.

You made both DEX tests and may now pick the right(14) or left(8) door.

17. You enter the room, and the door shuts behind you and disappears. You see 2 unmarked, non-distinct doors across the torch lit room. Other than that the room is completely empty. As you step fully into this room, it begins to spin. You must make a tes against your DEX. If you miss one of the rolls you fall and take 1d6 of damage. If you miss both take 2d6 of damage.

The room soon slows down to a halt. You may now pick the left door(6) or the right one(12).

18. As you enter the room you find an underground has cut it's way through the room. It doesn't look that deep and you can probably make your way across it, that is until the huge seven headed bright blue green salamander crawled out of the hole in the wall on the one side. The Seven Eyed Beast has one eye on each of it's seven heads. It crawls the rest of the way out of the hole on it's six legs. It salivates out of it's fanged mouth as all seven eyes look at you as it's next snack. The Beast is HD 6, HP 31, Damage d6+d8. Good luck.

It's highly unlikely that you will survive, but if you do, there is only one door to go through(15).

19. Passing through the door gives you a tingling feeling. The most powerful magical weapon or object you have has now been drained of it's magic power for the next two rooms. For that time it is simply plain and ordinary.

The door behind you has disappeared. There are two doors on the other side of the room. Do you pick the left one(9) or the right one(6)?

Oasis of Dust

All characters attempting this adventure begin with no armor, shields, or weapons, just a shirt and pants.

1. Whatever you had done, it couldn't have been that bad to deserve this. Alone, tied to a horse's back, a hot black hood covering your head, sentenced to the desert. You were stripped of your armor and weapons...everything. You and the horse share the same fate, ride until you die.

The hot sun roasts you alive. Sweat pours down your head under the hood. You try sucking into your mouth hoping the moisture will keep you alive. The next moment you are falling. Your worst fear has happened. Your horse has had it.

You manage to get yourself upright some how as you hear your horse expel it's last breath. You also hear the hiss of something else. A desert predator has come out of the sand. It must have recognized the sound of death and has come looking for it's next meal.

Panic sets in as you realize you have to do something to free your self fast. Make a test against INT. If you make it go to (9). If not go to (5).

2. As you approach the door you notice that there is a stone structure around the door. If you had to guess, you'd say that it looks like a tomb. Is this tomb here because of the oasis or is the oasis here because of the tomb?, you ask yourself.

As you stand there examining the outline looking for a possible way to pry the door, it suddenly opens slightly, just enough to fit your fingers in. Not taking the invitation lightly, you pry the door the rest of the way open and walk in. Go to (6).

3. As you get up to run you feel a sharp sting hit you in the back, like a dagger striking you and being pulled out. You feel your body begin to tighten up as the poison flows quickly through it until you can't move at all. Luckily the poison finally hits your brain and you won't have to experience what these creatures have in store for you.

4. The surge of adrenaline has taken you far enough away the danger, but now it is starting to ebb. You feel your body grow weaker with every step until finally you are crawling. If you don't get water and shelter soon you know you'll share the same fate as your horse.

You collapse near the crest of a dune. This it it, you think. This is where I die.

Raising your head to survey your final resting place you find yourself nearly eye to eye with...the top of a tree?

You pull yourself to the top of the dune and look down in disbelief. A spring is feeding a small pond. The water is allowing grass and plants to grow around it's edges. The greenery gives way to the tree you are facing and a few others. It seems impossible but you have found an oasis!

Another surge of adrenaline picks your body up and quickly runs you down the dune. You nearly dive into the shallow pond and start drinking. Finally refreshed, you roll on to your back to rest only to hear a growling hiss. Sitting up quickly, you see a cobra. The cobra came looking for water and apparently is not happy that you are there. With no weapons, your only chance is to try and grab it and smash it's head against a rock. Make a Level 2 Save Roll against Deftness. If you make it go to (11). If not the cobra quickly strikes sinking it's venomous fangs deep into your flesh. It is becoming rapidly harder to breath. As the life fades out of your body you never thought it would be suffocation, instead of dehydration, that would kill you in this desert.

5. The hissing is getting closer and multiplies. A few more of whatever is out there has joined the first one. You get to your feet and start running which you've decided is your only option. Make a test against your DEX. If you make it go to (8). If not go then to (3).

6. You are in an entrance way. As you walk in, a pillar in the middle of the room lights with fire. A few moments later a soft glow emerges down a hallway to your right. The same happens to your left. It appears something wants you to choose a path. Will you go right(12) or left(15)?

7. This room also has a pillar lit with fire in the center of the room. A stone door slides shut behind you. There doesn't seem to be any other exits. In front of the pillar is a stone pedestal. A scepter with a large jewel topping it is sticking half way out of the top, as if placed in a hole. If you want to try to pull the scepter out of the pedestal make a test against STR. If you make it then go to (14). If you fail and give up or just want to leave it alone and try to find a way out go to (10).

8. You hear a displacement of air as something sharp slices right through your bonds. With your newly freed hands your quickly pull off your hood as you continue running. Soon you realize that you are not being chased. The creatures must be focusing on the meal at hand. Glancing over your shoulder you see a frenzy of curved tails with needles at the end, crab like claws, and blood. In the desert, practically naked with no weapons, you decide to keep running. Go to (4).

9. If only I had something sharp you think. Then you remember the horse, or rather it's teeth. It's awkward, but you manage to find the horse's head and cut

your bonds by moving them back and forth across the dead horse's teeth. Once free you quickly pull off the hood. You take one look at the monstrosity coming your way and your brain shouts one word, RUN! Go to (4).

10. As you walk by the scepter, looking at the other walls for the hint of a possible door, it begins to glow with a bright white. To your right a stone slab slides over creating a way out of the room. Not taking any chances you quickly take the exit. Go to (17).

11. You luckily grab the cobra, beating it's head repeatedly against a stone beside you until it is nothing but a bloody pulp. Breathing hard you collapse in the grass. You jolt up again realizing there might be more snakes. After a sufficient scouting of the area, you think you might be safe, until something catches your eye. It looks like an outline of a door, covered with sand, in the side of the dune you came down earlier. Looks like paradise has become a mystery.

You are physically, emotionally, and mentally exhausted and a night's rest would do wonders for you. Then there's the door and the intrigue of what's inside has your mind reeling. If you think the door can wait and you'll take a closer look in the morning then go ahead and rest and go to (13). If you are curious about where the door leads or are worried about what might come out of it at night and want to check it out go to (2).

12. As you enter this room, a stone door slides shut behind you, cutting off access to where you just had been. There are two pillar lit with fire on either side of the only exit(to your right). You pause to take a look around. There has to be traps, you think. You hear the grinding noise of stone against stone as the ceiling starts to lower itself. Your only chance is to sprint across the room and out the other exit before the ceiling crushes you into the floor. Make a test against your DEX. If you make it then go to (7). If you weren't fast enough your body is pulverized between the ceiling and floor. Your blood flows into the cracks and crevices draining into the dirt.

13. Though you have had your fill of water, and a meal of raw cobra meat, your night is a restless one plagued by dreams. In one particular dream you find yourself in a room lit with two pillars of eternal flame at the center of the room. Beyond the fire is total darkness. You begin to take a step towards the dark when glowing eyes appear in front of you. The shape of a sphinx takes form around the eyes.

“The more you have of it, the less you see. To let it engulf you is a danger to thee. Evil awaits in it's clutches, demented and gory. Defeating the Four Sons of Horus will bring you to safety.” it bellows. It's voice booming echos through unseen corridors.

You snap awake trying to shake the dream but it haunts you in the back of your mind. The sun is up and lights your surroundings. You quickly scan the area to see if more cobras had arrived in the night, but there are none that you notice. Your gaze turns to the outline of the door. There is a stone structure around the door that you did not notice before. If you had to guess, you'd say that it looks like a tomb. Is this tomb here because of the oasis or is the oasis here because of the tomb?, you ask yourself.

As you stand there examining the outline looking for a possible way to pry the door, it suddenly opens slightly, just enough to fit your fingers in. Not taking the invitation lightly, you pry the door the rest of the way open and walk in. Go to (6).

14. The scepter was in there tight but you managed to get it out. You are too caught up in admiring the scepter to notice hundreds of scarab beetles pouring out of the hole, until of course, it's too late. By the time they are upon you, it is already too late to scream.

15. As you enter this room, a stone door slides shut behind you, cutting off access to where you just had been. There are two pillars lit with fire on either side of the only exit(to your left). There's no other choice but to move forward. Make a test against your INT or WIS, whichever is higher. If you make it go to (21). If not then go to (24).

16. This room also has a pillar lit with fire in the center of the room. A stone door slides shut behind you. Cautiously you enter but nothing happens. There is a series of hieroglyphics on the one wall. They depict what appears to be a ceremony of some sort. One hieroglyphic shows priests putting what appears to be lings into a jar topped with the head of a baboon. Another shows the priests putting a liver into a jar with a human head. A third shows them putting a stomach and small intestines into a jackal headed jar. They are putting the large intestines of a man into a jar with a falcon head.

There is an exit to your left, the only exit. Go to (17).

17. As you enter this room, stone doors slide shut across the doorways on either side of the room. Two pillars in the center of the room are burning brightly. Behind the pillars is nothing but darkness. There are four pedestals with jars on top of them. Each jar either has the head of baboon, human, jackal, or falcon as it's lid.

From the darkness you hear a shuffling and a loud rhythmic sound, like the beating of a heart. A large human figure emerges from the blackness. He is covered in dusty rags and what appears to be bandages. What flesh that is exposed is withered and dry. His mouth emits a rotten stench along with his moans. His eyes glow brightly red.

If you saw the hieroglyphics then go to (22).
If you had a dream about this then go to (26).

18. You recognize the four jars from the hieroglyphics. They must contain the sacred organs of this creature before you. They must be powering the spell that brought him back to life. If you destroy the jars, you destroy the power!

To destroy the first two jars make a test against the lowest of DEX, STR or WIS for each. For each one you miss take 1d6 in damage..

To destroy the third and fourth jars make two tests against each of the other two attributes. For each one you miss take 1d8 in damage.

If you destroy all 4 jars then go to 30.

If you miss any of the tests it looks like you are going to have to face the foul undead shambling your way. The beating sound gives you an idea. The creature is dry and withered. If you can muster enough energy maybe you can tear it's beating heart out. It's a long shot but you must try.

If you destroyed 1 or 2 of the jars go to (23).

If you destroyed 3 of the jars go to (29).

If you didn't destroy any jars then go to (27).

19. You remember the dream of the sphinx you had the night before. The Four Sons of Horus, these jars, that's what they must represent. They must be powering the spell that brought him back to life. If you destroy the jars, you destroy the power!

To destroy the first two jars make a test against the lowest of DEX, STR or WIS for each. For each one you miss take 1d6 in damage..

To destroy the third and fourth jars make two tests against each of the other two attributes. For each one you miss take 1d8 in damage.

If you destroy all 4 jars then go to 30.

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If you destroyed 1 or 2 of the jars go to (23).

If you destroyed 3 of the jars go to (29).

If you didn't destroy any jars then go to (27).

20. You strike out. Your hand comes back holding the undead thing's heart. It has stopped beating and quickly turns to dust. The creature stops in its path and crumbles to dust right before your eyes. You hear a loud rumbling echoing throughout the tomb. You realize it's the sound of all the doors opening. You are free to walk out. Once outside the rumbling gets louder and you notice the tomb

AND the oasis is beginning to sink beneath the sands. You quickly scramble to safety as the last tree top disappears into the desert. You are alone again in the desert. You pick a direction and begin walking.

21. You notice the holes in the walls and think it might be a trap so now make a test against your DEX or WIS(whichever is higher). If you make it then go to (16). If not then you feel a hundred stings then numbness then nothing. Scarab beetles pour out of the walls and cover your corpse. Once finished they return to the walls. The room looks like you had never been there.

22. Make a test against your INT. If you make it go to (18). If you missed go to (27).

23. Make a test against DEX. If you make it go to (20). If not go to (28).

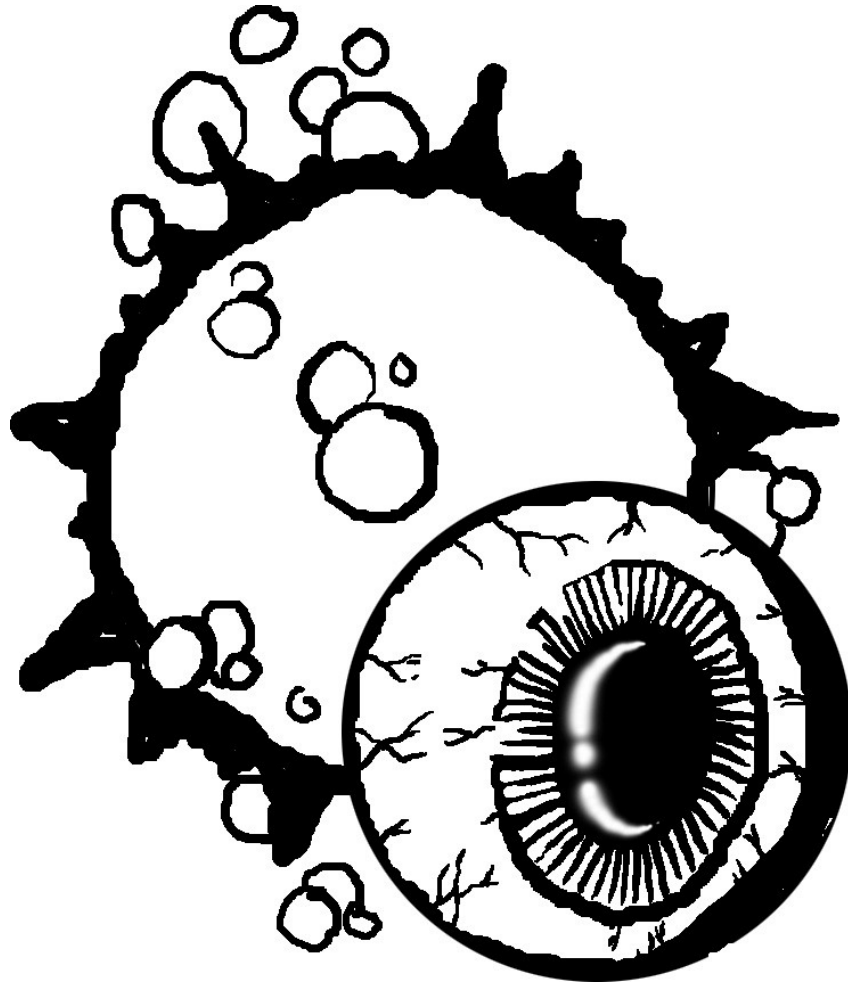
24. Make a test against your DEX. If you make the second save roll then you successfully dodge the poison darts shooting out of the walls at you as you cross the room to the exit, go to (16). If you didn't make it then you feel a hundred stings then numbness then nothing. Scarab beetles pour out of the walls and cover your corpse. Once finished they return to the walls. The room looks like you had never been there.

25. Your hand comes back holding the undead thing's heart. It has stopped beating and quickly turns to dust. The creature stops in its path and crumbles to dust right before your eyes. You hear a loud rumbling echoing throughout the tomb. You realize it's the sound of all the doors opening. You are free to walk out. Once outside the rumbling gets louder and you notice the tomb AND the oasis is beginning to sink beneath the sands. You quickly scramble to safety as the last tree top disappears into the desert. You are alone again in the desert. You pick a direction and begin walking.

26. Make a test against your INT. If you make it the go to (19). If not then go to (28).

27. It looks like you are going to have to face the foul undead shambling your way. The beating sound gives you an idea. The creature is dry and withered. If you can muster enough energy maybe you can tear it's beating heart out. It's a long shot but you must try. You strike! Make a test against STR with a Disadvantage. If you make it go to (25). If not then (27).

28. The creature's eyes glow brightly as it opens its mouth to suck your Ka, or life essence from your dying body.
29. Make a test against STR. If you make it go to (20). If not then go to (28).
30. The creature stops in its path. It stands unmoving for a few seconds before a bright light builds up, growing brighter, inside of its body. The undead monstrosity crumbles to dust right before your eyes leaving only the bright light. The ball of light moves swiftly towards you, engulfing your body, then takes you to the first place you can think of.



Part 2

The

Dimble

Solos

The Dimble Solos

The following solo adventures take place in the town of Dimble. Dimble kind of took a life of it's own when I began writing these solos and other material for Tunnels & Trolls. There has not been a definitive map of the place yet(Dimble's not done forming in my mind so that will have to wait). Its buildings and inhabitants keep growing every time I go there. The Fantasia Tavern and it's proprietor Brath are the most notable place and person in Dimble. It seems most of the adventures begin by having you heading there to drown your troubles or take the edge off the day. Brath, yeah, he's not real fond of you either. Other regulars show up in multiple stories.

Three of the adventures were written for a couple Holidays. You'll figure out which ones I'm sure.

Beware, The Viper was the first one I wrote. It was a gift to my friends at Trollhalla for Longest Night. Longest Night was the night of the Winter Solstice and the longest night of the year. Let's just say it was a big party night in Trollhalla.

Duck Soup

1. You are on your way to the Fantasia Tavern, fancying to have an adventurous time delving your way to the bottom level of a few pints of ale, when all of a sudden an old woman blocks your path.

“Aye, there ya are. I been lookin' all over for ya.” She croaks at you.

“Me?” You ask being quite puzzled.

“Aye you! Thought you could sneak away without fetching me duck did ya? Guess you don't want any o' my famous duck soup do ya's?” Lucky for you I'm hungry as a snark. Now go get me duck!”

“Lady, I think you must have me mistaken with som...”

She interrupts you with a healthy poke of her cane to your shoulder.

“Don't be sassin' me boy! Go get me duck!”

You sigh realizing that it might just be better to find a duck for this old hag than the trouble that might follow if you didn't.

“Alright lady, where can I find this duck?” You reluctantly ask.

“Are ya daft boy? You can find one in the pond down yonder.” She points down a path through the woods. “Ya might want a get some bread from the bakery first to make it easier to catch. Hmmm, might be it's corn they like instead. Ah what differnce it make, just go get me duck wills ya.”

She pokes you with her cane one more time to make sure what she means is known.

“I ain't leavin' this spot until ya comes back with it neither, so make it quick!”

With a sigh, you turn and head for the path to go get this crone her duck. You wonder how hard could this really be. Go to (4).

2. You are at a 4 way intersection. You can go North(4), South(13), East(6) or West(3). A sign on the path to the South reads Pim's Pond.

3. The path bends to the East or North to a cornfield. Roll 1d6. If you roll evens go to (12). If you roll odds go to (10).

4. You walk down the path, eventually coming to a crossroads. The smell of baking bread wafts in from the path to the East. You can see the edge of a field to the West. The path continues straight ahead of you as well. If you want to go buy some bread go to (8). If you want to check out the field for corn go to (7). If you'd rather not make this harder than it needs to be go to (2).

5. The crow is HD 2, HP 13, and Damage d6. If you kill it go to (11).

6. You come to a sign post with two arrow shaped signs on it. One sign points the North and has Portay's Pan Area Delicious Baked Goods. The other points to a path to the West and reads Pim's Pond. Before you can decide which way to go, a loud chittering fills your ears as you find yourself facing a dire squirrel that has leaped on the top of the sign post. The dire squirrel, crazed from the smell of the bakery, had seen the sack you carry and wants to challenge you for your bread. You wonder if it makes a habit of shaking down travelers for their baked goods. The dire squirrel is HD 1, HP 6, and Damage d4. If the dire squirrel gets a hit in any round of combat, you must roll 1d20 against your DEX. If you roll higher then you get bit a second time in the round for an extra 2 points of damage damage. Once the rodent is vanquished you can decide where to go. If you think the pond might be a good place to find a duck go to (2). Going North takes you to Portay's(8).

7. You come to the edge of a field. A short distance across the field is the edge of a cornfield. There is a huge flutter of wings as a large crow, the size of a dog, crashes out of the field and into the air, followed by a volley of arrows. The crow drops a number of ears of corn from it claws as an arrow sticks in it's back end. Stunned from being hit, it is having a little trouble taking off. Do you want to attack the crow(5)? Do you want to try and grab some ears of corn and make off while the farmers are distracted fighting the crow(9)? Do you just want to leave as quickly as you can by going East(4) or down the path you see going South(3)?

8. You come up to a large cottage. The smell of baking bread is riding the steam coming out of the vents in the roof. 8 year old Wendis Portay is sitting at a table filled with loaves of bread and muffins.

"You want some bread mister?"

"Uh, yes I think I do. Little girl, do you know on old lady you lives up this path?"

Wendis looks at you then covers her mouth as she bursts out in big giggles.

"DAD! A MAN'S HERE WHO CAME FROM THE SOUP LADY!" She shouts, still giggling. Murnd Portay comes out of his shop to greet you. He has a big smile on his face obviously suppressing laughter.

"Hello there." He manages to get out without a snicker. "The old bag caught ya ay? Hold on I'll be right back."

Before you can get a word out Murnd goes back into his shop. He comes out with a sack and hands it to you.

"Here this is some old stale bread I was going to throw out anyway. There's no charge." He says as he heads back into his shop. "Good luck!"

Not being able to contain himself anymore, Murnd busts into laughter,

slapping his leg several times as he walks back into his shop. Wendis is holding her stomach with one hand and pointing at you with the other, laughing as hard as her dad. Shaking your head and trying to ignore them, you turn to see how you can get out of there quickly. You can go on the path headed West(4). There is another path that heads South. You can see a sign post down the path but you can't make out what it says. If you choose to go that way go to (6).

9. Roll 1d20 against your DEX. If you roll equal or less you manage to grab a few ears of corn and get out of there before the farmers see you. If not one of the farmers sees you as they come running out of the cornfield. He begins shooting at you while the other focuses on the crow. You drop all the corn you picked up deciding it's not worth puncture wounds. You can go East(4) or go down the path you see going South(3), with or without corn.

10. You hear a loud buzz as a giant wasp begins flying around your head. Apparently you didn't see the nest it was building a few inches above your head. The wasp is HD 1, HP 8, and Damage d4. If you kill it you decide to go down the path to the East(2) or North to a cornfield(7).

11. Two farmers come running out of the cornfield to see you standing over the dead crow.

"Sir, I thank ya." One of them says to you. "That blasted thing has been bothering us for months. How can I repay ya for yer good deed?"

You think back to something the old lady said., "Well, would a sack of some of the corn the crow dropped be too much to ask?"

"No no that would be fine. I appreciate what ya done here Sir."

The other farmer takes off an empty sack he had draped over his belt and begins to fill it with dropped corn.

"Sir, can I ask ya a question?" The other farmer says as he hands you the sack. "Are you here because of the soup lady?"

"You mean the old woman that lives down that path? Um, yeah, yeah I am."
You answer.

"Thought so. Good luck to ya!" The other farmer says as they turn, bursting with laughter, and walk back into the cornfield. You can go East(4) or go down the path you see going South(3).

12. You hear a loud buzz and decide to make a haste from the spot where you stand. You can run North to a cornfield(7) or East(2).

13. You finally come to the pond the old lady was talking about, now to find her duck. You look around and see nothing, not one blasted duck anywhere.

“Great!” You say to yourself. “Now what? Bloody Nath!”

After scanning the area again, you decide this was just another fool's errand you got caught up in...again. You turn to head back.

“That crazy old bat can starve for all I care. I'm going straight to the pub!” A loud splash, a very loud splash happens behind you as you walk back down the path. You turn around to find your self staring at a duck twice your size, with 2 heads. If you have a sack of corn and a sack of bread go to (17). If you have just corn go to (15). If you have just bread go to (16). If you have neither go to (14).

14. Bloody Nath that thing is huge you think to yourself. The duck takes one look at you and comes barreling out of the water. You are going to have a good fight on your hands. The duck is HD 7, HP 40, and Damage 2d8. If you win go to (18).

15. Bloody Nath that thing is huge you think to yourself. You suddenly remember why you got the corn. Quickly, you dump the corn in front of you and stand back. Seeing the food, the duck comes barreling out of the water. The left head is staring right at you as the right one focuses on the pile of corn. Looks like you have a fight on your hands. The Duck is HD 7, HP 40, and Damage 2d8 but because it's half distracted you attack with an Advantage. If you win go to (18).

16. Bloody Nath that thing is huge you think to yourself. You suddenly remember why you got the bread. Quickly, you dump the bread in front of you and stand back. Seeing the food, the duck comes barreling out of the water. The right head is staring right at you as the left one focuses on the pile of bread. Looks like you have a fight on your hands. The Duck is HD 7, HP 40, and Damage 2d8 but because it's half distracted you attack with an Advantage. If you win go to (18).

17. Bloody Nath that thing is huge you think to yourself. You suddenly remember why you got the corn and the bread. Quickly, you dump the contents of both sacks in front of you and stand back. Seeing the food, the duck comes barreling out of the water. One head seems to be attracted to the corn while the other to the bread. One body charges the food as two heads go for what each likes. A loud crack echos as both heads, oblivious to what the other was doing, smack into each other knocking the duck out cold.

“That old hag wants a duck, I'll give her a duck!” you say looking at the unconscious body of the fowl. You realized how easy this job just became. You kill the duck and then go to (18).

18. It takes the like of you, two farmers and a baker to haul the duck's carcass back to the where the old lady is waiting.

"It's about time ya got back. Whatta ya tryin' to do, starve an old woman?" She says scowling at you. "C'mon let's get that thing to the pot. I never said anything about invitin' yer friends to supper though, but since they help I suppose they can come join us."

You and the others look at each other blankly for a second or two before bursting out in laughter. The four of you, followed by Wendis Portay, turn and follow the old woman home dragging the duck behind you. You let your mind wander a little, daydreaming about how many free drinks your story will get you at the Fantasia later, after a good meal of course.



The Duchy of the Drakes

1. You are strolling through the woods on the way to the Fantasia Tavern, though the woods have become unfamiliar to you. You thought you were taking a short cut, since after all most short cuts are through the woods. Your brain finally gives in and admits defeat letting you know that you are now lost. As you turn around to go back the way you came, figuring the worst tonight leads to is drinking home alone...again, you hear a cough to you right followed by a faint "Help, please help me".

You turn to your right to see, about 20 yards(that's 18.288 meters to you metric speaking people), a slumped over figure, about 4 feet tall(1.219 meters), dressed in chainmail, and resembling...a duck(???).

You sprint to the fallen figure. Bloody Nath, it is a duck, and badly wounded.

"Sir Fowl, what happened? Are you ok?", you concernedly ask.

"My name is Dnaald, kind sir. I was bringing a precious artifact back to me village when I was attacked by several Mustela. Their attack was vicious but they didna' get the artifact. I still gots it." replies Dnaald.

The duck man breaths in sharply, holding a huge wound in his chest tighter.

"Please help me kind sir. Help me get the artifact back to my village." Dnaald begs of you as he pulls out a small duck shaped statue, the size of your fist. The statue is made out of green gem with red spots, resembling blood.

"This is the Bloodstone Buffleneck. My village needs it's power, a power only my people can wield. It's a matter of Life or Deaaaaattthhhh"

The last word, was Dnaald's last word as he breathes his last breath in front of you. The Bloodstone Buffleneck rolling from his wing to the ground at your feet, leaving the next move to you.

Will you honor Dnaald and take the statue back to his village, wherever that is (8)?

Do you wonder if it's even worth your trouble, the statue is practically worthless to you since you can't wield it's power. Maybe you could trade it for a few pints. Do you just want to pick it up and head back to some pub somewhere(13)?

2. You hand the statue over to Duke Maelaard, who quickly takes it from your hands. The guards around Duke Maelaard push forward, pointing their spears at vital spots all around your body.

"Outlander fool!", Duke Maelaard laughs. "You've just doomed your own kind. With the power of this, the Bloodstone Buffleneck, I shall destroy every one of you. From your ashes will arise a nation, nay an empire of Duckdom!"

"Let me guess, led by you?"

“Thanks to you, my might is now limitless. Who would stop me?”

Again you find yourself faced with two options. You ask yourself, am I heroic and able enough to stop Duke Maelaard? If you feel you are and think you could take him in a fight, mano a duck, then go to (6). The other option is to simply get up and run away as fast as you can(9).

3. “Maelaard! I would dare be the one to stop your fowl, er foul, plans. Face me like a man, or are you chicken?”

Duke Maelaard just laughs at you as he draws his sword.

“Outlander scum. Come be the first of your kind to die at my hands!” he says as he closes in on you. Go to (6).

4. As you walk down the path, you hear some faint rustling in the brush to your left. Not taking any chances you ready your weapon, bending your ear in the direction of the noise. You remember that Dnaald was attacked by Mustelas, whatever those are, and become aware that you might be in danger. Suddenly from the right, another duck man jumps out of the brush on to the path. You instinctively swing your weapon but the duck man stumbles and falls avoiding the swing.

“Please kind sir, I mean you no harm! Please don't hurt me!”

This duck man is dressed like a peasant. He must be a common villager.

“On your feet! I won't hurt you, but answer me what were you doing there?” You sternly ask the peasant duck.

“I – I was hiding from the mustelas. I was coming to find sir Dnaald, to persuade him from bringing the Bloodstone Buffleneck to the village. I saw him get attacked by the mustelas. I'm a coward so I ran and hid.”, says the peasant duck still on his knees as if begging you for forgiveness from something.

“Get up.”, you say lifting the duck man by his shoulder. “Did you say you were going to persuade Dnaald from delivering the statue to your village? Why?”

“Our leader Duke Maelaard is an evil drake. He plans on making war with you outlanders. He wants you all dead so our kind can rule the land. He says “our kind” but I know he means it all for himself. The Bloodstone Buffleneck has the power he needs to do just that. There are a few like me and we have a resistance movement started, but we are just simple peasants. Please sir, I saw Sir Dnaald give you the Bloodstone Buffleneck before he died, I beg of you don't let Duke Maelaard get his wings on it. Keep it if you like, it's power is useless to you outlanders, just take it far away from here. Better yet, destroy it!”

Just then a piercing high pitched chittering comes from the left.

“Mustelas!”, Cries the peasant duck as he makes a break for it back into the brush. “Run!”

You are alone on the path again, trying to process what you just heard. You see two choices in front of you. You can turn around and give up this quest, taking

the Bloodstone Buffleneck with you(13) or you can proceed on and see where this adventure takes you(11).

5. The ice cold water splashed in your face abruptly wakes you up.

“Get up outlander!” Says a gruff duck guard.

You are in a room that looks like it's more fit for animals than men, or duck men for that matter. You have been stripped of your armor. You are also surrounded by 6 duck guards pointing spears in your direction and 6 aiming at you with crossbows.

“I said get on your feet!” the head guard barks.

You comply, realizing that fighting your way out probably isn't a good option.

“Now move towards the tunnel!”

The other guards guide you with their spears towards the entrance of a tunnel in the one side of the room. Once there the head guard pushes you in. He tosses you your weapon and if your weapon isn't two handed, a buckler(3 hits, 2 STR required) as well. He pulls a chain and an iron gate slams down in the doorway separating you and the guards.

“You have 30 seconds to get going down that hall or we fill you full of bolts!” The head guard barks at you.

You turn and see a light at the end of the tunnel. You know this just can't be any good. There's a click and a whoosh as a bolt screams by your ear. Getting the hint, you begin walking towards the light. The light is so bright it blinds you from what is on the other side.

You get to the light and walk into it, finding your self in an arena. Hundreds of duck men and women fill the seats, their cheers and boos fill the air. Duke Maelaard, leader of the village, rises dressed in back robes and addresses the crowd.

“Loyal Drakes and ducks! For your amusement, we bring you another outlander to play our game.” Duke Maelaard turns his gaze to you, “Outlander, here are the rules. If you win our game, we will set you free. We are fair fowl so you have our word that this will be so! However, to win our game you must defeat but one foe. With out further ado, LET THE GAMES BEGIN!”

With Duke Maelaard's decree a gate on the other side of the arena opens. Thunderous steps can be heard from inside the tunnel of your foe. Soon the ugliest, most hideous, most vile duck you have ever seen enters the sunlight. You guess it must be the size of a house. The beast looks at you, releases the most frightening quack you have ever heard, then morphs into a smoldering duck of ash, lava, and flame.

You are facing a Fowlrog! It has 7HD, 48HP, and 2d8 Damage. Every round of combat you must make a test against your DEX or take an additional 2d6 damage from lava and ash thrown your way in the attack.

If you actually win the contest, the crowd goes silent. Next thing you know you are knocked out by a guard. When you awaken you find yourself back in the woods. You are with out armor or weapons, but still free. Give yourself a Level for surviving.

6. Duke Maelaard is HD 5, HP 34, and Damage 1d8. He wears a leather shirt under his robes that has 4AP. He has a ring that can fire a magic missile for 1d4 Damage which he'll try to do every third as a second attack because he a) wants it to hurt you and b)wants to wear you down so he can actually kill you with his sword. Duke Maelaard likes to think that having his subjects see him defeat his foes with a blade makes him look stronger in their eyes.

If you defeat Duke Maelaard, go to (10).

7. As you walk down the path, you hear some faint rustling in the brush to your right. You are startled by a high pitch chittering and a large furry form. A tall creature resembling a weasel is blocking your path. A second appears behind you. These must be the Mustela that attacked Dnaald you decide.

“We wunz da artifact!”, The first Mustela speaks to you. “Weez'll jutz pryz it froms yer dead handz.”

With that the fight is on. Each Mustela is HD 2, HP 9, d6 Damage. If you win you have a decision to make. On one hand, this whole thing might be more than your willing to get involved in so maybe turning around and going home might be the right idea(13). On the other hand, this adventure just got more interesting and you are glad to lend a hand helping a good cause. If that's the case go to (11).

8. You scoop up the statue, putting it somewhere safe on your person. Dnaald's village must be in the direction you were heading but the path splits just up ahead. Now what do you do? You did decide to honor Dnaald so it looks like you will have to pick a path and hope that it's the right one. Do you go right(4) or left(7)?

9. You turn to run as a guard hits you behind the knees with the blunt end of a spear. The next blow comes to the back of your head, knocking you out could. Go to (5).

10. Duke Maelaard's corpse falls dead at your feet. You become aware that while victorious, you are still surrounded by an entire village of duck people whose leader you have just killed. The silence is deafening. Soon there is the sound of a pair of wings, clapping. A few more being clapping, then a few more, and more until the entire village is clapping for you. The guards have lowered their spears. A duck dressed in peasant garb approaches you from the crowd.

“Thank you kind sir! Thank you for setting us free. We are but gentle fowl

who just want to live on their own. Duke Maelaard oppressed us with his talk of power and a forked tongue. We have nothing to give you as reward except the Bloodstone Buffleneck. Keep it as we want nothing to do with it, which was why it was cast far from the village in the first place. We just ask that you take it as far away from here as you can. Please stay the night as we feast to celebrate our freedom and burn Duke Maelaard's body in the village square!"

You look at the stockpiles of vegetables and grain and think the feast might not be too tasty.

"Thank you but I must be off. I am honored to have been of service to you kind folk. I bid you farewell, and good luck."

You turn around to leave, pausing as a feeling that someone is going to hit you in the back of the head and knock you out runs through your brain. Shaking the feeling off, you begin your journey back home, or better yet, the Fantasia Tavern where this story and the Bloodstone Buffleneck might buy several nights worth of pints. Give yourself a level for a job well done.

11. The woods thin out here and up ahead you can see the gate to a village. This must be where Dnaald's home. Something twinges in the back of your mind, a feeling of dread perhaps, but you chalk it up to just not wanting to tell the news of Dnaald's passing to his kin. You can proceed in to the village(12) or, if you are still bothered by the feeling of dread, you can turn and head home(13).

12. As you pass through the gate you see a crowd of duck people going about their daily lives, until they notice you and gasp in fear and confusion as to why you might be there. The entire village is now frozen and staring at you. Cutting through the crowd like lava through rock is a detail of duck guards, all in chainmail and carrying spears and shields, lead by a duck in black.

"Tall Outlander, why are you here? State your business!" barks the Black dressed duck.

"I come with news of a member of your kin, Dnaald." You humbly reply.

The crowd gasps again when you speak the name of Dnaald. The duck guards seem to tense.

"You've met Dnaald, Outlander? What of this news?"

"Kind ducks, I'm afraid that Dnaald has passed away in battle. He had been attack by mustelas. I only came upon him as he spent his last breaths."

"The only way an Outlander would know anything about our village or the name Dnaald would be if this were true. I believe your words Outlander. Likewise, the only reason why an Outlander would be in our village is if Dnaald ask you to finish his mission. He gave you a statue to deliver to us. Release it to me and you will be rewarded."

Duke Maelaard extends his wing waiting for you to place the Bloodstone

Buffleneck in his grasp.

Do you give it to him, yes(2) or no(14)?

13. You start to head back the way you came. You take a step, feel a sharp pain in the back of your head and everything goes black. Go to (5).

14. "No." You calmly reply.

Duke Maelaard is briefly stunned by your answer but becomes awash in anger.

"Then I shall take it from you!", screams Duke Maelaard as he draws a sword and closes in on you. Do you fight him(6) or try your chances at running away(9).



The Harvest of Souls, or The Town That Dreaded Sundown

1. The breeze of the Autumn wind chills your soul as you walk towards the Fantasia Tavern. Sensing something might not quite right with the World, you subconsciously pick up your pace. You decide spending the night warming your self with drink, talk, and hopefully companionship(if only even until Sunrise) is a much better prospect than what the night has to offer.

You approach the door to the Fantasia. Suddenly a hand grabs your arm and spins you around to meet the rest of its owner's body. It's Jarell Krenn, ghost white and shaking.

"He's coming tonight! Can't you feel it?" Jarell can barely get the words out.

"Who's coming? I'm already here and I'm thirsty." You reply.

"You fool! He's coming tonight. I know it. The whole town knows it. Look around you"

You notice several of the buildings are dark, doors boarded shut.

"Well I am new around here...say, what's this all about?"

"The Great Dark One. His eyes glow and flicker like fire in his large gourd head. He is a demon's curse. He comes every year in the Autumn, His visit brings doom to our town of Dimble, unless..."

"Unless what?"

"I have a plan. I think we can end this curse."

"What's this business? I have drinking to do an.."

"Shut up for a minute and hear me out!", The fear on Jarell's face has been replaced with utter seriousness. This is not a Jarell that you have known in the short time of your acquaintance.

"Go on then."

"If we confront him in his place of power we may have a chance of defeating him and ending this. Dimble has been living under this dark shroud for 107 years. It has to end."

"Ok, say I believe you, so where is his place of power?"

"The Patch. Outside of town."

"The Patch? Like a pumpkin patch?"

"Yes sir. It's where the seed was sown, just outside a town. It's where he rises

every Autumn.”

“If it is his place of power how do we defeat him there? I mean usually these kinda guys are strongest in their place of power.”

“I have spell. I made the trip through Old Wolf's Woods and found the wizard's cottage just to get it. The wizard said I have to read it as he's rising. It'll make him vulnerable enough for you to attack.”

“Whoa whoa, hold on now. I never said I was going.”

“Sir, I'm no warrior. I spend my time in the field. It took all the bravery I had to get the spell. It'll take the rest of it I can muster just to go to The Patch tonight. No one else will go. They're either too afraid themselves or don't believe it will work. Please sir, you're the only chance I got with this. Besides, in there, whether you believe me or not, you just might find out first hand all for yourself.

Jarell's story is certainly compelling. He could be telling the truth or just out of his gourd(no pun intended). Either way, he definitely believes what he is saying. Do you believe or at least willing to humor Jarell and go to The Patch with him(3) or do you decide that, truth or hallucination, you just want to drink and be merry inside the Fantasia and leave Jarell to his own devices(20).

2. You and Jarell have made it out of Dimble. The main road continues ahead into the darkness of the night. You notice a dirt path leading off to the right. At the end of the path you see a large overgrown mass of green vines. The jumble of vines rises well above your head. You can see the tops of several large pumpkins scattered throughout. A mist seems to meander it's way through the green and orange. An eerie orange and red glow emanates from the center.

“That's The Patch.” Jarell says quietly.

“Why have I never noticed that before?” You ask out loud rhetorically, realizing you've never been to this side of town. You've never been passed the Fanatsia Tavern actually.

“It's usually just dead corn husks most of the year. It grows like this when it's time for him to rise up.” Jarell just stares blankly at the glow as he speaks.

You ready yourselves and silently head towards the entrance of The Patch. Roll 1 die. If you rolled evens go to (10). If you rolled odds go to (4).

3. Jarell's face brightens a bit, now that he has an ally...and maybe a chance. Seriousness washes back over him as he places his hand on your shoulder.

“Let's get going”, he says. “Be mindful though, no torches or lest we be seen.”

You both turn and begin making your way out of town. You can almost feel the presence of the darkness around you. As you walk you become aware of just how many buildings are now locked tight with boards and bracers over all the entrance ways and windows. In the back of your mind you begin to take this

situation more seriously than before. This might not be a hallucination of Jarell.

You just notice a glowing down an alleyway when Jarell thrusts out his arm to hold you back.

“Halt. Don't make a sound.” Jarell goes deathly silent, listening to the nighttime. “Do ya hear it?”

A soft rustling hit your ears from the blackness in front of you, getting louder each second. A human form seems to fade into existence from the dark night. The being's body is yellowish tan, made entirely out of corn husks and pumpkin vines. It has no face but seems to be looking right at you. At it's hands you notice thorny, claw like vines.

“It's a Husk Walker!” Jarell shouts as he pulls a sling from his belt and arms it.

The Husk Walker is 2 HD, 9HP, and d6 Damage. Usually a torch would be would be the best weapon as the dry husks of the Walker would go up easily. Unfortunately, you don't have any prepared and there is no time to get one out as the Walker is now upon you. Any fire spell, if used first, will cause the Husk Walker to burst into flame taking 1d6 in damage per combat round until it is ash.

(Note about combat with Jarell at your side: Jarell is a slight coward, though not really his fault as he is a farmer and a citizen and has never been in a combat situation before tonight(so give him some slack, he is already beyond his threshold of bravery). He will stay clear of any close combat and take no damage. If things look especially grim and your demise is imminent he will most likely have run away. Cowardice aside, he will take shots at any opponent you face with his sling. He has a 10 DEX. If he makes a hit his sling does d4 damage. He never takes any damage.)

If you defeat the Husk Walker go to (15).

If you have died, the last thing you hear is Jarell's screams and footsteps as he runs away. Pumpkin vines fill your body through every opening, not giving you a proper last breath. If you could watch, you'd see your skin turn from wet flesh to dry corn husk. Soon you rise to walk in search of fresh prey.

4. Just as you take a step, a rustling stops you cold. A Husk Walker comes out of the dark. Vines and corn husk make an eerie scraping sound in the dirt like a dead man walking. The Husk Walker is 2 HD, 10HP, and d6Damage. If you defeat it go to (10). If not the Walker fills your body with vines and turns your flesh to husk. You will walk the streets of Dimble in search of flesh to corrupt, coming back every year to help the Dark One deal his curse.

5. You come to a three way intersection of vines and pumpkins. The paths continue straight ahead(14) and to the left(16) and back the way you came(8).

6. The sound of the wind going cutting through the leaves of the patch makes

you realize that Husk Walkers could come from anywhere inside here. The path continues straight ahead(14) or to the right(16). You could always go back to the entrance and leave, but having made it this far you feel committed to seeing this through.

7. Jarell lets out a loud gasp as you enter an area where the vines have stopped growing forming a large cleared circle. In the center is another patch of vines, and the source of the glowing. Several pumpkin gremlins dance around the patch, jerking their twisted bodies jerk in wild motions. You're not sure, but it looks to you that the vines in the center are alive, writhing like snakes around each other. The moon appears to be getting brighter, or is it just moving closer. The glow becomes stronger which seems to excite the gremlins even more. The gremlins stop their dancing, standing still and raising their viney arms to the moon. You can hear a sickening noise coming from the center patch, like a sound of flesh being stretched and vegetation being broken and faint growling(or is that laughter). The gremlins dissolve one by one into a pulpy mess of vine and pumpkin that is sucked into the center of the glowing as if through a straw. Adrenaline and dread fill your body. The Dark One is about to rise.

“Are you ready for this?” You say, turning towards Jarell.

Jarell gulps loudly.

Roll 1d20 against your CHR. If you roll your score or less go to (31). If you don't go to (17).

8. You are met with glowing red eyes as you enter this area(even if you've been here before). Two small creatures made of dark vines turn to attack you. Their carved faces on their pumpkin heads are pure evil. These are Pumpkin Gremlins. They are 1 HD, 6HP, and d4Damage each. If you defeat them you can go to (18). If they defeat you go to (13).

9. The sound of the wind has you spooked. You realize that nothing is here, but you still have a bad feeling. You can go to (5) or go back to (6).

10. You are at the entrance of The Patch. There seems to be a crude path of dirt where the vines don't grow. You wonder if it was made that way or just seems like it. Either way you hope it leads in the right direction. There is an odd wave of smells in the air, smelling sometimes like fresh green and other times like rot. There is a path leading to the left(6) as well as straight ahead(26).

11. You hear a sudden rustle as a Husk Walker comes into view. It is is 3 HD,

13HP, and 2d4Damage as it is in a place of it's power. If you win go back to (14) and choose a direction. If you lose go to (13).

12. "If you are human, or similar kin, you may enter my house. If you are evil or of the unholy, entrance is not yours lest it is banishment you seek.", says a voice from inside.

Jarell looks nervously at you.

"We are of welcome kin." you say as you open the door and walk in. Jarell hesitates and then follows behind you. Inside you find an old man sitting at a table facing you. A cloth is wrapped around his head covering his eyes. His fingers touch the pages of an open book on the table.

"Visitors for an old priest on a night such as this? What brings fools such as yourselves to my door?", asks the priest.

"The glow of the candles in your windows. You say on a night such as this. Tell me then, on a night such as this, why you haven't boarded your doors and extinguished your lights? Do you have something to do with a night such as this, old man?" You reply.

"No, brash one. I'm a holy man. A holy man who's arrogance got in the way of my faith on a night such as this many years ago. I thought I could stop the evil. I failed and the vines took my eyes. My faith is stronger now, but I am too old to fight the evil. My faith is what keeps my candles lit. The words in my prayers keep my door unbarred. I feel no fear of the night. I ask again brash one, why are you two out in a night such as this?"

"We are going to The Patch to end the curse." Jarell blurts out before you can answer.

"Ah I see, and how are you going to do that?"

"I've been to the wizard. He gave me a spell."

"The wizard! Did he give you a parchment? Give it to me."

Jarell pulls a parchment out of his pocket and hands it to the old priest. The priest unfolds it and scans the paper with his hands.

"Are you the one who shall read this?" He says looking at Jarell.

"Y-yes I am."

The priest turns to you.

"And you will be the one who strikes then? Let me see your weapon."

You hold your weapon in front of the priest. He places his hands on it and begins a chat under his breath. Still chanting, he then touches your armor.

"I've placed a blessing on your weapon and armor. When you are in the presence of the Dark One, only then will the power of my prayer reveal itself. Now go! There is little time!"

You thank the priest for the blessing as you leave. As you wonder just what the blessing on your weapon and armor will actually do, and if it will work, you now

go to (2).

13. Jarell screams in horror as what remains of your body decays and melts into the ground until nothing is left. Your blood and soul have fed the Dark One's power. Hopefully Jarell has made it out alive.

14. The path turns here. You can continue forward(5) or go back the way you came(6). You must roll 1d6 before you go though. If you roll a 1 or 2 go to (11). A 3 or 4 takes you to (24). If you roll a 5 or 6 go to (9).

15. Jarell seems a little shaken by the encounter with the Husk Walker. Hopefully, he won't give up and run away, especially after talking you into this.

"Jarell, are you ok?" You ask.

"I'll be fine. I'm just not used to this kind of thing." He says taking a flask out of his pocket. He takes a sip and puts it away, which annoys you because you could really go for a drink right now as well.

"I saw a glowing back in that alley just before that husk thing showed up. Maybe we should check it out, just in case it had anything to do with our friend here." You say.

"No. There isn't time. We have to get to The Patch before he rises."

If you decide Jarell is probably right then go to (2). If you'd still like to check out the glowing, roll 1d20 against your CHR score. If you roll your score or less you convince Jarell to go with you and go to (21). If not then you can argue with him and try again until you make it or you can just give in to Jarell's insistence and still go to (2).

16. The presence of evil weighs heavy on you and Jarell as you enter this area. For the first time since you've entered The Patch you can see the unearthly glowing you saw from the outside. Something about this place has you a bit disoriented. You can tell by the look on Jarell's face that he is feeling it too. Paths go in all directions here. You can go to the left(5) or to the right(26). You can head towards the glow to investigate what it is(7)(though in your mind you know exactly what it is). You also hear a slight rustling coming from one direction and could go investigate that(6).

17. Jarell pulls the parchment out of his pocket, unfolds it, then bolts screaming back through the patch towards town.

"YOU COWARD!" you scream at him as he runs away.

Quickly you realized it's going to be up to you. You pick up the parchment and begin to read the spell out loud. Roll 1d6. If you roll evens go to (23). If you roll odds go to (19).

18. You come to a three way intersection of vines and pumpkins. The paths continue straight ahead(14) and to the left(16) and back the way you came(8).

19. The blaze of blood red eyes fixes on you as the Dark One pulls the rest of his hellish form out of the vile ether of another world. Maniacal laughter thunders from his flaming pumpkin head. You stand ready but you no there is no way you can defeat the evil demon before you. The Dark One raises his clawed, viney arms to the moon. You try to scream as your body dissolves into a gory liquified mass that is sucked through the air into the Dark One's mouth. The demon roars with might as he adds your soul to his power. Raising his head to the wind, the Dark One listens to Jarell's cries and follows them to town.

20. You push on the door finding it barred, so you begin to pound on it.

"Go away!" comes from behind the door.

"It's me, Jarell. I'm with another friend. Let us in."

"Jarell, you fool!" The gruff voice shouts.

There are sounds of boards and tables being moved about. The door opens slightly and huge rough arms drag you and Jarell inside. Brath, the owner of the Fantasia, is standing there staring death into your souls. You can only imagine what physical tortures Brath is mentally performing on you in his mind.

"Bloody Nath Jarell! You were fixin' to go through with tha' plan a yours weren't you? And draggin' this sorry soul with you weren't you?"

"Now for the record, I have nothing to do with this guy." You say pointing a thumb at Jarell. "I was just coming to drink when he stopped me at the door. I have better things to do than give credence to the ravings a clearly mad man." You begin eying up Cecily, the serving wench as that last sentence comes out of your mouth.

"He ain't that mad. Now that your here, take a seat and shut the Bloody Nath up." Brath retorts. He turns to you as a huge finger impales your chest, "An' you better have money."

The tavern is silent as you walk to a table and sit down. Slowly a small murmur amongst the crowd rises. They are obviously talking about Jarell you think to yourself, until you hear your name a couple of times.

After about an hour of quiet drinking, the buzz in the room picks up. A man you recognize as Del Grimmwor stands up.

"It's almost time. We can't wait any longer. We must do this." He states to the crowd.

"Aye, it's distasteful but it must be done." says a voice from the back.

You are happy with your drink and have no interest in getting involved. You cautiously watch as Brath pulls out a huge club from behind the bar. Several other big patrons also pull out equally big weapons. The thought that it might be time to

sneak into the back and stay out of sight comes into your mind right about now.

As you start to get up to move, four big hands grab you by the arms and shoulders. You try not to drop your ale as they drag you to the center of the floor. You notice that 2 others share the similar fate as you. Once all collected in the middle you all are released. Brath and the other big men have you surrounded. Naturally you try to stay calm and finish your drink.

“What's the meaning of this?” One of the three of you demands.

“I'm sorry boys. By luck, or lack there of, of your fate tonight, all three of you are the newest to town. Therefore, it's got to be one of you three.” Del explains.

“What's got to be one of us?” The other one of you three demands.

“Boys, look, I am truly sorry. Dimble has a curse placed upon it once a year. Tonight a great evil will roam the streets of our fair town. Long story short, certain sacrifices must be made to keep it at bay for another year otherwise the town is doomed.”

“What's that got to do with us?”, says the first other one of you.

“Well, like I said you three ARE the newest in town so..”

“So we get sacrificed to save your mud hole of a town?”, says the second one of you angrily. “I'm not going to stand for this. This is insane!”

Brath smacks the second one of you in the back of the head knocking him cold.

“So this great evil? That's the Dark One, right?” You calmly ask Del.

Del shoots Jarell a look of daggers, then turns to you.

“Yes, yes it is. It's been this way for 107 years now. We've been keeping it at bay for 107 years now. Outsiders and newcomers have helped us keep the Dark One at bay for 107 years now. I'm sorry, we have a town to protect. A roll of the bones will keep it fair.”

“Fair how is any of this fair?” says the first one of you. He looks like he is about to say more but Brath takes a small step in his direction, which seems to shut him up.

You know there is no way of getting out of this. That seems pretty clear. You decide that if you have to go, you will go with dignity and not with a lump on the back of your head. Hopefully luck will be on your side.

“Fine, let's roll the bones then.” you calmly say.

Brath throws a bucket of water on the second one of you waking him up. The three of you are taken to a table. Del hands you a six sided die and you roll it(so roll one now). The others follow suit. If a 1 or a 6 comes up go to (29). If you roll anything else go to (32).

21. Jarell reluctantly gives in to your persuasion and follows you down the alley. The glowing getting a little stronger the further down you go. As you come around a bend, you come face to face with the glow. It comes from candles burning in the

unboarded windows of a small hovel. The door is unboarded as well. If you are curious as to why this house stands open when all the others in town are locked tight from fear, then knock on the door and go to (12) and see what happens. If you don't want to be bothered or just want to continue your mission to The Patch, go back the way you came and go to (2).

22. The spell worked! A white light surrounds the pumpkin headed demon. The Dark One begins slashing at nothing within the light, still growling in pain. The light seems to be compressing in on the form of the beast, casing the Dark One's body to convulse...and SHRINK. As the light fades, the Dark One begins to shake off the spell and rises and walk towards you. Though less powerful than before, he is 8 feet tall and still powerful. Blood red eyes blaze with hated in his pumpkin head. He lifts his claws, making sure you see how sharp and massive they are. Jarell is moving backwards, trying not to be seen by the demon. The Dark One has 6 HD, 40 HP and d6+d8 Damage. If you defeat the demon go to (34). If you do not, the Dark One raises his clawed, viney arms to the moon. Your remains dissolve into a gory liquified mass that is sucked through the air into the Dark One's mouth. The demon glows orange for a few seconds, then grows a half size bigger. Raising his head to the wind, the Dark One listens to Jarell's screams and follows them to town.

23. A giant, dark vined hand rises out of the center of the glow, seeds and the insides of pumpkins dripping from what looks like hellish claws. The hand grabs at the dirt beside it, trying to get a grip, as another ghoulish hand rises doing the same. You keep reading, trying not to be distracted by the monstrosity appearing before you. The massive hands tremble as they pull the rest of the Dark One's body from the glowing patch. Lighting flashes around you. A terrible and tremendous, flaming pumpkin head emerges out of the glow. It's carved eyes and mouth glowing with blood red intensity. Lightning strikes the patch surrounding you. As the last words are spoken, a white beam of light forms in front of you and quickly shoots forth striking the evil creature before you as it pulls the rest of it's damnable and grotesque form out of the glow into your reality. The creature roars in pain from the blast. You hope that means the spell worked as you must now face the Dark One. If you had visited the priest on the way here go to (25). If you did not the go to (28).

24. Two Pumpkin Gremlins crawl out of the vines to attack you. They are about 2 feet high with small pumpkin heads, with sinister smiles carved out. Fire glows out of their carved out eyes. Their bodies look like small children made out of dark vines. They each have 1 HD, 6HP, and d4 Damage each. If you win go back to (14) and choose a path. If you lose then go to (13).

25. The spell worked! A white light surrounds the pumpkin headed demon. The Dark One begins slashing at nothing within the light, still growling in pain. The light seems to be compressing in on the form of the beast, casing the Dark One's body to convulse...and SHRINK. As the light fades, the Dark One begins to shake off the spell and rises and walk towards you. Though less powerful than before, he is 8 feet tall and still powerful. Blood red eyes blaze with hated in his pumpkin head. He lifts his claws, making sure you see how sharp and massive they are. Suddenly your armor and weapon begin to give off a blueish glow. The presence of the Dark One has activated the priest's blessing. The feeling of protection and power rushes over you. The blessings of the priest have added +3 to STR and DEX while fighting The Dark One and adds 2 AP to your armor points, but just until this battle has ended. 6 HD, 40 HP and d6+d8 Damage. If you defeat the demon go to (32). If you do not, the Dark One raises his clawed, viney arms to the moon. Your remains dissolve into a gory liquified mass that is sucked through the air into the Dark One's mouth. The demon glows orange for a few seconds, then grows a half size bigger. Raising his head to the wind, the Dark One listens to Jarell's screams and follows them to town.

26. The smell of rot is overpowering here. You see that the path continues to the left. You could always go back to the entrance and leave, but having made it this far you feel committed to seeing this through. Suddenly, large white segmented worms begin to pour out of the ground, collecting in front of you. The mass begins to form a being, like a giant golem of maggots. The Maggot Golem has 2HD, 12 HP, and d6 Damage. If it takes damage it regains 2 HP each round for three rounds due to the replenishing of maggots from the ground. If you win you can continue on to (16). If you lose, the maggots are released from the golem form like a wave over your corpse stripping you to bone. Jarell's screams as he runs away can be heard through the entire town.

27. The spell worked! A white light surrounds the pumpkin headed demon. The Dark One begins slashing at nothing within the light, still growling in pain. The light seems to be compressing in on the form of the beast, casing the Dark One's body to convulse...and SHRINK. As the light fades, the Dark One begins to shake off the spell and rises and walk towards you. Though less powerful than before, he is 8 feet tall and still powerful. Blood red eyes blaze with hated in his pumpkin head. He lifts his claws, making sure you see how sharp and massive they are. Jarell is moving backwards, trying not to be seen by the demon. Suddenly your armor and weapon begin to give off a blueish glow. The presence of the Dark One has activated the priest's blessing. The feeling of protection and power rushes over you. The blessings of the priest have added +3 to STR and DEX while fighting The Dark One and adds 2 AP to your Armor Points, but just until this battle has ended. 6 HD, 40

HP and d6+d8 Damage. If you defeat the demon go to (34). If you do not, the Dark One raises his clawed, viney arms to the moon. Your remains dissolve into a gory liquified mass that is sucked through the air into the Dark One's mouth. The demon glows orange for a few seconds, then grows a half size bigger. Raising his head to the wind, the Dark One listens to Jarell's screams and follows them to town.

28. The spell worked! A white light surrounds the pumpkin headed demon. The Dark One begins slashing at nothing within the light, still growling in pain. The light seems to be compressing in on the form of the beast, casing the Dark One's body to convulse...and SHRINK. As the light fades, the Dark One begins to shake off the spell and rises and walk towards you. Though less powerful than before, he is 8 feet tall and still powerful. Blood red eyes blaze with hated in his pumpkin head. He lifts his claws, making sure you see how sharp and massive they are. The Dark One has 6HD, 40 HP and d6+d8 Damage. If you defeat the demon go to (32). If you do not, the Dark One raises his clawed, viney arms to the moon. Your remains dissolve into a gory liquified mass that is sucked through the air into the Dark One's mouth. The demon glows orange for a few seconds, then grows a half size bigger. Raising his head to the wind, the Dark One listens to Jarell's screams and follows them to town.

29. "I'm sorry son." Del says as three men grab and pick you up. The front door is unbarred and you are tossed into the street. The sound of boards being replaced and tables being moved comes from behind the door. Picking yourself up, you give the streets a quick glance. Nothing is there.

"These hicks are crazy.", you say out loud to yourself. In the back of your mind you keep repeating that to yourself hoping that you'll believe it eventually.

You walk around town thinking that there has to be some house or building that's not boarded up tight. Down an alley you see a faint glow, like candlelight in a window. As you turn to head down the alley, a gust of wind rushes past you. There is an overpowering smell of rot everywhere now. Gagging at the smell, you stop to compose yourself. Blazing blood red eyes appear out of the darkness in front of you. You do not even get a chance to scream as vines shoot out from the dark filling your body through every opening.

30. All of a sudden there is a bright flash of white then gold, then silver. You begin to feel more powerful than you ever have before. All of your Stats have doubled. Your weapon and armor have been enchanted to now do double damage and double AP. Actually this isn't really true as no paragraph sends you to this paragraph so none of the above has actually happened.

31. Jarell just nods his head, pulling out the parchment with the spell. A giant,

dark vined hand rises out of the center of the glow, seeds and the insides of pumpkins dripping from what looks like hellish claws. The hand grabs at the dirt beside it, trying to get a grip, as another ghoulish hand rises doing the same.

“Jarell, what are you waiting for? READ THE SPELL DAMN YOU!” You shout, readying your weapon.

Jarell begins reading the wizards's words aloud. The massive hands tremble as they pull the rest of the Dark One's body from the glowing patch. Lighting flashes around you. A terrible and tremendous, flaming pumpkin head emerges out of the glow. It's carved eyes and mouth glowing with blood red intensity. Lightning strikes the patch surrounding you. As Jarell finishes the last words of the spell, a white beam of light forms in front a Jarell and quickly shoots forth striking the evil creature before you as it pulls the rest of it's damnable and grotesque form out of the glow into your reality. The creature roars in pain from the blast. You hope that means the spell worked as you must now face the Dark One. If you had visited the priest on the way here go to (27). If you did not the go to (22).

32. The ground shakes and rumbles as the body of the dark One, and the entire pumpkin patch, dissolves into the Earth. You are knocked to the ground. Thunder and lightning fill the night. Mists churn violently like the death throws of a great beast. Soon, it is all quiet again and the night is calm. All traces of The Patch are gone. The curse has ended. You slowly get up and look around. You are in shock as you process what actually has happened tonight. You begin walking silently back to the town of Dimble.

At the edge of town you find Jarell standing there in shock.

“You did it! It worked!” Says Jarell excitedly.

You walk up to Jarell and punch him square in the jaw knocking him to the ground.

“No thanks to you, you cowardly bastard.”

“I'm sorry. I panicked and ran. I told you I wasn't no warrior. Please forgive me.

Your anger subsides a tiny fraction and you offer a hand to help him up.

“Come on. Let's go to the Fantasia.”

“No.” Jarell replies, “Not tonight. They wouldn't believe us anyway.”

You freeze then nod, knowing he's right.

“Let's get a good night's sleep then.”, you say even though you doubt you will at all. “Farmer or no, you are paying for all of my drinks tomorrow night.”

“I will. I always pay my debts. I reckon I owe you big.”

“Well, I do blame you for getting me involved but that spell of yours did help save the day.”

Jarell gives you a small smile.

“I reckon that's true too.”

You both begin laughing out loud as you walk safely through the streets of Dimble. Relieved that there will be a tomorrow.

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The next day, word spreads like wildfire through Dimble about the destruction of the Patch and the ending of the curse. Many people apparently saw all the fireworks that happened when you had slain the Dark One. First thing in the morning, Jarell Krenn rushes to the mayors office to tell him of your heroics. You are given 500GP (and a pardon for anything you may have needed a pardon for) for your troubles, which makes you happy. What makes you happier is the unexpected generosity of the Fantasia Tavern's clientele as you will not have to pay for a drink for the next two weeks.

33. "I'm sorry son." Del says as three men grab the first one of you and picks him up. The front door is unbarred and opened. Faster than he can react, he is thrown out into the street. The door is shut quickly behind him. Boards are replaced on the door and tables are moved back in front of it. Everyone sits solemnly drinking their ale, looking at the floor. The screams of the first one of you echo through the town. The eyes of those gathering at the Fantasia this night now stare at the door. Yours as well. Your face has lost its smugness. The silence of those same screams directs all eyes back to the floor.

34. The ground shakes and rumbles as the body of the dark One, and the entire pumpkin patch, dissolves into the Earth. You and Jarell are knocked to the ground. Thunder and lightning fill the night. Mists churn violently like the death throws of a great beast. Soon, it is all quiet again and the night is calm. All traces of The Patch are gone. The curse has ended. You and Jarell slowly get up and look around, then at each other. You cannot read the expression on Jarell's face. He must be in shock you think to yourself. You are not far off either yourself. Neither you nor Jarell say anything as you begin walking back to the town of Dimble.

At the edge of town, you break the silence.

"Say, we should go to the Fantasia and tell them it's over."

"No." Jarell replies, "Not tonight. They wouldn't believe us anyway."

You nod, knowing he's right.

"Let's get a good night's sleep then.", you say even though you doubt you will at all. "I'm buying the first round tomorrow."

"I will buy the second!" Jarell says. A small smile creeps across his face.

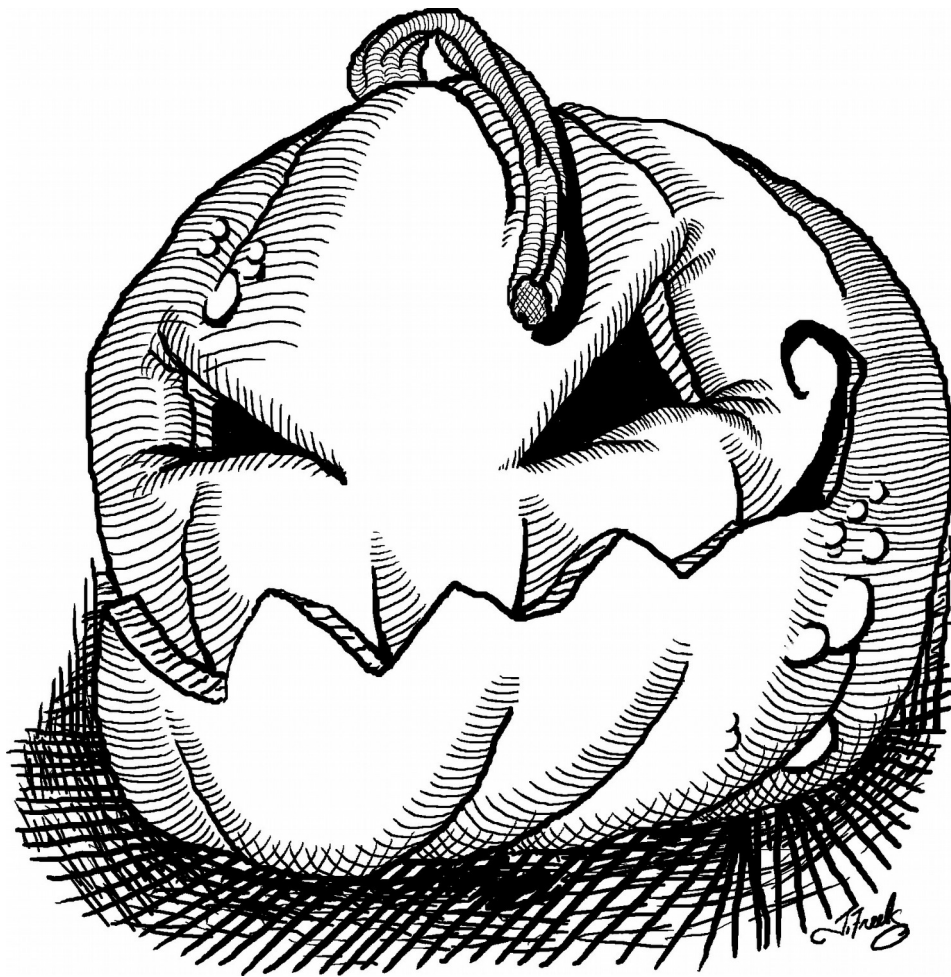
"Though a story like this oughta keep us floating in ale all night."

"Right you are my friend, right you are."

You both begin laughing out loud as you walk safely through the streets of Dimble. Relieved that there will be a tomorrow.

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The next day, word spreads like wildfire through Dimble about the destruction of the Patch and the ending of the curse. Many people apparently saw all the fireworks that happened when you had slain the Dark One. The mayor has declared today Jarell Krenn day and gives him the key to the town. You are given 250GP (and a pardon for anything you may have needed a pardon for) for your troubles, which makes you happy because you've always preferred money to accolades. What makes you happier is that Jarell was right, you will not have to pay for a drink for the next two weeks.



The Night That Brought Evil

1. The light of the day begins to wane. Night comes earlier starting this time of year. It's All Hallow's Eve and there is no finer way than to celebrate tonight at the Fantasia Tavern. At least that's what you've been thinking all day.

A slight chill rushes past you. It's been unusually warm during the day but the night reminds you of the season. Your pace quickens not only to warm yourself, but to get you to the Fantasia with haste. This is the first year since the curse on the Town of Dimble has been lifted and you do not want to miss a thing.

Your thoughts of the festivities lose focus as you suddenly become aware of a sobbing. Soon you notice a woman off to the side of the road with her head in her hands, visibly distraught. Your pace begins to slow as your mind weighs decisions.

You wonder if you should help her, or at least find out what's wrong, thinking back to the known goblins in the woods just outside of town. Then again, you think, it is All Hallow's Eve and spirits are known to walk freely this night. What if she's a witch or some other ghastly manifestation of evil?

Do you go to the woman to see what's wrong(7) or do you think it safer to ignore her tonight and continue to the tavern(20)?

2. In the center of the glow is a small deformed baby who begins crying at your presence. Could this be the woman's child? The crying becomes louder and the glow grows brighter causing you to squint and rub your eyes. Once you refocus you realize the baby is no longer there and a small girl is there instead. Her deformed face tells you that this is the same child just older. However the crying still persists from her lips and has become deafening. Make a test against your INT. If you make it go to (19). If not then go to (9).

3. You head in the direction of the cry for help. Mist swirls around you.

"Help me." you hear again. You quickly look around trying to find the source of the voice. You go to take a step but your leg suddenly feels heavier than usual, like something is holding you back. Looking down at your leg reveals a hand firmly grasping it. The hand belongs to Arwin Fneebarn to whom it is still attached. The fact that Arwin is grabbing your leg asking for help isn't shocking. He is quite well known as a klutz around town and is often falling down and needing assistance

back up. The problem is that he fell down for the last time a year ago striking his head off of a large rock in the process, He's been residing in the cemetery ever since.

“Arwin?” You ask, confused as to why he is attached to your leg at this time.

“Aye. It's me. Help me please. It was bloody nathin' goblin grave robbers done dug me up. Please take me back to my hole. I just want to go back to my grave.”

It's now that you notice only half of Arwin is attached to your leg.

“Arwin, what happened to you? How can I be talking to you, well half of you, right now?”

“It's All Hallow's Eve ye bloody boob. The only night o the year the bloody dead can come back. Did ye forget I'm dead? “

“No, I didn't, but...”

“Heh heh ye should have seen them, them stinkin' gobs. They weren't expectin' to find me alive. Scared the begibbies outta them. That's why they only stole half o me. Tore me right in half of all the bloody nathin' things. Not sure what happened to them though. Maybe the ghouls got them. Anyways, can you just take me back to my hole? That's all I want. Look at me. I ain't fit to be out in public.”

Do you help Arwin out and take him back to his grave site(5) or do you shake him off your leg and just keep moving on and try to forget this weirdness tonight(15)?

4. She is 4HD, 21 HP, and d10 Damage. If you win the fight go to (17) if not then she sucks your soul from your body as if it were a breath.

5. “Thank Ye me kind Sir. I appreciate it.” Arwin says to you as you pick him up and strap him to your back. It's only a short walk to the cemetery just outside of town. The gate of the cemetery swings in the wind. The breeze brings a foul stench to your nose.

You enter the cemetery and find paths that go to the left and right.

“Which way will take us to your grave Arwin?, you ask the living corpse.

“How the bloody nath do you expect me to know. All I can see is what's behind me. Story of my death. Can only see the past.”, Arwin replies with a chuckle. “Just pick a direction and I'll tell ye when we're there.”

Do you go left(23) or right(16)?

6. The rustling fades but the baby's whimper get's louder as you approach. Just beyond the leaves of the bushes in front of you there is a faint glow. Do you continue forward(2) or do you have second thoughts and go to follow the howl(12)?

7. "Fair Lady, are you alright? Tell me, why are you sobbing so?", you ask.

The woman is slightly startled to hear your voice and looks up.

"What? Oh my dear sir, please help me if you can? My baby is gone, taken!", with that she buries her head in her hands again sobbing harder.

"Taken you say! Fair Lady, you must tell me, taken by whom or dare I say what? Was it the goblins?"

"N-Nay sir," she looks at you with tear filled eyes, "it was the Howler, the Black Howler. I was walking home from my shop, my baby in my arms. I like to have him with me at my shop you see. We were walking home. There was a howl, an awful howl that curdled my blood and froze me in my tracks. The howl rode on a wind that knocked me down and carried my baby off with it. Oh please sir, you have to find my baby!"

The woman grabs your shirt and begins sobbing into you.

Do you feel for this poor woman and vow to get her baby back(24) or does your heart of ice convince you that you do not need a diversion from a night of drunkenness at the Fantasia(20).

8. As you both put your arms around each other, there is a sudden flash from the pendant. The woman lets go of you and recoils back. You look in horror as the beauty that was once before you melts away revealing the hideous form of a demoness. She cowers from the sight of your pendant but soon recovers and advances in your direction. If you have the bell go to (11). If not then you must fight her to save your soul. Go to (4).

9. You fall to your knees. Your hands holding your ears. You can feel the pounding in your skull. Soon it all comes to a stop as your brain shuts down completely. Consider yourself lucky that it has, so you cannot comprehend the things that are happening to your body while it's still alive...for now.

10. Just off the path ahead is a goblin sitting in a circle of white powder. He sits beside a small pile of bones, two of which he picks up and begins to strike against one another. He looks up at you and begins to chant. If you have a missile weapon make a test against your DEX. If you make it you can get a shot off before anything happens. If you can cast a ranged combat spell you can do the same thing. If you don't have a ranged weapon or miss the roll then the goblin wizard looks up at you and casts the two bones outside the circle in your direction. From the two bones spring two skeletons(HD 2, HP 8, d6 Damage each), each holding a bone sword in their bony hands. If you defeat the skeletons then you must face the goblin wizard. He is HD3, HP 12, and 2d4 Damage. Every other round he tries to cast a Magic Missile(DEX 11). On the 3rd round of combat he realizes he has broken the circle and runs away. If you win the combat or the goblin runs away you can continue

on(21) or go back the way you came(16). If you lose the battle, the goblin grins over your corpse about the prospect of fresh parts for his ritual.

11. Make a tes against your INT. If you make it then then you remember the bell's power against evil this night Go to (18). If you miss then you must fight her for your soul. Go to (4).

12. The howl has lead you to a small clearing, a break in the woods. Blood red eyes glare at you from the center. There is a smell in the air letting you know that you are facing a primal beast of the night. In the moonlight, you can see a bundle beside the Black Howler's massive form. You pray that the baby is still alive. You take a few steps closer and the creature lets out an ungodly howl and charges you. The Black Howler has 3 HD, 14 HP, and 2d4 Damage. If you survive go to (14). If not, it is best to not know.

13. The bell is barely audible to you, just a small tink and echo of the clapper. The witch, however, grabs her ears and screams.

“I will kill you for this! I will find you again and kill you!”, she bellows in pain.

She takes a hand away from her ear and manages to scratch you for 1 die of damage(it cannot take you below 1) before she turns into a ball of light and flies off into the night sky screaming.

You stand there for a few seconds, look around, and decide it might be best to start your way back to the road and the Fantasia. Go to (20). You may keep the bell to if you want.

14. Your final blow causes the howler to rear back on it's hind legs and collapse. It's body goes through a series of grotesque convulsions until finally the form of a man lies dead at your feet. You shake off the horror of what you've just seen and remember the bundle and go to it. You pick it up to find it's not a baby at all. It's a bundle of clothes(the man's?), a parchment with what looks like a spell on it, and a bell.

You become very aware that you are not alone. You turn to find the woman standing there, looking a little different, looking evil. It dawns on you now that you've been manipulated by A WITCH!

“I'll be taking that if you don't mind!”, she commands with a growl.

“What have you made me do?” You ask in slight shock.

“What did you make me do?”, she mocks. “The Howler meant to destroy me. Probably because I turned him into that. That's what happens to the miserable rubes that betray me. I couldn't touch him so I waited until some poor sap would do it for me. That sap was you. NOW GIVE ME THAT BUNDLE!”

Her eyes begin to burn with hate and fire. Your first instinct is to flee then

your mind turns to the bundle. Maybe one of these things can hurt the witch. That must be it since she wants it so much. But is it the spell or the bell? If you decide to read the parchment out loud go to (22). If you decide to ring the bell go to (13). If you decide to take off running you drop the bundle and can hear her laughing all the way back to the road. Might as well head for the Fantasia(20).

15. You've finally made it. You can hear the party going on inside the Fantasia. You can almost taste the many ales that you will consume once inside.

A soft whistle distracts your attention. You turn to see the most beautiful woman as you've ever seen. She is dressed all in black.

"Come here.", she says "I have many things to show you. You'd like that wouldn't you?"

Something in her eyes, her voice, has you mesmerized. You are being drawn to her.

"Come on, I won't bite.", she coos. "I promise I won't"

You are now close enough to embrace her. She reaches out to you with her arms.

If you are wearing a silver pendant go to (8). If not go to (26).

16. As you walk down the path, you hear the sound of shoveling. In the moonlight you can see the shapes of two goblins digging up a grave. You begin to ask yourself why goblins would be robbing graves, especially on a night like this one, but quickly put it out of your head. That's a mystery you feel better left out of. They seem really intent on their work so there might be a chance of sneaking by them without incident.

"YA STINKIN" GOBS! GET YER BLOODY MITS OFF ME FRIENDS!" Arwin explodes in anger from behind you. You close your eyes in frustration and shake your head.

The goblins look up and charge you with their shovels. They have HD 1, HP 6, and 1d4 Damage each. If you defeat them then you can either take the bend in the path(10)or go back the way you came(23). If they manage to defeat you, consider yourself lucky that you can't hear Arwin's fit of rage as he curses the goblins and your soul.

17. You are greeted with cheers as you walk through the doors of the Fantasia. A frosty pint of ale manages its way into your hand from an unseen benefactor.

"You look like a man with a story to tell.", Someone calls in your direction. "Make it a good one and your next drink'll be free."

Not one to turn down an offer of a free drink. You make yourself comfortable in a nearby chair, smile, and begin to tell your tale.

18. You ring the bell. The demoness shrinks back squealing in pain. A second ring drives her back into the darkness. A blood curdling scream rips through your brain and then she is gone. Go to (17).

19. Whatever this evil is, it realizes that you are too powerful for it. The glow fades to nothing in the quick of an eye. The girl/baby is gone too. You are a little stunned by what just happened but quickly recover. Do you want to go back and follow the howl(20) or are you too rattled and want to give up and just head for the Fantasia(15)?

20. The road continues on. A fog, more of a mist, is settling in. The chill still makes it's presence known. Up ahead through the fog, you can see the friendly glow of the Fantasia.

"Help me." says a strained voice in the mist.

You lower your head and shake it. Tonight of all nights, you think, this is how my luck runs.

Do you investigate the source of the cry for help(3) or do you just say forget it and head to the tavern(15)?

21. "This is it! Put me down!", Arwin cries out. "That's me grave right over there."

You take Arwin off your back and place him in the dug out grave. He has a big smile on his face.

"Thank ye sir. Thanks for putting me back in me hole. Here, before ye cover me back up, let me give ye this."

Arwin takes a silver pendant off of his neck and hands it to you. The shape of the pendant is like nothing you've ever seen before.

"That'll protect ye sometime. Trust me on that. Saved my life on many an All Hallow's Eve. Now be quick about burying me. I just want to go back to my eternal slumber and be done with all o this."

You take the pendant and put it on. You give Arwin a nod then grab a nearby shovel and quickly cover him back up with dirt.

A boney hand reaches out and gives you a pouch of 50GP then recedes back into the dirt. Go to (15).

22. As you read the parchment the witch begins to laugh. Your lips speak the final words as her laughter reaches a crescendo.

"You fool! You really don't know what you have done to your self now have you?"

Your body is suddenly wracked with pain. You drop everything you were holding. Your clothing feels tighter causing you to tear it off your body.

The witch bends to pick up the bell.

"You saps. You never learn.", she says before she turns into a ball of light and flies off into the night sky.

Your skin ruptures and your bones break before you collapse into a sickening ball of pain and agony. After a few minutes, you arise slowly until you are stable on all four of your legs. You let out a terrible howl to the wind and then run off into the night.

23. You walk past headstone after head stone. An uneasy feeling comes over you. Not that you'd show it, but you have just become scared of the dark. There's something there. You can feel it.

Out of nowhere you stumble over something. You look down and see it's the severed arm of a goblin.

"Hmhf, I knew it. The ghouls got them.", Arwin snorts.

The path turns 90 degrees. There is also a path cutting diagonally through the cemetery. Do you take the turn(25) or go back in the other direction(16)?

24. "Fair Lady, which way did this Black Howler go?"

"You-you are going to help me? Oh thank you sir! Thank you! The Howler wind went that-a-way." She points to the woods. "It was minutes ago. You may still be able to hear the howling. You MUST hear the howling."

"Lady fair, take yourself to the Fantasia. I will meet you there when I return."

With that you head into the dark woods. The full moon lights your way. You're a good bit into the woods when you hear it, a howling in the wind. It sounded like it came from your left but you can't be sure. Is it just the darkness of the woods being disorienting or are spirits toying with you? Suddenly off to your right you hear a rustling, just out of your sight, then what sounds like a whimper of a baby. Will you go to your left where you think the howl came from(12) or will you confront the rustling, hoping that maybe the howler dropped the baby there(6)?

25. The path is darkened by a cloud crossing in front of the moon. When it passes the bright moonlight uncovers a twisted form sitting on top of a tombstone right in front of you. The creature seems to be chewing on something, a bone perhaps. Unfortunately the moon has also revealed you to the ghoul. The foul undead creature slinks off of the stone, dropping whatever it was eating, and starts in your direction. The ghoul has HD 2, HP 13, and d6 Damage. If you win the fight you can continue on the path(21) or go back the way you came(10). If you lose the fight, well, sometimes dead is better.

26. If you have the bell then make a test against your INT. If you make it then then you remember what tonight is and all the creatures of evil roaming free. You

also remember that the bell's power against evil this night Go to (18). If you miss then you must fight her for your soul. Go to (4).



Black Friday

1. You walk up the path on your way as usual to the Fantasia Tavern, Dimble's finest proprietor of food and drink(or at least you believe it is). Having walked this path hundreds of times you let your mind focus on important decisions that must be made before you go inside the Fantasia's welcome walls, are you having mead or ale, and who is going to pay for it. Your mental deliberations are abruptly cut short as you walk directly into a wall...of people. A huge crowd of Dimble-ites has gathered in the middle of the square in front of the Fantasia. Confused and stunned as to what is going on, you look around for a familiar face that might be able to answer your questions. Your search ends when you notice Cecily and Brath standing outside the Fantasia's doors. Cecily waves as you approach but Brath just stares at the crowd, anger and disgust coursing through his rugged face.

“What the bloody Nath is going on out here?” you are almost afraid to ask.

“Everybody's waiting for the shoppe to arrive.”, Cecily answers you. Brath just snorts.

“The shoppe? What kind of shoppe could be just opening to get all these people so excited?”

Cecily looks at you and chuckles.

“They're not excited. They're preparing for war.”, She replies through her giggles. “It's not just any shoppe. It's Hill's. It's a traveling shoppe that comes around once a year. People buy most of their holiday gifts at it. Some will even finish for the season all in one day today. “

Brath snorts again.

“You said they're preparing for war, what war?”

Cecily looks at you a little puzzled then laughs.

“Hello, the shopping war, duh. It IS Black Friday.” She says smacking you lightly on your forehead. “Those people are going to fight and scrap for everything they can get their hands on. It's going to be a battle in there.”

Black Friday is real? You have heard the rumors before, but you always thought it was a myth. You turn and stare at the crowd in both awe and amazement.

“What's Brath pissed about?” you ask, sort of forgetting he was there. Brath turns to you and his face tightens.

“That bloody Hill's. Them people are going to fill up on that bloody orangy drink they sell and them salty dough twists. Nobody will come in tonight, and the ones that do will be like 'OOO I got this on sale', 'OOO I got that on sale'. The evenin' will be bloody ridiculous. It's the same every year”, Brath bellows at you. He turns back to face the crowd and snorts.

All of a sudden the crowd erupts with cheers and howls. The Town Guard doubles up to hold them back. A team of several horses ride into sight. The horses are pulling a good size wagon behind them. Mistrals on top of the wagon seem to be playing music but it can't be heard over the crowd.

"There it is." Cecily says.

The wagon comes to a halt. A man stands up from the drivers seat of the wagon and addresses the crowd, which is still too loud for the man to be heard. It doesn't appear anyone is listening as it is. A door on the side of the wagon slowly opens. The crowd overtakes the Town Guards and disappears through the door in a matter of minutes.

"Where'd they all go? Granted that's the biggest wagon I've ever seen but it was still only half the size of the crowd." You ask in astonishment.

"Oh it's much bigger on the inside." Cecily replies.

Brath just snorts.

"Oh for bloody Nath's sake Brath, it's once a year. Get over it." Cecily scolds Brath then turns and goes inside the tavern.

Brath snorts, glares at you, then follows Cecily inside.

To say that your curiosity is piqued about Black Friday is an understatement. Do you satisfy that curiosity(2) or do you just want to stay out of it and maybe preserve your sanity by going in the tavern and having a drink(6).

2. You enter the door and are immediately overwhelmed by the size of the place. The kind of magic that it would take to do something like this must be awesome indeed. You are brought back to your senses by the sounds of screaming and yelling, worse than on any battlefield. You look around and see people everywhere arguing and fighting with each other over the items on sale here, grabbing at things as if in a twisted game of tug-o-war. Make a test against your WIS right now. If you make it go to (12). If not go to (8).

3. The goblins are HD 1, HP 8, 1d4 Damage each. If you win the fight you can go to the left(5) or to the right(16). You can also choose to go through the curtain to see just who this "Master" is(7).

4. There's a curtained doorway here. A sign above the curtain reads "Magic Items". A smaller sign underneath it reads "One To A Customer". You go to check it out but too goblins on either side of the curtain stop you.

"Hold on Hoss. You can't go in there until the Master is done shopping." Says one of the goblins.

"Yeah, he's got a coupon to use." says the other.

You look up at the signs again and notice a third one that reads "Sorry. No Coupons." Something's not right here you think. These goblins are up to

something.

Suddenly a woman comes running out of the curtain screaming. On of the goblins trip her and she goes sprawling into a pile of stuffed wyvern. Both of the goblins burst out laughing. Do you do something about this(3) or do you just move along to the left(5) or to the right(16).

5. There is a neatly stacked display of boxes here. A weird sort of croaking can be heard coming from random boxes. Make a Level 2 Save against your Luck. If you make it then you can go to the right(20) or down another aisle(15). If you miss an Ogre Manager swears at you in your native tongue, pulls out a wand and zaps you with it for 1 die of damage. You can run down the next aisle(15) or head to the right(20).

6. Brath looks a little shocked as you walk into the Fantasia and sit at the bar. Cecily smiles at you and then continues cleaning up the place. Brace places a large mug of ale in front of you and...smiles.

“Good choice.” He says then turns to straighten the shelves behind him. “This one's on the house.”

You smile to yourself as you sip the ale. You decide you'll have some mead next, and you might even pay for it.

You get a free drink for your choice today.

7. You enter through the curtain to find a room stocked with any kind of magical item you can think of(yes, even that). A group of people are huddled together in fear. A large goblin with a crown is standing there holding several wands and laughing in merriment. Someone from the huddled group tries to run for the exit. The Goblin King lashes out with a particular wand and the person is suddenly turned into a brightly colored flarg.

Do you take down this Goblin King(9)? If you try to sneak back out make a Level 2 save against your Luck. If you make it then go to (20). If not then the Goblin King notices you and zaps you into a colorful flarg as well.

8. You have been hit by a flying Fist of Force spell for 1 die of damage. If you are still alive you shake it off and look for who might have cast it at you. Quickly realizing it could have been anyone, you decide to move on. Do you go left(10), right(13), Straight ahead(4), or go back to the Fantasia(6)?

9. The Goblin King is HD 3, HP 15, and 2d4 Damage . If you have a ranged weapon or try to get off a combat spell(one that makes a ranged attack) make a test against your DEX. If you make it then you get a free attack the first round. If you roll a 20 when Defending you get turned into a flarg just like the poor person before you. If you win the fight go to (14).

10. You come across a huge display of nicely polished and new hafted weapons in the center of the aisle, which you'd probably stop and take a look at if it wasn't for the rather large female ogre standing in front of it. You feel a little nervous twitch in your guts as she locks eyes on you.

“Don't even think about it.” She says to you. Her eyes throwing imaginary daggers in your direction. “My Bub is coming to take a look at these and I got's them covered until he gets here. You's can look after he's done.”

Without breaking eye contact on bit, the ogress pulls out a large club and begins tapping her open palm with it.

You can make a break for it and go to the entrance(19) or head down the next aisle(17). You can also try to take her on.

If you choose to take her on she and her club are HD2, HP 14 and d6 Damage. If you manage to get her HP to 4 or less(You don't kill her even if her HP goes to 0 or less) she runs away crying and yelling for her “Bub”. As she runs away, the mob that's been waiting for her to leave converges on the display stripping bare before you can even take a glimpse at it. You can pick one of the choices in the previous paragraph to go next.

11. You come to an area filled with pots, pans, and magical automatic food preparers. A raggedy old woman with a wart on her nose and a glint of evil in her eye spits at you and quickly grabs the last of something called a “juicer” off of the selves in front of you. She laughs at you and makes a gesture. Two skeletons quickly rise from the floor. She says something to them that you can't hear. The skeletons turn and begin to head right for you. They are HD 2, HP 10, and d6 Damage each. If combat last more than three rounds then the skeletons crumble into dust and the woman and her “juicer” are nowhere to be found. You can go down the aisle(13) or to the left(4).

12. You have the strange feeling that you just barely missed something bad happen to you. You think now might be a good time to move on. Do you go left(10), right(13), Straight ahead(4), or go back to the Fantasia(6)?

13. You find yourself in the “Unmentionables” section. Apparently you can only mention them if you are female. If you are male make a test against your INT. You if you make it then you notice an arrow coming your way, so make a test against your

DEX. If you missed then the arrow just grazes you and you take d4 in damage. Make a test against your WIS. If you missed then a second arrow hits you in the leg for another d4 of damage. No matter if you male or female or you make the tests or not you should get out of here quickly. You can go to the entrance(19) or up the next aisle(11).

14. The Goblin King falls dead at your feet. The group of people huddled together slowly rise and begin clapping in your honor, thanking you verbally for saving them. A well dressed man bursts through the curtain. You recognize him as the driver of the wagon. He looks in shock at the body of the Goblin King on the floor then at you and smiles. He runs up to you and begins to shake your hand.

“Thank you so much! I'm Mr. Hill. The owner of this fine store. I want to thank you personally for vanquishing that pest.” Hill turns and looks back at the Goblin King's body. “He's been a bother every time we come here.”

Hill begins to rummage through his pockets until he pulls out a piece of paper. He turns to you smiling again and hands the paper to you.

“Again I can't thank you enough. Please take this coupon for 10% off any item. Oh, on your next visit and not on magic items I'm afraid. Thank you. Thank you again.”

Hill snaps his fingers and two huge Ogres come out and carry off the body of the Goblin King.

“I'm afraid this department is closing. Everyone will have to please vacate this area. Please enjoy yourselves in the rest of the store and help yourselves to some of our great deals!” He turns and walks back through the curtain.

You can follow the rest of the shoppers back through the curtain(20) and try to make it back out of the store.

15. There is nothing here but an empty display of what was apparently hafted weapons on sale. You can go to the entrance(19) or head down the next aisle(17).

16. There is a sign here that says Juicers and a bunch of empty shelves. You can go down the next aisle(15) or to the left(20).

17. In your haste you run smack into a display of boxes. Make a Level 1 Save against your Luck. If you make it then nobody has seen you and you can make a quick escape to the right(4) or back down the aisle(15). If you miss the roll then a nasty Ogre of a Manager has seen you. He does not look happy at all, but when does an Ogre ever.

“Hey, what's the big idea? It took me all morning to stack those boxes. Now see what you've done? Now I'll have to catch all those flargs before they get away.” He scolds.

You look down and see large, colorful, frog like creatures with one eye hopping all around. If you try apologizing make a test against your CHR. If you make it the Manager tells you it's ok but you better hope he doesn't catch you in this department again. You can take off to the right(4) or back down the aisle(15). If you miss the roll then the Manager pulls out a wand and points it in your direction. You feel suddenly compelled to catch all the flargs, put them back into the boxes, and fix the display. Before your finished the Manager blurts something out harsh in Ogre then kicks you promptly in the shin(take 1 point of damage). As he storms away you feel back in control of yourself. You can now go to one of the above directions.

18. You fight upstream against the customers who are still pouring in through the door. You get stuck at the door, still fighting your way out. Suddenly there is a loud "POP" and you are sent flying through the air, landing on you posterior in front of Wendis Portay. The 8 year old girl points at you and giggles before skipping off. Give yourself a level for surviving Black Friday, but subtract points from your dignity.

19. You are at the entrance. People keep filing in. You can go to the left(6) or to the right(13). You can also just leave(18).

20. There is a sign on the wall that reads "Magic Items". Underneath the sign is an iron door with a huge bar across it. A sign on the door reads "This Department is CLOSED". There is also a scattered bunch of stuffed wyverns here. You can go to the left(5) or the right(16).

Beware, The Viper!

1. It's the day before the Longest Night Festival in the small town of Dimble. As per usual, you are spending time in The Fantasia Tavern, effectively keeping one of the chairs from floating to the ceiling. You seem to be the only patron this fine afternoon. Brath the bartender and Cecily the serving wench are hastily decorating the place in between tolerating your presence, seems you are actually paying for once.

"Brath! May I please be set up with another round? What the hey, a round for the entire place even. I'm buying!" You say with a smirk. Brath mostly unamused with your humor this day draws you an ale and takes your money.

"Tindershins!" Cecily erupts, then blushes after realizing what she said.

"What's the matter?" Asks Brath.

"I just ran out of ribbon and those paper things."

"Well go get some more."

"Ok but you have to come with me."

Brath looks like he's getting annoyed.

"Why the bloody gobs do I need to go with you?"

"That guy at the shop creeps me out with all that staring he does."

"Y'mean the cyclops?"

"Yeah."

"Oh bloody gobs, alright." Brath turns to you. "As much as I want you to leave, I needs you to stay here and watch me tavern."

"Me?" You surprisingly ask. "Don't you trust me?"

"No.", he says, " but I need someone here in case The Viper pops his bloody head in."

"The Viper?"

"Yeah."

You have no idea who, or what this The Viper is but if it means the chance of free ale for protecting the tavern then...

"Sir, I will watch for this The Viper like my life depends on it."

"Ok then." Brath sighs. "C'mon Cess, let's make this quick."

Brath and Cecily quickly exit the tavern, leaving you all alone...in a tavern...alone...waiting for The Viper to show his ugly head. Who ever this The Viper is. You quickly drain your ale at the thought of it.

You see yourself as having two options you can get another ale and wait (3) or see if anyone just outside the tavern knows anything about this The Viper character(2)

2. Poking your head outside, you see Jarell Krenn walking by with a big sack over his shoulder. Do you ask him about The Viper (5) or wait for someone more reliable to walk by (4)

3. You pour yourself another ale and sit firmly in your chair, eyes on the door, waiting for The Viper. Suddenly there's a thud against the front door. You get up cautiously and slowly open the door to find an arrow stuck into it with a scroll attached. You pull it from the door and quickly duck back inside. Unrolling the scroll finds a message that reads "I am coming! You have 10 minutes!" and it's singed by The Viper!

This is it you think. You duck behind the bar drawing your weapon...lying in wait for The Viper. Go to (7)

4. Soon after Jarell passes by, Wendis Portay comes skipping by. Since Wendis is only 8, you decide she probably doesn't know anything or would give you a straight answer. Kicking yourself for not asking Jarell, you slink back inside the tavern to pour yourself another drink and wait. Go to (3)

5. Jarell looks at you blankly, "The Viper? I got no idea but it sounds dangerous. Listen, I have to take this sack of chickens over to Mayor's office. Want me to alert the Mayor and see if he'll send some guards?"

If you'd really like the idea of the Mayor sending guards to defend the tavern, and the town from The Viper go to (6).

If you'd rather have the glory for yourself and another drink go to (3).

6. 20 minutes later you realize that Jarell was good to his word as 10 of the Town's guards come marching into The Fantasia.

"So, where is this Viper?" The Guard Captain asks staring steely into your eyes.

"He hasn't shown his ugly head yet but I suspect it could be anytime now." You really have no idea but are trying to make a good show. Suddenly there's a loud thud against the door. One of the guards cautiously opens the door, retrieving an arrow with a scroll attached. The guard unrolls the scroll to find a message that reads "I am coming! You have 10 minutes!" and it's singed by The Viper!

"This is it boys, be ready!" The Guard Captain barks as the men all draw their weapons. You draw yours too, wondering how you can conveniently dive behind the bar when the action starts. Everyone stares at the door in wait for The Viper. Go to (8)

7. 10 minutes go by, then 15, soon 20. All of the free ale you've drunk while guarding The Fantasia are starting to make you a little sleepy. The Viper hasn't shown up yet and the chances are he might not. You decide to take a small cat nap

until he or Brath make an appearance. Your eyes start to close as loud, bustling noises burst through the front door.

“Where are you at? I know you're here. You know what I'm here for!” Says a booming voice.

This is definitely it. You have to confront The Viper. You just wish it wasn't alone. Tightening your grip on your weapon and spring from behind the bar. Glasses and bottle fall and break all around you as you clear the bar. As your movement ends in a warrior pose 3 feet in front of The Viper, Brath and Cecily burst through the door behind The Viper. Ah ha, I won't have to face this foul beast by myself after all you think.

“What the bloody Nath have you done to me bar!” Shouts Brath. You can almost hear the veins popping.

“What? I, uh, Brath, it's The Viper! Get him!” You start to shout but quiet down after you hear the sounds of giggling coming from Cecily. Not sure what is actually happening, you find yourself staring at an old man with a bucket and rags.

“YOU NIT!” Brath explodes.

“What is going on here?” says a scared old man. “Brath, you don't want your windows viped?”

In the next second you find yourself flying out of the front door, landing on your posterior in front of Wendis Portay. The 8 year old girl points at you and giggles before skipping off.

END.

8. “We should hide and surprise The Viper when he comes in!” You suggest.

“Ah tactics, I like that.” says the Guard Captain. “Men be hidden and quickly!”

With a scurry, all the guardsmen duck behind corners and tables. You make a hasty retreat behind the bar. 10 minutes go by, suddenly there's a loud and bustling noise bursting through the front door.

“Where are you at? I know you're here. You know what I'm here for!” Says a booming voice.

“Now!” shouts the Captain.

You decide to let all of the guards go first. You'll provide back-up if necessary.

“What the bloody Nath is this!” You hear the Captain shout.

You listen to hear the sounds of action, but there doesn't seem to be any.

Poking your head above the bar, you see all of the guards pointing their weapons at a scared and shaking old man.

“Are you The Viper, old man?” asks the Captain.

“Vy, yes I am.” replies the old man.

“Just what is your business here. Why are you threatening this establishment?”

“Threatening? I'm The Viper. Brath hires every year to vipe the windows for

the Longest Night Festival. Did I do something wrong?"

Red faced, the Captain turns your way. He makes a motion and two guards grab you by the arms. "Take him to the Mayor's office!"

They drag you out the door. Still not sure what just happened, you begin to wonder what the Mayor might be serving for the Festival. 8 year old, Wendis Portay points and giggles at you as the guards drag you by before she skips away.



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