



The House of Wish and Wonder

**A
Tunnels & Trolls
GM Adventure**



**By Mark Thornton
Published by Khaghboommm Press**

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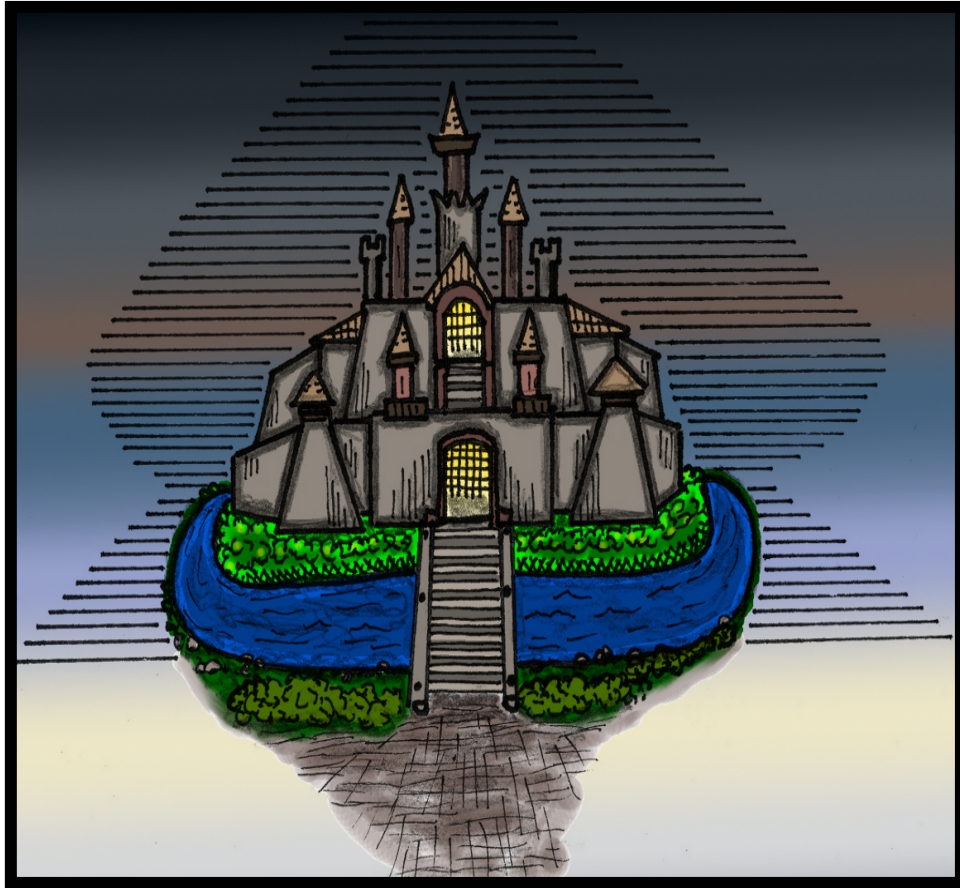
Credits

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Tunnels and Trolls is a game created by Ken St. Andre and published by Flying Buffalo, Inc.



The Setting

This adventure is set in **Castle Lostreld**, over 300 miles to the north-east of Khaboom. The castle and its inhabitants are all drawn from my 'Whodunnit' solo, "**The Poisoned Chalice**".

Opening Gambit

The players receive an invitation, delivered with a puff of smoke and literally out of thin air, from Lord Shivorq, Master of Castle Lostreld, to take part in an adventure at the castle for the entertainment of his guests and a grand banquet.

Players are free to accept or decline as they wish. They receive details of the other adventurers invited to perform for the amusement of the high and mighty. Fair warning is given: although they stand to gain in fame, fortune and power if they do well in the **House of Wish and Wonder**, they must also risk their lives and are bound to explore a minimum of ten rooms, should they accept.

The fulcrum of their time on centre stage is the search for Wish Stones. There is to be one hidden, or only made accessible once particular obstacles have been overcome, in each room. These stones have the power to grant minor wishes (at the GM's discretion and ramped up by the level of the WIZ SR made by the adventurer making the wish – which must be articulated precisely, for the GM may well aim to make these wishes backfire if the words allow room for different interpretations!).



The Protagonists

In our game, they were as follows:

1. Broadless, a dwarf '**Liability**' (an anti-warrior/wizard, often bringing disaster to those around him)
2. Hyacynth, an elf sorceress, forced to pose as Broadless' servant
3. Cedric, a human mage, also forced to pose as Broadless' servant but with rather less grace than Hyacynth
4. Nipsy, a kobold warrior, helplessly in love with Broadless and quick to correct inattention and bad attitude in Broadless' servants

The Antagonists

1. Lord Shivorq, the hereditary and popular Lord of Castle Lostreld, the host of the banquet for the entertainment of friends and allies who might not otherwise have made the long journey to the isolated castle
2. Nethalkan, aging wizard (L13) and vizier to Shivorq, playfully senile – with a ‘*fiddlydee!*’ gleeful catchphrase, the creator of the House of Wish and Wonder and the Wish Stones themselves
3. Lady Laravale, calming wife of Lord Shivorq
4. Captain Irak’tor, Lizardman guards captain (L8 warrior)
5. Romario, itinerant dwarf warrior, willing drinking buddy and someone who has declined an invitation
6. Horacio, sergeant in the guards and brother to Romario
7. Levrona, Nethalkan’s ambitious apprentice (L5 witch)
8. Squibbles, a gnome, Lord Shivorq’s valet
9. Havrel, an elf, castle tailor
10. Bouziri, eunuch, seneschall to Lady Laravale
11. Sid James, bookie, making the odds for the House game
12. Varus, Master of the Lostreld Hunt
13. Oliver, heir to Lord Shivorq
14. Dunstance, a rich man from Khaboom, sharing the carriage with the players on their journey and landlord to Nipsy (who lives in a large kennel in his gardens)
15. Funny Freddie, owner of the Arrow Express Transport company in Khaboom
16. Petronella, human barbarian (L4) and captain of the coach guard for Funny Freddie (two archers are with her)
17. Mac Van Duzer, human, driver of the carriage taking the players to Khaboom
18. Zameul and Terk, human warriors (L1), castle gate guards
19. ... and any guests you care to have at Lord Shivorq’s tables to add lustre, detail and depth to the game

Pre-Entry Antics

Before the players enter the House of Wish and Wonder, have them find a way of connecting with each other and then getting their travel organised with Funny Freddie. The journey itself will take over a week so there will be plenty of opportunities for road encounters and in taverns for overnight stays. Conversations with other passengers in the carriage can be developed.

Entry into the castle and then security clearance can be explored. They can arrive a day before the banquet so they will have the time to meet castle folk (go on a hunt perhaps). Sid James will want to meet them and assess their chances for his bookmaker operations.

Nethalkan and Leverona will also want to meet them to tell them more of what is expected of them – no dull sitting about, recovering WIZ – and to tell more about the Wish Stones. They are 2 inch star-shaped black stones, sparkling with quartz, and with a question mark shining in the centre (this vanishes when the wish has been made); they are worth some 200 GPs without the wish property but with it still ‘live’, it would be a matter of ‘willing seller meets willing buyer’.



The House

Lord Shivorq and his guests watch the players in the House on large scrying stones in the great hall. The double doors that are the way into the House have outside them a series of benches for the players to sit on as they wait for the doors to be unlocked and for them to meet the most distinguished of Lord Shivorq's guests in the half hour before the entertainment begins.

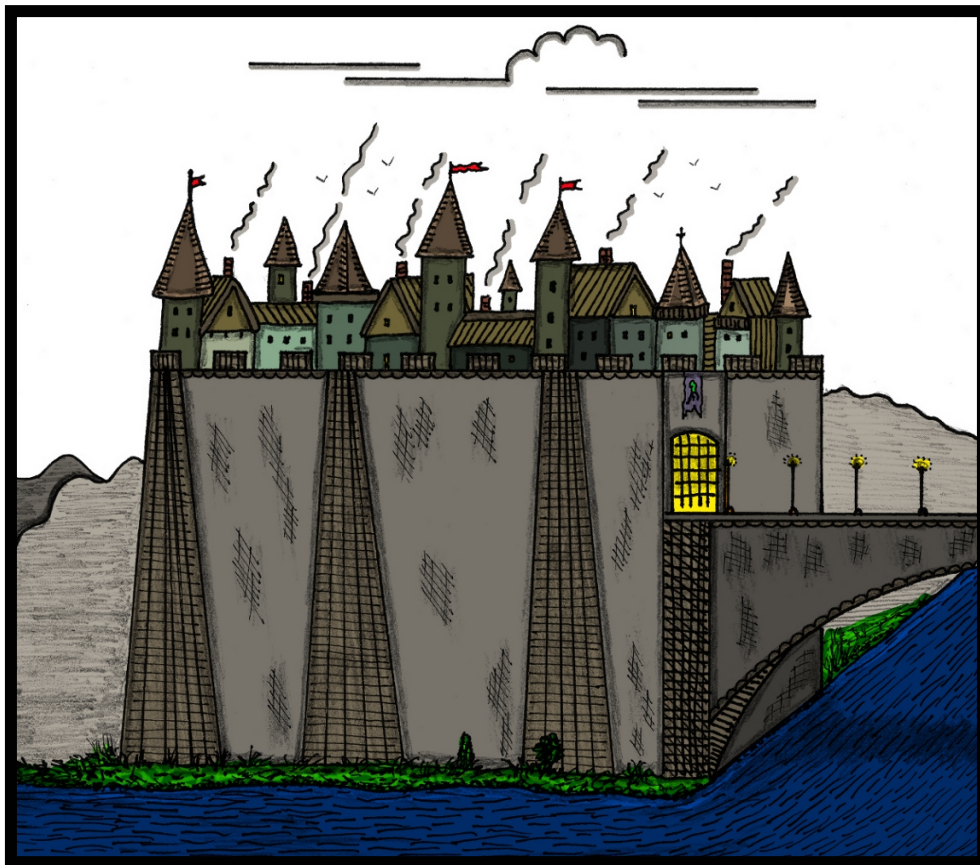
As GM, you should design challenging rooms, filled with deadly traps –e.g. the library with deadly knives that fly out from bookcases when dusty tomes are removed). Use standard rooms such as a kitchen, laundry, dining room and so on but fill them with strange objects, ordinary objects with magical properties; use strange rooms (an observatory or a shrine) and give players sequential challenges with the room's stone only appearing at the end of the sequence; think 'Clue(do)' for more rooms; add strange creatures (gingerbread men in the kitchen, the Three Little Pigs anywhere you like – let your imagination explode!).

Don't be afraid to hurt or kill players who are rash or unlucky – they should be faced with burning up wishes to save or heal comrades (or to be selfish and leave the dead to rot).

Aftermath

Our game had both Lord Shivorq and Nethalkan killed as the banquet got out of hand (yes, you can switch been the House and the banquet – my players were always asking, 'What does Lord Shivorq think of...') and the game-within-a-game took off).

Some of the PCs might want to stay at Castle Lostreld. There are always jobs going as life is not always long there.



Rules for a 'Liability' character

All attributes must be 9 or less when rolled (pre-modifiers)

Premise

He/she may affect anyone he/she came into direct contact with if:

1. He/she *failed* a L1 SR on LK and
2. The person encounter failed a L1 LK SR

The Liability can never increase his/her LK and he/she can only ever get to add 1 for level, no matter how high he/she rises (rising at all seemed unlikely) He/she could only affect a particular person once per day unless he/she really got actively involved with the Liability

- He/she affects creatures with no less than horse-like intelligence
- To affect less intelligent creatures requires a critical fumble on their part

You may award a bonus talent for playing the lyre, just for the sake of the pun, but he/she needs to make a L1 SR on CHR otherwise he/she leaks sweat from his/her armpits copiously and odiously.

Specific focussing: So, if he/she MAKES a SR on LK he/she increases the target's LK SR level i.e. if he/she makes a L2 SR on his/her focus talent (based on LK) at, say, L2 then the target's LK SR would need to be at L3 to avoid the liability affect - which the GM must gauge (or the player in a solo).



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