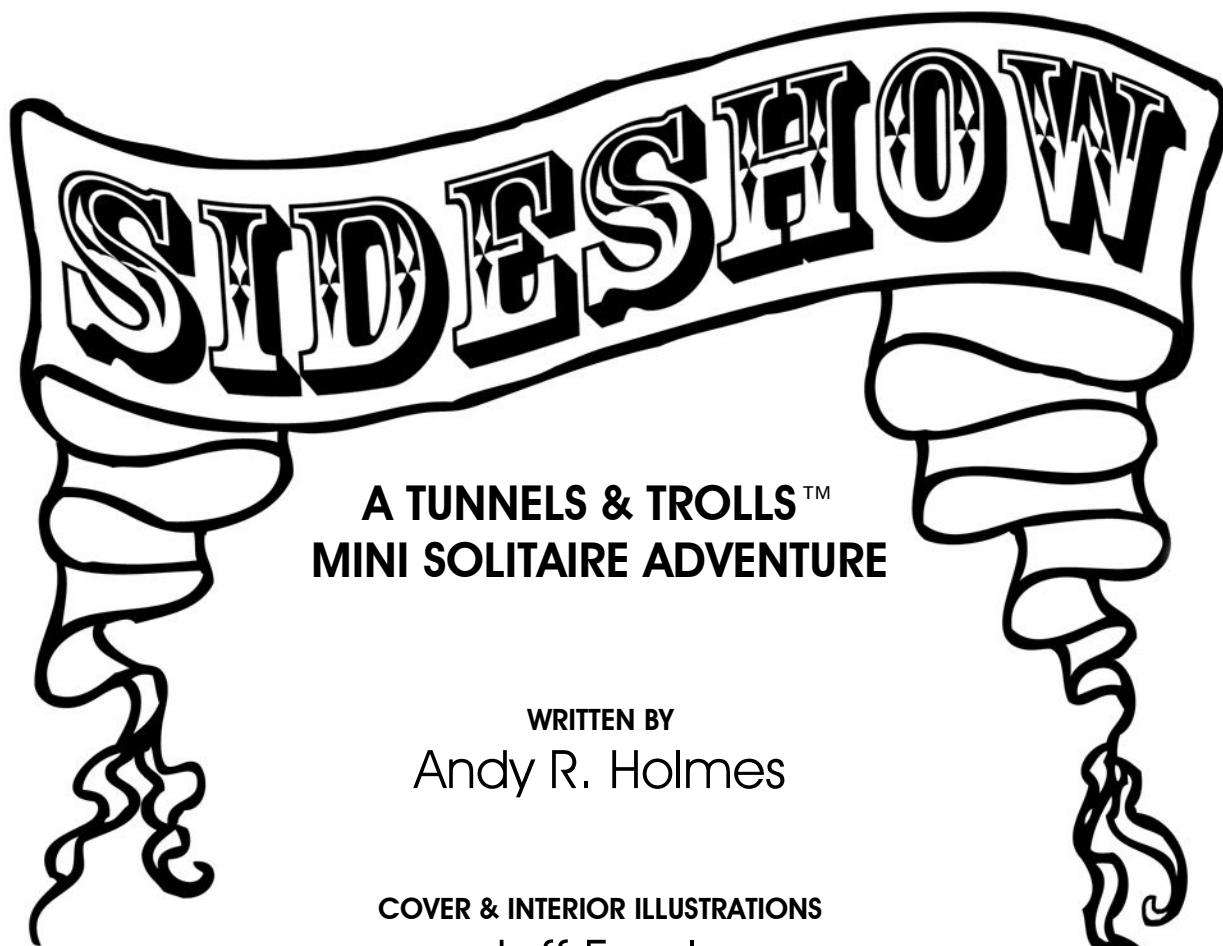


A Tunnels & Trolls Mini
Solo Adventure

SIDESHOW



Written by **A.R. HOLMES**



**A TUNNELS & TROLLS™
MINI SOLITAIRE ADVENTURE**

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USEFUL ABBREVIATIONS

1D6, 2D6: One six-sided die, two six-sided dice (and so on)
AP: Adventure Points
CHR: Charisma
CON: Constitution
CP: Copper pieces
DEX Req.: Dexterity required
DEX: Dexterity
GM: Game Master
GP: Gold pieces
HPT: Hit Point Total
INT: Intelligence
L1, L2: Level 1, Level 2 (and so on)
LK: Luck
MR: Monster Rating
SP: Silver Pieces
SPD: Speed
SR: Saving Roll
STR Req.: Strength required
STR: Strength
WIZ: Wizardry
WU: Weight units

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INTRODUCTION

It is a slow day in Leechwater. Darrgh's Den is closed due to an outbreak of dough-foot, and most of the taverns are peaceful following a wild weekend of brawls and drunken debauchery. You are slightly hung-over and tired following a rather pleasant night spent at one of the city's more savoury establishments, where you relieved yourself of a handful of gold, which in turn bought you every manner of pleasure at the hands of several of the city's finest ladies of twilight.

However, it is still several days until your next adventure, and that shouldn't be too taxing as it is just a foray into Goblin Crag, which you have heard is a walk in the park. Mind you, the strange fellow named Dekh, whom you met in the boudoir of Dixie the elf last night, didn't seem to be that knowledgeable, but insisted that you should go and try it out anyway. Maybe he has shares in the place?

No matter, when the time comes, you will no doubt decide whether to go or not. But for today, all you are up for is a walk on the edge of the city, a largely unexplored area for you. After an hour or so of wandering through cobbled alleys, market stalls and colourful gypsy caravans, you turn into a street you had not heard of before. Looking at the city map that you bought from a sly looking hobb last week, the street does not seem to appear. Nevertheless, you wander down Ominous Way and soon you spot a strange doorway. A flashing sign, which must be magical, simply reads, *Sideshow – Please Enter*.

Peering through the door, which is ajar, you can see an area filled with tents and caravans. There appears to be some sort of ticket booth just through the door, and behind it is a huge arrangement of canvas tents supported by tall posts and held upright by wires. It appears to be some sort of amusement attraction. Well, this is most unusual! Perhaps it is a travelling gypsy camp, where you can get your fortune told in tea leaves, try your hand at the wheel of fortune and win a goldfish in the hoopla! Yes, that all sounds like good clean fun, and a good way to spend the rest of the day. Checking that you have some gold and silver to spend, you step through the door and head for the ticket booth, where you see a dark figure sitting.

Although you cannot hear him, the creature in the pay booth smiles and mutters to himself as you approach, "Heh heh heh, prepare the show, for here comes another..."

To enter, go to Paragraph **1**.

To try and sneak in without paying, go to **67**.

Note: Paragraphs with a ★ allow the use of magic. Consult the **Magic Matrix** at the end of the Solo Adventure section.

THE SOLO ADVENTURE

1

Cautiously, you step into the pay booth, where a sinister looking dwarf sits behind a glass screen, into which an opening has been made. The dwarf, who tells you his name is Rag, smiles uncomfortably at you and speaks with a gritty accent in your native tongue, "One piece of silver, squire, and in you go..." He holds out a wart-covered hand as you drop 1SP into it. He quickly closes his fist around the coin and drops it behind him on his side of the darkened booth, out of sight. You hear it clang into a bucket, which sounds quite empty apart from maybe a few other coins.



Rag grins again and beckons you forward, where the beaded curtain provides entrance to a dimly lit corridor of canvas. The whole sideshow seems to be made up of interconnected tents. As you hesitate, Rag extends a warty-finger towards the curtain and asks, "Well, what are you waiting for? Go in, please, and enjoy the Freakshow Theatre, heh heh heh..."

If you go through the curtain, go to **21**.

If you attack the dwarf through the glass window, go to **30**.

2

The monster is dead. If you search the room you risk capture, so will need to make a L1SR on LK. If you fail go to **65**. If you make it, roll 6D6 and claim the result in GP, which your search uncovers. You had better leave quickly before someone discovers that you have slain one of the attractions! Return to **4** and leave.

3

It is quick and easy. You may take no AP for this cowardly act and as punishment you must lower your CHR by 1 point permanently. The creature howls loudly and agonisingly, and the noise carries far.

Make a L1SR on LK. If you fail, the noise attracted the guards, who capture you, go to **65**. Otherwise, searching the filthy straw in the cage results in finding 3D6 GP. Now return to **4** and choose an exit to leave by.

4 *

You stand in a room that is almost completely dark, being lit only by one small green lantern that rests upon a small triangular table in the corner of the room, and is very warm and stuffy. Opposite you is another archway with a black curtain hanging inside it.

In this room is a cage, and inside you can see the dim outline of a person or creature, you are not sure which. The aroma in here is rather distasteful.

To leave the room by the way you came in, go to **55**. If you leave by the opposite archway go to **20**. If you carry a lantern or torch, or can generate light in some other way, and wish to make it brighter in here, go to **47**. If you investigate the cage, go to **43**. To cast a spell, refer to the **Magic Matrix** at the end of this adventure. To search, make a L1SR on LK. If you make it, go to **19**. If you fail, you find nothing here; continue your adventure by making another choice above.

5

Are you mad? If you followed the guidelines of the solo, you will be a L1 character. You will surely perish at the hands of this mighty warrior! The two-headed ogre laughs at you, both heads howling with mirth at your puny challenge! Make a L1SR on INT. If you make it, go to **14**. If not, return to **20** and choose another option.

6

You are outside amongst the caravans and tents of the sideshow companions. Roll for a **Wandering Freak** on the table at the end of this adventure.

After your encounter, if you have one, you may approach the dirty-white tent towards the rear of the camp by going to **24**, or enter one of the many caravans that stand all around you by going to **57**.

7 *

From within the tent emerges a short, thin man dressed in a long, dirty-white coat stained with blood and gore. He wears a facemask, walks with a wooden leg and carries a silver-topped cane, which he uses as a walking stick, and his eyes are shaded by small, round spectacles.

Behind him walks a dead man, his head held together by iron bands and with gaping holes in his torso, crudely bandaged and still dripping gore. The zombie walks with a stunted, surreal movement as if it has feet made of lead and it has forgotten how to walk. Its dead eyes stare without seeing, but it regards you with horrific curiosity.

Upon seeing you, The Professor, the man with one leg, raises his silver-topped cane towards you. Behind his dirty facemask he is laughing. The zombie sits down in the mud surrounding the tent and begins to poke its fingers into holes in its head.

If you attack The Professor, go to **61**.

If you flee, make a L1SR on SPD. If you fail, go to **45**. If you make it, you run through the tents, caravans and stacks of boxes and out into the dark alley. You do not stop until you are far away from the sideshow, and you never return. Go to **64**. If, however, you surrender yourself to The Professor, fearing that his dark magic will kill you, go to **38**.

8

Unfortunately, you have been discovered!

A large ogre dressed in a leotard grabs you and holds you in a headlock from which there is no escape. The hulk-like creature walks silently towards a black caravan, holding you tightly, almost strangling you in the process.

In front of the black caravan squats a hideous creature. It is a gargoyle with the head of a small boy, which grins inanely as the ogre approaches. Gargoyle Boy begins to perform tricks and somersaults as you are tossed through the open door of the sinister caravan.

Inside sits a man, dressed entirely in black and wearing a white facemask from which a red drop of blood drips from the left eye. He regards you with interest. "Everyone who comes to my carnival comes to me sooner or later. Now then, just what shall we do with you, hmmmm?"

The ogre remains standing in the door, blocking your escape, and you feel great power from the man in black, known to all as The Ringmaster.

Roll 1D6. On a roll of 1 or 2, go to 13. If you roll 3 or 4, go to 28. If you roll 5 or 6, go to 62.



9

You are taken to the tent of The Professor; a short, thin man dressed in a long, dirty white coat stained with blood and gore. He wears a facemask, walks with a wooden leg and carries a silver-topped cane, which he uses as a walking stick, and his eyes are shaded by small, round spectacles.

He transforms you into another creature by means of dark and scary magic and surgery! You are given one of the following physical attributes in the table below. Follow the instructions for your character and after working for the travelling sideshow for 1D6 months, you are free to go, with 100 AP per month you work. **The End.**

ROLL 1D6	PHYSICAL CHANGES APPLIED
1	You have the head of a lizard. CHR reduced by half.
2	You grow thick, red hair all over your body. CHR as above.
3	You grow gills and may breathe underwater from now on.
4	You grow horns and your eyes turn red. CHR increases by 4.
5	You are now a half-orc. No attribute changes apply.
6	You grow female breasts! CHR increases by half as much again, but INT drops by 1 point! If, however, you are female, your breasts grow twice the size, increasing your CHR by 1.5!

10

You may take a total of 6D6 SP from the takings bucket inside Rag's booth. Make a L1SR on LK. If you make it, you may now enter the sideshow through the beaded curtain at **21**. If you fail the saving throw, go to **16**.

11 *

The freak has an MR of 36, and is a dirty fighter. Each round you will lose 1 point of CON as the creature manages to stab you, despite the outcome of the round. To cast a spell, refer to the **Magic Matrix** at the end of this adventure.

If the fight is going badly and you wish to surrender, beg for quarter and give up the fight, go to **38**. If this fight kills you, go to **59**. If you kill your foe, make a L1SR on LK. If you fail, go to **16**. If you make it, you hear heavy footsteps approaching and quickly dive through a rip in the tent wall. Go to **6**.

12 *

You have entered a large tent, which is roughly circular. Around the perimeter is a row of low wooden benches, and straw covers the floor. There is another opening in the tent opposite to the one you came in through. It is surrounded by all manner of colourful designs and pictures of weird animals and freakish circus performers.

Suddenly, a four-armed man appears in the centre, wearing a tight-fitting red and gold leotard. He is juggling many balls, some of which appear to glow, whilst others are on fire. His face is painted in red and yellow to resemble flames, whilst his eyes are rimmed with black.

A high-pitched voice from behind you says "Welcome to the Circus of Terrors. Please take a seat..." You spin around to see a leprechaun smiling at you and beckoning you to sit on the benches surrounding the ring. His skin is green and his teeth have been filed to points. Dried blood has caked upon his chin and fingers, and his piggy eyes are yellow.



To take a seat, go to **58**. If you attack the leprechaun, go to **27**. If you attack the juggler, go to **42**. To flee the circus ring, go to **55**. To cast a spell, refer to the **Magic Matrix** at the end of the adventure.

13

The Ringmaster has you bound and gagged and taken to the tent of The Professor. What happens next is too horrible to describe. You will spend the rest of your days working for the travelling carnival as one of the freaks. You were unconscious for some time, but when you awake, you are in a cage with dirty straw on the floor. You catch your reflection in a shining lantern and scream until you can scream no more. Above your cage the sign reads *See the amazing half-man, half-fly, caught in the jungles of Da'gesh!*

The End.

14

Whilst the ogre laughs, you stab him in the throat, heart or neck, which kills him instantly. Perhaps he wasn't the mighty warrior he boasted to be anyway! You may claim 100 AP and, if you wish, you may claim one of the captive girls as your own. If you do this, roll her up when you leave the adventure. She is a citizen and may not assist you for the rest of this adventure.

Now return to **20** and choose an exit to leave the room by. If you search the area quickly before leaving, make a L1SR on LK. If you make it, go to **19**. If not, you find nothing so leave the room.

15 ★

There are three Killer Clowns, each with an MR of 18. They are fast and furious, and however the combat goes each round, you will always take 1 point of CON damage as they manage to stab or cut you during the fierce battle, even if you seem to be winning the fight. If you surrender, go to **38**. If you kill them all, go to **23**.

16

Alas, your fight has attracted the attention of some of the sideshow staff. Two large ogres dressed in leotards grab you roughly and the largest of them holds you in a headlock from which there is no escape. A tall, pale man, wearing black clothing and a white mask painted like a sad face with a solitary red tear running down from the left eye, appears as if from thin air and regards the scene before him without speaking.

Make a L1SR on CHR. If you fail the roll, go to **26**. If you make it, the ogre wrestlers take you outside, beat you within 2 CON points of your miserable life, take all treasure you may be carrying and throw you across the street.

If you ever try to enter the sideshow again, you will be killed instantly, so go home.

The End. 50 AP.

17

The leprechaun falls bleeding to the straw-covered floor. Then you remember the juggler. If he had gone to summon aid he will soon return, so you must be quick!

To search the circus ring, go to **63**. If you leave the same way you came in by, go to **55**. If you leave through the opposite entrance, go to **35**.

18

The spell reveals a hidden door in the painting of the arena on the wall behind the creature. As it expounds upon its many victories, and lusts drunkenly over the naked captive girls at its feet, you slip unnoticed to the painting and open the secret door. It leads to the ogre's trophy room! Here you may steal one trophy before you are noticed. Roll 2D6 and multiply the result by 10 for the worth of the trophy in GP. Then, you slip out into the room, where the ogre is still shouting and boasting of his many victories, allowing you to leave the room quietly! Return to **20** and choose an exit to leave by. (The treasure is your reward here, so 0 AP is awarded.)

19

You have found a rip in the tent of the walk-through sideshow. Peeping through it, you see no one around, just some boxes lying in the mud. You can see the street not far away. You can leave the adventure from this point at any time. If you do, take 50 AP and don't come back. If you do not wish to leave just yet, return to the paragraph that sent you here and continue your adventure!

20 ★

You are standing in a room lit by bright red lanterns. Sitting in the centre of the room, on a huge pile of plush cushions and surrounded by naked girls, is a large, two-headed ogre. It plays absent-mindedly with the chained captives, who are clearly not enjoying the experience (apart from one, but we won't discuss her here!) On the wall is a sign that reads *Big Horace – Prize Fighter of Leechwater*. There is a door opposite the one you came in through. The wall behind the area where the ogre sits features a large painting of the Arena of Leechwater.

As you enter, the ogre begins to flex its huge muscles and toy with some of the captive ladies. It stands tall and proud and begins to list all the creatures that it has slain:

"You behold Horace, Ogre Champion of the Arena of Leechwater! Stand and shudder! Beneath my sandaled feet I have crushed Aggarath the Balrog, Vorlix the Mage and Andre-Ken the Troll! Within my mighty hands have I strangled Sardix the Goblin and Khayd the Wizard! My mighty hammer has destroyed Mahrundl the Deathly, Gevn the Dread and Bretby Bonecrusher! Ha! Ha! Ha! There are none to stand before my mighty wrath!"

Yawn, this creature is very boring and very tiring! There does not appear to be much to do in this room apart from listen to the triumphs of this boasting ogre oaf! If you leave via the opposite door to the one you came in by, go to **34**. If you leave by the one you came in by, go to **55**. If you challenge Big Horace to a fight, go to **5**. To cast a spell, refer to the **Magic Matrix** at the end of this adventure.

21

The curtain leads you into a short canvas-walled corridor lit by green lanterns. At the end it turns to the left, where it runs for a further 20 feet then ends in an archway surrounded by small twinkling red lights. A thick black curtain hangs in the archway. Above the archway in flowery letters are the words *Freakshow Theatre*. The tent-like corridor is empty and quiet.

If you are not sure that you wish to continue, you may return to the entrance at **55**. If you now go through the black curtain, go to **4**.

22

You have entered a large tent-like room with an eerie green lighting effect, the source for which you cannot see and realise that it must be magical. The room is icy cold. Opposite there is an exit with a glowing green arrow above it pointing upwards.

In the room are 6 cages, each standing 7 feet high and 4 feet wide. Within each stands a hideous zombie, each one is a different kindred; dwarf, human, elf, orc, serpentman and troll. They stare blankly out through the bars, and slowly they turn to stare at you as you enter the room. A few of them become agitated and aggressive as you enter, and they rattle the bars of the iron cages noisily. Above each one is a sign displaying their name. You see *Aganon, once mighty Wizard in the Courts of Solihar!* and above another, *Legrand Filcher, dared to steal from royalty and paid the ultimate price!*

This is really quite a grim room and you wish to be out of it. To leave via the opposite exit, go to **52**. If you return the way you came, go to **55**. If you search the room, go to **40**.

23 ★

Bleeding clowns with severed limbs lie at your feet. Suddenly, as you contemplate your next move, they all spring up as if alive, laughing and howling! Limb by ghastly limb the dead clowns scuttle out of the ring and through the opposite door! Horrible!

You are still startled by this when you are attacked from above. Without warning, a creature strikes you for 6 points of damage as it swings on a trapeze! You may count any armour that you have on your head only.

If this kills you, go to **59** with our condolences. Otherwise, you must fight the Lizard Girl on the flying trapeze! Her MR is 22, but each combat round you only get a limited number of chances to strike at her as she flies past your head. Each combat round make a L1SR on DEX. If you fail, you score nothing that round, but she hits you for 2D6 damage, which you may take on armour if possible.

You may flee the combat at any time by returning the way you came at **55**, but the trapeze monster prevents you from leaving through the opposite exit to the circus tent. If you kill her, go to **54**.

24 ★

The tent is filthy and stinks of things better left alone. The flap is closed, but from within you can hear mumbling and see glowing lights. The air seems charged with an almost storm-like electrical energy. Suddenly, you hear monstrous moaning from within the tent.

If you flee the camp, leave the solo now by going to **64**. If you stay and wait to see what happens, go to **7**.

25

You step through the door in the thick canvas wall and find yourself outdoors. Here you see a large troll, dressed in a tight-fitting black suit (the trousers for which are way too small and not nearly long enough!) and a pale blue shirt. He holds a silver tray and has a white towel hanging over his arm, like a waiter. The tray is empty. A sign next to the troll reads:

Greetings.

I am Murto the troll. I am deaf and mute.

*If you have enjoyed the sideshow,
please leave a little token of your appreciation
upon my tray before you leave.*

Thank you.

If you put something on the tray, go to **44**. If you leave the sideshow without giving Murto anything, go to **37**. If you attack Murto, go to **48**.

26

The man in black nods to the largest of the ogres and returns back through the beaded curtain. The ogre twists your head completely around and your body falls limp to the floor. Go to **59**.

27 *

The leprechaun snarls at you and fights with tooth and claw, trying to sink his fangs into your flesh as you battle. The juggler, you notice, has stopped his act and has run back through the opposite exit, but you have no time to chase or try and stop him. The evil leprechaun has an MR of 38, and each combat round you need to make a L1SR on LK.

If you fail, go to **49**. If you kill the leprechaun, go to **17**. If the fight is going badly and you wish to surrender, begging for quarter, go to **38**.

28

You are forced to serve the travelling band of freaks for a period of one year. The Ringmaster decides to spare your life this time, and after the year is done you are far from home. However, things are not as bad as they could have been for your experience has earned you 1,000 AP. The travellers move on and you set out to try and regain a normal life.

The End.

29

You are now a forest troll. Change your Attributes as per the 5th Edition Rules or 7th Edition Rules, your choice. They are given below:

5th	STR × 3, CON × 3, CHR × 4, Height × 2, Weight × 4, Other Attributes × 1.
7th	STR & CON × 2.5, CHR × 4, Height × 2, Weight × 4, Other Attributes × 1.

You now speak Trollish, as well as all other languages you could speak before your change. You may now either work for the sideshow for a while until you get used to your new body by going to **50**, or leave freely by going to **64**.

30 *

As you strike the glass window, it shatters, showering the dwarf in shards and splinters of glass. Rag the dwarf howls with rage and fixes you with evil eyes. Quickly lifting a small black axe from behind him, he glares intently at you and attacks, spitting and snarling as he does. "Rag will skin thee alive, you maggoty worm!", he snarls violently.

He has an MR of 30. If you kill him, go to **10**. If the combat enters its sixth combat round, go immediately to **36** before you begin the sixth round. If this combat kills you, go to **59**. To cast a spell, refer to the **Magic Matrix** at the end of this adventure. If the combat is going badly and you wish to surrender, begging for mercy, go to **38**.

31

If you gave him nothing for his musical interlude, you are turned into a living skeleton. Your CHR is increased by 2, but you must now take into account that you are a skeleton and role-play, dress and live accordingly. You may now either work for the sideshow for a while until you get used to your new body by going to [50](#), or leave freely by going to [64](#).

If, however, you gave him some coins for his act, he thanks you and dances away through a flap in the tent, which quickly re-seals behind him. You are granted with as many AP as you gave him in GP multiplied by 100 (maximum 1,000 AP). Now, return to the paragraph where you had the encounter and resume your adventure.

32

The creature is grateful, and before you leave the room it throws you a small gift. It is a silver snake charm. It will allow you to add 1 point to any LK-based SR that you have to make, in Solitaire or GM Adventures. Now return to [4](#) and choose an exit to leave the room by. You may claim 80 AP for your actions here.

33

The naga creature is quite aggressive. Make a L1SR on CHR. If you fail, the creature becomes angry and attempts to get out of the cage, so you leave the room quickly as it is quite a large creature. Go to [20](#) as you run through the exit opposite the one you came in through. If you make the SR, the naga creature whispers a secret to you, gives you a gold charm worth 100 GP and bids you to leave the room.

Go to [68](#) to discover what the secret is and then leave the room by going to [20](#).

34

You pass through into a tent-like corridor, which is lit by small red lanterns that hang from the tent roof on delicate chains. The floor is of earth. Roll 1D6 and if it comes up a 1 or a 6, you have met a Wandering Freak. Roll for your encounter using the [Wandering Freak](#) table at the back, then return here to resume your adventure.

If you survive the encounter or do not roll a 1 or a 6, you may continue your journey through the sideshow by going to [69](#), or if you have had enough you may return the way you came by going to [55](#).

35

You pass through a large tent that has boxes of props and baskets of coloured clothing scattered around it. The tent is empty and you don't wish to linger very long. There are two exits from here. One is nothing much more than a long slit in the canvas wall. You can feel a breeze through it and realise that it must lead outside. If you go this way, go to [39](#). The other exit has a sign above it reading *This Way*. If you continue your walk through the sideshow, take this exit and go to [56](#). If you have had enough and wish to return the way you came, go to [55](#).

**36**

As the wild fight between you and the enraged and ferocious dwarf continues, you are startled and roughly manhandled by two huge and burly ogres wearing leotards. They quickly and easily disarm you and hold you in a headlock from which there is no escape.

A tall, pale man, wearing black clothing and a white mask painted like a sad face with a solitary red tear running down from the left eye, appears from behind the beaded curtain and asks softly what happened. Rag spits his words out like venom towards you. "This cowardly cur smashed-in my booth and tried to kill me and steal the takings, Master! I'd have flayed him alive had not Tubbs and Edward appeared!" You gather that the two ogres are called Tubbs and Edward, and this causes you a brief moment of amusement. Maybe they are not local?

Make a L1SR on CHR. If you make it, go to **51**. If not, go to **26**.

37

Putting a small token into Murto's tray is not obligatory, but it would have been a nice gesture. Murto secretly steals 1 point of CHR from you permanently, although you will not realise this for some time after leaving the adventure! Now go to **64**.

38

Your weapons are removed and your hands and feet bound with twine. A large ogre dressed in a tight-fitting leotard covered in stars appears, picks you up and carries you out of the sideshow and into the area behind the tents, where many other tents and caravans are pitched. The hulk-like creature walks silently towards a black caravan, holding you tightly, almost strangling you in the process.

In front of the black caravan squats a hideous creature. It is a gargoyle with the head of a small boy, which grins inanely as the ogre approaches. Gargoyle Boy begins to perform tricks and somersaults as you are tossed through the open door of the sinister caravan. Inside sits a man, dressed entirely in black and wearing a white facemask from which a red drop of blood drips from the left eye. He regards you with interest. "Everyone who enters the sideshow comes to me sooner or later. Now then, just what shall we do with you, hmmm?"

The ogre remains standing in the doorway, blocking your escape, and you feel great power from the man in black, known to all as The Ringmaster. Roll 1D6. On a roll of 1 or 2, go to **13**. If you roll 3 or 4, go to **28**. If you roll 5 or 6, go to **62**.

39

You find a slit in the canvas wall and sneak through, finding yourself amongst the tents, trailers and assorted equipment of the travelling sideshow. You may leave the adventure at any time from this paragraph with all AP and treasure that you may have collected. If not, you may wander behind the scenes of this strange attraction.

To do this, go to [6](#). Or, return to the paragraph that sent you here and resume your adventure within the sideshow.

40 *

Just being in this horrible room gives you the shivers. How could anyone find this sort of exhibit entertaining? Still, you search around the darkened room, looking for secrets or maybe even treasure.

Suddenly, as perhaps you had expected, some of the zombies break free from their cages and attack you, driven by a horrific blood-lust to devour your living flesh! Roll 1D3 to see how many zombies escape, and then roll on the table below to see which monsters are attacking you. If you roll the same zombie again, just re-roll until you have rolled all the creatures that have escaped. The maximum number of zombies that will escape and attack you is three. Fight them two at a time. You decide how to split the combat as the zombies stagger slower than you, and you may choose which ones you fight at once.

After the combat, if you survive, you may continue searching the room at [63](#), or leave via the opposite exit at [52](#). If you return the way you came, go to [55](#).

1D6	ZOMBIE!
1	Human, MR 14. No special conditions apply.
2	Orc, MR 16. No special conditions apply.
3	Elf, MR 12. Wears 4 points worth of old armour.
4	Dwarf, MR 18. Has a CON MR of 26.
5	Serpentman, MR 18. Scaly skin takes 4 hits as armour.
6	Troll, MR 20. Has a CON MR of 30. This zombie is tough!

41

You remain in the service of the Freakshow Theatre for 3D6 months, after which time you are allowed to leave. Far from home, you contemplate your next move.

Sunlight will kill you, as will a stake through the heart, immolation or immersion in water. You take all physical combat damage normally, but will regain lost CON at the rate of 1 per hour if resting. You must be careful from now on. You must drink the blood of the living at least twice each day, but your victims will not become vampires.

Take 1,000 AP and leave the adventure.

The End.

42 ★

Each combat round, he attacks wildly with heavy juggling clubs whilst breathing fire at you! He proves to be a difficult foe to fight and you quickly regret entering the sideshow in the first place! His MR is 42, and each combat round you take 2D6 extra hits caused by his fire breath, which inflicts at least 1 point of CON damage despite the result of the combat scores.

If you die, go to **59**. If you kill the juggler, claim 60 AP. You notice that he wears a ring, which is not much more than a thin band of red-flecked silver. If you take this, you may sell it for 100 GP. If you put it on, go to **66**. Then choose from the following actions: If you search the circus ring, go to **63**. If you leave the same way you came in by, go to **55**. If you leave through the opposite entrance, go to **35**.

43 ★

Peering into the gloomy cage, you almost gag at the stench. A pair of yellow eyes appears out of the darkness and the creature slithers around on the straw lining the bottom of the cage, hissing at you. Suddenly, the creature lunges at you! The cage falls apart and the beast attacks you with sharp teeth and claws. It is very fast and in this semi-darkness you are at a distinct disadvantage! The creature from the cage fights with the advantage of agility, speed and darkness, and therefore has an MR of 40 here. Because of these advantages it will deliver at least 1 point of CON to you per combat round despite the result of the round!

If you kill it, go to **2**. If you die here, go to **59**. To cast a spell, refer to the **Magic Matrix** at the end of this adventure.

44

That was a kind gesture and Murto appreciates it with a stately nod. If you gave gold to Murto, you may claim the same amount in permanent attribute points, allocating them to any or your Prime Attributes as you like. The maximum number of Attribute points you get here is 10, despite the amount of gold you may have given to the troll. If you gave him silver, you are granted 1 permanent point of LK only, again, no matter how much silver you gave him. If you gave him copper coins, you gain nothing but his appreciation. If you left anything else on Murto's tray, take 50 AP. Now, go to **64**.

45

A bolt of blue lightning strikes you, causing your heart to explode, your blood to bubble and your brain to boil inside your head. If you had not already guessed, you are one dead dude. Go to **59**.

46

The climax to the act is an amazing love-making experience, for which you earn as many AP as your combined STR, CON & CHR × 10. Afterwards, you are startled to discover that you are very hot! Maybe this is not too surprising, but it is a little unusual. Your skin cools off quickly, but you are now immune to any fire damage caused by fire-breathing creatures. You may also take up to 50 points of damage worth of fire damage from other sources (such as a fiery pit, *Take That, You Fiend*, fire-ball spells, molten rain etc.).

You fall into a deep sleep, wrapped in the arms of Foxy. When you awake, you are outside. Go to **64**.

47

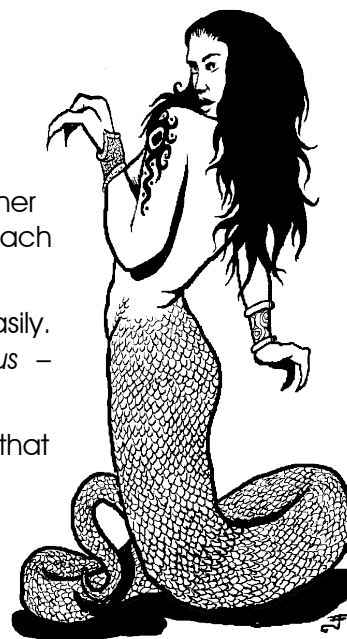
As the room becomes brighter, the creature in the cage recoils at the light and whimpers pathetically.

You see now that it is some kind of deformed naga, with the lower body of a snake and the upper torso of a woman, with fine, full breasts. The creature's head is reptilian, but appears female, and her arms are long and muscular with three razor sharp talons upon each deformed hand.

You see now that the cage has a door in it that can be opened easily. Above the cage a sign in flowery writing reads *Madame Nagus - captured from the jungles of Thunng.*

The creature in the cage tries to hide from the light in the filthy straw that covers the floor of the primitive cage.

If you return the room to the dim green light of the solitary lantern, go to **32**. If you kill the creature as it tries to escape the bright light, go to **3**. If you leave the room, return to **4** and choose an exit. To try and speak to it, go to **33**.



48

Hmmm, maybe not your brightest move! Murto has an MR of 48. He does not like fighting, but if you attack him he has no choice but to fight you. However, he tries more to defend himself than to harm you, therefore you will take no more than 1 point of damage to CON no matter how much you lost the combat round by.

If you enter a sixth combat round, go immediately to **16**. If you kill the troll, take 48 AP and go to **64**. You may stop fighting at the end of any combat round, apologise to Murto and leave the sideshow by going to **64**. No magic will work here – the troll wears an unusual stickpin in his lapel which may be preventing magic.



49

During the fierce combat, the leprechaun has bitten you, drawing blood. He is a vampire and his bite is deadly poison. You fall to the straw-covered floor of the circus ring. Within minutes, you die. At midnight you will awake, a vampire. Multiply your STR by 2.5, your INT and LK by 1.5 and your CHR by 2. Add 2 points to your SPD.

You remain in the service of the Freakshow Theatre for 3D6 months, after which time you are allowed to leave. Far from home, you contemplate your next move.

Sunlight will kill you, as will a stake through the heart, immolation or immersion in water. You take all physical combat damage normally, but will regain lost CON at the rate of 1 per hour if resting. You must be careful from now on. You must drink the blood of the living at least twice each day, but your victims will not become vampires. Take 1,000 AP and leave the adventure.

The End.

50

You remain with the travelling companions for up to 12 months, your choice. During this time you hardly ever see the strange man known as The Ringmaster, but you do get to know many of the travelling troupe. They are a rag-tag bunch of freakish misfits and monsters, but you love 'em! For each month you stay you earn 100 AP, but your CHR drops by 1. At the end of your time you are far from home. What started out as a walk around the seedy areas of Leechwater has ended miles away. You have a new life, in a new place, with a new body. Your adventure is over.

The End.

51

The man in black mutters something to the ogres, which causes Rag to spit in disgust. He follows The Ringmaster through the beaded curtain, cursing as he goes. The ogres take you outside and throw you across the street. If you ever try to enter the sideshow again you will be killed instantly, so go home.

The End. 50 AP.

52

You are led through a red canvas corridor and into a smaller tent than the ones you have been used to so far through the sideshow. There is a large door opposite to you with the word *EXIT* above it. The room contains a sign, written in your language, which reads as follows:

Thank you for your custom.

Before you go, please feel free to try your luck on our fruit machine.

It is 1 gold piece per try.

Pull the handle and await your fortune!

If you wish to play the fruit machine, go to **60**. If not, you may go through the exit door at **25**.

53

You find, hidden amongst a pile of old crates and covered with straw, an iron box. It contains $12D6 \times GP$, which you may steal if you are quick! To steal the gold before you are discovered, make a L1SR on LK. If you make it, return to the paragraph that sent you here and continue your adventure. If you fail, go to **65**.

54

As the lizard girl falls dead to the straw floor of the tent, you spot a beautiful bangle around her wrist. It is made from gold and has diamonds inlaid into it. You can sell it for 300 GP. Now, fearing further attacks in this horrific circus tent, leave the room.

To search the circus ring before you leave, go to **63**. If you leave the same way you came in by, go to **55**. If you leave through the opposite entrance, go to **35**.

55

You meet one of the freaks that form part of this travelling sideshow. It is a hideously deformed creature that causes you to take a step backwards when you look upon it. "Hey, you haven't finished! It's not time to leave just yet, my friend...", it hisses at you, an evil smile on his wart, twisted face. It rudely pushes you back. "Now, back in you go. When it is time to leave, you will find the exit. There's no turning back in here, my friend! There is but one way to enter but many ways to leave."

If you attack the freak, go to **11**. If you decide to return to the adventure, go back to the paragraph that sent you here and continue your exploration of the Freakshow Theatre. The freak will vanish as silently and secretly as it came, but rest assured that it will be watching you from somewhere as you explore the sideshow.

56

You walk through a dimly lit canvas corridor connecting the tents together. The floor is covered with straw and you can smell something rotten from up ahead.

Roll for a **Wandering Freak**. After your encounter, if you have one, continue in the direction of the foul smell at **22**, or go back the way you came at **35**.

57

Make a L1SR on LK. If you make it, you enter an empty caravan and may steal up to 200 GP worth of loot. Then, not wanting to risk discovery by the freaky travellers, you sneak out of the camp and leave, never to return. Go to **64**. If you fail the roll however, go to **8**.

58

The leprechaun is delighted as you sit down on one of the benches. He claps his hands and vanishes through a slit in the tent wall. The juggler finishes his act and you feel forced to applaud.

As he leaves, three ghoulish-looking clowns leap through and tumble into the circus ring, giggling crazily, falling over clumsily and laughing noisily. They begin a ridiculous act involving a stunt chariot, a pantomime horse and several buckets of water, which amazingly turn to coloured powder the instant they are tipped-up onto one of the clowns.

It is quite a show – take 50 AP.

Suddenly, the clowns stop their act and all turn to face you, their faces darkening and their eyes leering evilly at you. Slowly, and with menace, they approach, having produced curved and jagged knives from within their flamboyant fancy dress.

If you flee, go to **55**. If you attack, go to **15**. If you surrender yourself to the leprechaun, fearing that he will kill you, or worse, go to **38**.



59







The freakish companions of this travelling sideshow attraction gather your fallen and broken body and take it to a strange looking tent that forms part of their caravan. Tonight, the tent will glow yellow, green and red from within and lightning will flash without, illuminating the tent in electric blue as your corpse is 'prepared' for use. The next time the travellers set-up their ghoulish sideshow, you will be part of it; just another zombie for new paying guests to stare at.

The End.

60

You have chosen to play the fruit machine. Congratulations! This should be a lot of fun! Mind you, it could also prove fatal! The charge is 1 GP to play. The machine slot accepts SP also and you will need to put 10 of these in for a single play. There is a large black handle on the right-hand side of the strange metal device, and three glass windows at the front, within which you can see symbols.

Pull the handle when you have put in enough coin. Roll 3D6 in order and consult the table below to find out which sequence of symbols you have spun. For example, a roll of 2,3,3 would spin the sequence ♥⚡⚡. You may, at any time, go to paragraph 25 to leave the sideshow and the adventure. You may play as many times as you like. Any sequence rolled that does not feature on the tables below is a lose. Have fun!

DIE ROLL	SYMBOL SPUN
1	
2	
3	
4	
5	
6	

FRUIT MACHINE WINNING SEQUENCES

YOUR SEQUENCE ROLL	RESULT!
All 3 symbols the same	Special – roll on the Magic Table below!
First two symbols match	Win! Roll 6D6 and win that number of GP!
Last two symbols match	Win! Roll 3D6 and win that number of GP!
SPECIAL SEQUENCES	RESULT!
⚡ ⚡ ☯	Magic win! Add 2 points to ST permanently.
☯ ☯ ⚡	Magic win! Add 2 points to CHR permanently.
♥ any ♥	Magic win! Add 2D6 to CON permanently.
★ any ★	Magic win! Add 3 points to LK permanently.
🕷 any 🕷	Curse! Lose 2 points of a random attribute!
💀 any 💀	Curse! Lose 1 point of CON & STR permanently!
any ☯ any	Bonus! Win 2D6 GP.
any ⚡ any	Bonus! Win 2D6 GP.
any ★ any	Bonus! Win a gem worth your current LK × 5 GP.
MAGIC WINS	RESULT!
🕷 🕷 🕷	You win a Golden Spider treasure worth 300 GP!
♥ ♥ ♥	Your CON permanently increases by 3 points!
⚡ ⚡ ⚡	You are struck by a lightning bolt, which reduces your CON by 2 permanently but increases your STR by 4 points!
💀 💀 💀	Sorry, you are teleported to the Arena of Leechwater! Fight one combat there. You may claim 200 AP for this adventure.
★ ★ ★	Your highest dice weapon turns to jewel-encrusted solid gold, and is now worth 100 × it's combat dice!
☯ ☯ ☯	You win a magic dagger. It will score as many dice as your current STR rating and as many adds as your current LK rating. It weighs only 5 WU and requires your exact DEX to wield.

61

The ghoulish Professor is shocked and takes a step backwards, but he continues to raise his silver-topped walking cane at you, which causes him to stumble for a moment. Whilst he regains his balance, you attack! You need to score 30 or more points of damage to The Professor to kill him. If you do, you quickly grab his cane and run, never returning to this freakish place. Although you cannot (and do not wish to!) use the cane, you can sell it on the black market for 220 GP. Leave the adventure.

If you do not score 30 or more points of damage in the first combat round, go to **45**.

62

The Ringmaster does not know what to do with you, and he has other things to attend to, so he gives you a choice. You may go free, but you must leave all your belongings with the travellers. All you are allowed to take are your shirt and pants. Leave the adventure now if you do this and never return. Or, if this does not appeal to you, you may work for 1D6 months for the travelling sideshow, but you will lose 1 permanent point of CHR per month you stay. After this time you may go free, claiming 50 AP per month you had to work. Your final option is to remain as a permanent feature of the sideshow. If you choose this option, make a L1SR on CHR. If you fail, go to **9**. If you make it, go to **50**.

63

Make an SR on LK. If you make an L1 roll only, go to **19**. If you make an L2 roll or higher, go to **53**. If you fail, return to the paragraph that sent you here and choose another option. You cannot search the area again.

64

You have left the sideshow and are now free to leave the adventure. As you walk away you feel a sense of great relief, as you think that darker secrets are being hidden away behind the scenes of this ghoulish attraction. The next time you walk down this street on the edge of Leechwater, the sideshow will have gone, the tents and caravans packed up and the rooms dismantled, ready for another new bunch of patrons at its next destination. Look out for it in your town or city. It might be closer than you think...

The End. 300 AP.

65

Alas, you have been caught! You are surrounded by about six strong circus midgets, each one dressed in garish clothing. They overpower you easily despite your efforts to fight. They are just too quick and strong and match all your attempts to fight or escape easily and effortlessly. They giggle evilly and poke you with sharp sticks. Go to **38**.

66

It is a highly magical ring and it tests you before it will allow you to own it. Make a L1SR on CHR. If you fail, the ring immediately causes your body to burn to a crisp and you are finished. If you make the roll, the ring will allow you to wear it. Anyone who steals it from you must make the saving roll above but at 1 level higher, and so on for anyone else who tries to claim it in the future. Whilst worn, it will allow you complete protection from all fire damage from fire-breathing creatures.

Either return to the paragraph that sent you here and continue your adventure, or close the book if you have already left.

67

It is risky, for although this street is deserted, there are many eyes upon you. Make a L1SR on LK. If you make it, you find a way through into the sideshow area without the creature in the pay booth spotting you.

You may now either slip through a gap in the main tent and enter the sideshow at **12**, or sneak around in the background where the caravans and tents are scattered around the sideshow area at **6**. If you fail the saving throw, alas, your adventure has started very badly indeed. You should have paid up to enter. Go to **8**.

68

The creature tells you that The Ringmaster controls the travelling sideshow and he will try and have you captured as you explore the 'attractions', and either have you slain to feed the zombies or transformed into something horrible so that he can use you in the sideshow! You must get out as quickly as you can, but try not to go back the way you came, for The Ringmaster's freakish guards are secretly and silently following your every move. The gold charm she gave you is also magical and will allow you to re-roll two missed saving rolls in every Solo Adventure you play through. Now, leave the room quickly at **20**.

69

You are in a small tent with a single flap-door in the wall. Above the door is a sign reading:

Tired of who and what you are?

No job prospects?

If you answered yes to these questions, enter here NOW!

If you go through the door, go to **9**. If you return the way you came, go to **55**. To carry on in the direction you were going, go to **12**.

APPENDICES

MAGIC MATRIX

Whenever you see the ★ symbol at the start of the numbered adventure paragraph, you have the option to cast a L1 Wizards Guild spell. The spells listed below are the only ones deemed appropriate for this Solo Adventure. Cross-reference the spell you chose to cast with the number of the paragraph you are at and refer to the symbol key below to determine the outcome of the spell. If you are casting a spell to aid combat, your foe will attack you in the same combat round so you must be able to withstand a full round of hits as you cast! If you cast *Detect Magic*, you will be told that you feel bad, good or no vibes according to the symbols below. You cannot use magic when fighting or dealing with Wandering Freaks as they are all immune to the spells you are able to cast.

Spell/ Paragraph Number	Detect Magic	Will-o-Wisp	Knock Knock	Oh There It Is!	TTYF	Vorpal Blade
4	⊙	○ (47)	☒	☒	☛	○
7	☹	☒	☒	☒	☛	○
11	☒	☒	☒	☒	○	○
12	☹	☒	☒	39	⊙	○
15	☹	☒	☒	☒	⊙	○
20	⊙	☒	☒	18	☛	⊙
23	☒	☒	☒	☒	○	○
24	☹	☒	☒	⊙	☛	○
27	☒	☒	☒	☒	○	○
30	☒	☒	☒	☒	○	○
40	☒	☒	☒	☒	○	○
42	☒	☒	☒	☒	○	○
43	☒	⊙	☒	☒	○	○

Key to Symbols

- The spell works as intended. Calculate the effects as appropriate or go to the paragraph number given in brackets in the same cell above.
- ☒ The spell is not appropriate for this situation and has no effect.
- ☛ The spell malfunctions and causes you 1D6 CON damage!
- 123 Go to the paragraph number given immediately.
- ⊙ No effect whatsoever.
- ☹ Bad vibes are present here – beware!
- ☺ Good magical vibes can be felt here.

WANDERING FREAK TABLE

Whenever you are told to roll for a Wandering Freak, roll 1D6. If you roll a 1 or a 6, you have encountered one of the freaks in the table below. Roll 1D6 to decide which you encounter and follow the instructions.

There is only one of each of the following encounters, so if you re-roll the same encounter again, you encounter nothing, just continue your adventure at the paragraph you were last at.

When the encounter is over, return to the place that sent you here and continue your adventure, or go where the encounter tells you.

1. **Papa Boogaloo.** A black-faced man appears suddenly and creepily from behind you. He wears a black top hat, black jacket, black trousers and has a red and white spotted kerchief tied around his right wrist. He wears white gloves and clown makeup, painted into a grinning mouth. He startles you by dancing crazily around you and whispering "You're my wife now..." into your ear. Then he vanishes! You are disturbed by this encounter although it physically does you no harm. Lose 1 point of INT.
2. **The Bearded Lady.** A large, big-boned lady in a flowery dress and hobnail boots wanders towards you. Her face is covered with a beard of bees. She is studying a small tome intently, which you notice is entitled "*Ye Seventh Edition,*" but you cannot make out any more of the title. Suddenly, the swarm of bees attack you! You will never kill them all, if any, but the combat round will go for 1D6 rounds. Each round you must make a L1SR on LK to avoid 1D3 CON loss. If you survive this encounter you may claim 25 AP for every combat round you had to survive, and may increase your LK by 2 points permanently. When the bees disperse, you notice that the large lady still has a rather natty beard.
3. **The Strongman.** A huge troll with unbelievably large muscles appears and begins to flex in front of you. This is hardly entertaining. He notices your failure to be impressed and attacks with an MR of 40. If you kill him, you may claim 40 AP and take his magic ring, which is inscribed with the words 'You too can be like me.' If you wear it, go to paragraph [29](#).
4. **Xylophone Man.** A living skeleton appears, leaping through a rip in the tent wall. He wears a bowler hat and carries a silver-topped cane. He grins (difficult to do anything else really) and begins to tap dance for you. His ribs have been painted with different colours, and while he dances, a tiny demon that lives inside his rib cage taps out a tune on his ribs with a small stick with a *tik-tak-tik-tock-ticketty-tock-tik!* The whole experience is worth 200 AP to you! At the end of the show, the skeleton approaches you and holds out his bowler hat for you to put coin into. Mark on your character sheet how much you give him and go to paragraph [31](#).

5. **Foxy the Fire-Eater.** A very attractive, slender, sexy lady appears, wearing a tight-fitting cat suit. But wait, she is not actually wearing anything, but her *bare skin has been painted to make it look like a cat suit!* Wow! She prances before you, performing a very *unusual* fire-eating act. This is hot stuff! At the end of the act, she straddles you and asks if you want to see the special finale. If you do, go to paragraph **46**. If not, she slopes away, *sexily*, and you may gain 500 AP for this amazing experience. Return to the paragraph that you had the encounter in and resume your adventure. N.B. If your character is female, this encounter is exactly the same. You may either be broad minded about it and go with the flow, or pretend the encounter is male. Either way, it's still fun!

6. **The Freak.** A twisted and deformed creature appears. It is a living, walking horror. Although you pity this unfortunate creature, you must kill it before it devours you, for it attacks you on sight. It has an MR of 50. If you slay it, make a L1SR on LK. If you fail, go to **38**, for the noise of the combat and the screams of the freak have attracted the attention of the midget guards that outnumber and capture you. Sorry. If you make the roll, no one heard you. Take 50 AP and continue your adventure at the paragraph where you met the encounter.

The Ringmaster and all his staff

hope that you have enjoyed your time in the Freakshow Theatre.

We hope to see you again soon...

GAME MASTER SECTION

The following information is meant for Game Masters only. It contains spoilers to the whole adventure, so only read this if you intend to run *Sideshow* as a GM Adventure.

This Solitaire Adventure, much like all Tunnels & Trolls Solitaire Adventures, is designed to be quite lethal and will kill off a significant portion of the player characters that enter. However, as a GM Adventure, *Sideshow* is suitable for a small group of low-level adventurers and should play through in less than two hours. The GM should keep the pressure on the players to make swift decisions and if possible try to create an uncomfortable and claustrophobic atmosphere.

For larger groups, either increase the MRs of main characters or increase the number of opponents the player characters have to face.

To start the adventure you can paraphrase the original introduction or create your own reason for the players' party to enter the Freakshow Theatre.

NOTES ON PLAY

To keep the players moving, noises from the door they've just come through will result in additional encounters with members of the sideshow. Additionally, should any fights go on too long, certainly anything over five rounds, start sending in creatures from the [Wandering Freak](#) table above.

If at any point the players are overcome or surrender, they should be taken to either **The Ringmaster's Caravan** or, if they are dead and dying, to **The Professor's Tent**.

Wandering around outside the sideshow should lead to encounters from the [Wandering Freak](#) table, or to **The Professor's Tent** or **The Ringmaster's Caravan**.



1. Pay Booth

A sinister-looking dwarf sits behind a glass screen, into which an opening has been made. He smiles uncomfortably at you and speaks with a gritty accent, "My name's Rag. One piece of silver, squire, and in you go..." He holds out a wart-covered hand. Beside the screen an exit leads through a beaded curtain into a dimly lit corridor.

Rag will require 1SP per character to gain admittance to the Freakshow Theatre. The best option for the characters is to pay the money and enjoy the show.

Rag grins again and beckons you forward, where the beaded curtain provides entrance to a dimly lit corridor of canvas. The whole sideshow seems to be made up of interconnected tents. As you hesitate, Rag extends a warty-finger towards the curtain and asks; "Well, what are you waiting for? Go in, please, and enjoy the Freakshow Theatre, heh heh heh..."

Should the dwarf be attacked, or if the characters attempt to go through the curtain without paying, Rag will howl with rage, lift a small black axe from behind him and attack, spitting and snarling as he does.

He has an MR of 30.

If Rag is killed, the characters can find 6D6 SP in Rag's bucket. All players should make a L1SR on LK. If more than half the group fails the roll or if the fight goes on for 5 full rounds, go to the **The Ringmaster's Tent** section.



2. Naga Room

You stand in a room that is almost completely dark, being lit only by one small green lantern that rests upon a small triangular table in the corner of the room, and is very warm and stuffy. Opposite you is another archway with a black curtain hanging inside it.

In this room is a cage, and inside you can see the dim outline of a person or creature, you are not sure which. The aroma in here is rather distasteful.

Searching the room or making the room brighter will reveal the occupant of the cage and a sign above it in flowery writing which reads *Madame Nagus – captured from the jungles of Thunng*.

Within the cage is a naga MR40. The naga-creature is quite aggressive. If the adventurers attempt to talk to it, they must all make a L1SR on CHR. If any fail, the creature becomes angry and attempts to get out of the cage.

If all pass the SR, the creature tells the delvers that The Ringmaster controls the travelling sideshow and he will try and have them captured as they explore the 'attractions', and either have them slain to feed the zombies or transformed into something horrible so that he can use them in the sideshow!



3. Two-Headed Ogre Room

You are standing in a room lit by bright red lanterns. Sitting in the centre of the room, on a huge pile of plush cushions and surrounded by naked girls, is a large two-headed ogre. It plays absent-mindedly with the chained captives, who are clearly not enjoying the experience (apart from one, but we won't discuss her here!) On the wall is a sign that reads *Big Horace – Prize Fighter of Leechwater*. There is a door opposite the one you came in through. The wall behind the area where the ogre sits features a large painting of the Arena of Leechwater.

As you enter, the ogre begins to flex its huge muscles and toy with some of the captive ladies. It stands tall and proud, and begins to list all the creatures that it has slain: "You behold Horace, Ogre Champion of the Arena of Leechwater! Stand and shudder! Beneath my sandaled feet I have crushed Aggarath the Balrog, Vorlix the Mage and Andre-Ken the Troll! Within my mighty hands have I strangled Sardix the Goblin and Khayd the Wizard! My mighty hammer has destroyed Mahrundl the Deathly, Gevn the Dread and Bretby Bonecrusher! Ha! Ha! Ha! There are none to stand before my mighty wrath!"

The adventurers have several options for dealing with the ogre:

- As Horace is bragging, the players can simply walk on by and leave by the opposite exit
- A sudden attack on Horace would succeed on a L1SR on LK
- Challenging Horace is probably the worst option – he has an MR of 150

Defeating Horace by LK will earn an additional 100AP.

4. Employment Opportunities

You are in a small tent with an exit straight ahead and a single flap-door in the right hand wall. A sign above the door reads:

*Tired of who and what you are?
No job prospects?
If you answered yes to these questions, enter here NOW!*

The flap-door will lead the adventurers to **The Professors Tent**. The other exit leads on to **The Big Top**. There is nothing else in this tent to interest the adventurers.

5. The Big Top

You have entered a large tent, which is roughly circular. Around the perimeter is a row of low wooden benches, and straw covers the floor. There is another opening in the tent opposite to the one you came in through. It is surrounded by all manner of colourful designs and pictures of weird animals and freakish circus performers.

Suddenly, a four-armed man appears in the centre, wearing a tight-fitting red and gold leotard. He is juggling many balls, some of which appear to glow, whilst others are on fire. His face is painted in red and yellow to resemble flames, whilst his eyes are rimmed with black.

A high-pitched voice from behind you says "Welcome to the Circus of Terrors. Please take a seat..." You spin around to see a leprechaun smiling at you and beckoning you to sit on the benches surrounding the ring. His skin is green and his teeth have been filed to points. Dried blood has caked upon his chin and fingers, and his piggy eyes are yellow.

Should the adventurers take a seat:

The leprechaun is delighted as you sit down on one of the benches. He claps his hands and vanishes through a slit in the tent wall. The juggler finishes his act, and you feel forced to applaud.

As he leaves the ring, 3 ghoulish-looking clowns leap through and tumble into the circus ring, giggling crazily, falling over clumsily and laughing noisily. They begin a ridiculous act involving a stunt chariot, a pantomime horse and several buckets of water, which amazingly turn to coloured powder the instant they are tipped-up onto one of the clowns.





It is quite a show!
The adventurers get 50AP each for the experience.

However, at the end of the performance the clowns will attack the adventurers, having produced curved and jagged knives from within their flamboyant fancy dress.

The Killer Clowns each have an MR of 18.

The leprechaun is a vampire and has an MR of 38. Each combat round the adventurers must make a LISR on LK to avoid being bitten.

His bite is deadly poison. A bitten adventurer will fall to the straw-covered floor of the circus ring and will die within minutes.

At midnight the adventurer will awake, a vampire.

Multiply STR by 2.5, INT and LK by 1.5 and CHR by 2. Add 2 points to SPD and regain lost CON at the rate of an additional 1 point per hour if resting.

However, sunlight will kill a vampire, as will a stake through the heart, immolation or immersion in water. It must drink the blood of the living twice per day.

The new vampire will remain with the circus for several months, but can then be used by the GM as an adversary in further adventures with the group.



6. Prop Tent

You enter a large tent that has boxes of props and baskets of coloured clothing scattered around it. Straight ahead there is an exit with a sign above it which reads *This Way*. There is also a large slit in the right-hand wall of the tent through which you can feel a breeze.

There is nothing of value to be found within this tent, though the adventurers may wish to dress up as circus attractions. Should the adventurers spend too long in this tent, hurry them along with some ominous voices drifting in from the Big Top, or a Wandering Freak.

7. Zombie Tent

You have entered a large tent-like room with an eerie green lighting effect, the source for which you cannot see and realise that it must be magical. The room is icy cold. Opposite there is an exit with a glowing green arrow above it pointing upwards.

In the room are six cages, each standing 7 feet high and 4 feet wide. Within each stands a hideous zombie, each one is a different kindred; dwarf, human, elf, orc, serpentman and troll. They stare blankly out through the bars, and slowly they turn to stare at you as you enter the room. A few of them become agitated and aggressive as you enter, and they rattle the bars of the iron cages noisily. Above each one is a sign displaying their name. You see *Aganon, once mighty Wizard in the Courts of Solihar!*, and above another *Legrand Filcher, dared to steal from Royalty and paid the ultimate price!*

If the adventurers make their way quickly to the exit, nothing will happen in this room. Should they start to search the room, the zombies will become agitated. If they take too long to search, some or all of the zombies will smash their cages and attack.

Adjust the number of zombies released to match the number of adventurers in the party and, if necessary, scale the MRs to make this a tough fight.

ZOMBIE!
Human, MR 14. No special conditions apply.
Orc, MR 16. No special conditions apply.
Elf, MR 12. Wears 4 points worth of old armour.
Dwarf, MR 18. Has a CON MR of 26.
Serpentman, MR 18. Scaly skin takes 4 hits as armour.
Troll, MR 20. Has a CON MR of 30. This zombie is tough!

8. Fruit Machine

This is a smaller tent than the ones you have been used to so far through the sideshow. There is a large door opposite you with the word *EXIT* above it. The room contains a sign written in several languages, which reads as follows:

*Thank you for your custom.
Before you go, please feel free to try your luck on our fruit machine.
It is 1 gold piece per try.
Pull the handle and await your fortune!*

The only thing in this room is a slot machine. Instructions for playing can be found in Paragraph [60](#) of the Solo Adventure.

9. Exit – Meet Murto

You step through the door in the thick canvas wall and find yourself outdoors. Here you see a large troll, dressed in a tightly fitting black suit (the trousers for which are way too small and not nearly long enough!) and a pale blue shirt. He holds a silver tray and has a white towel hanging over his arm, like a waiter. The tray is empty. A sign next to the troll reads:

*Greetings.
I am Murto the troll. I am deaf and mute.
If you have enjoyed the sideshow,
please leave a little token of your appreciation
upon my tray before you leave.
Thank you.*

Murto accepts anything left on his tray with a stately nod. Any adventurer leaving gold pieces on his tray will receive 1 point to any attribute they wish, up to a maximum of 10 points. Silver will earn 1 point of LK only. The adventurers will only find this out once all (that can) have left the sideshow. Anybody not leaving anything will lose 1 point of CHR.

Should Murto be attacked, his MR is 48 times the number of adventurers attacking him and no magic will work against him - he wears an unusual stickpin in his lapel which dampens all magic around him. He will mostly be defending himself and so will only inflict 1 point of CON damage per adventurer per round. The adventurers can stop attacking at any time they like and leave the sideshow.

10. The Professor's Tent

The tent is filthy and stinks of things better left alone. The flap is closed but from within you can hear mumbling and see glowing lights. The air seems charged with an almost storm-like electrical energy. Suddenly, you hear monstrous moaning from within the tent.

Within the tent there is a short, thin man dressed in a long dirty-white coat stained with blood and gore. He wears a facemask, walks with a wooden leg and carries a silver-topped cane, which he uses as a walking stick, and his eyes are shaded by small round spectacles. He has an MR of 60. His silver walking stick allows him to cast lightning at the adventurers – a L3 *Take That, You Fiend* delivering 180 points of damage (treat The Professor as having an INT of 60). The walking stick can also be used to reanimate the dead twice per day and subjects the newly created zombies to the will of the wielder of the cane.

11. The Ringmaster's Caravan



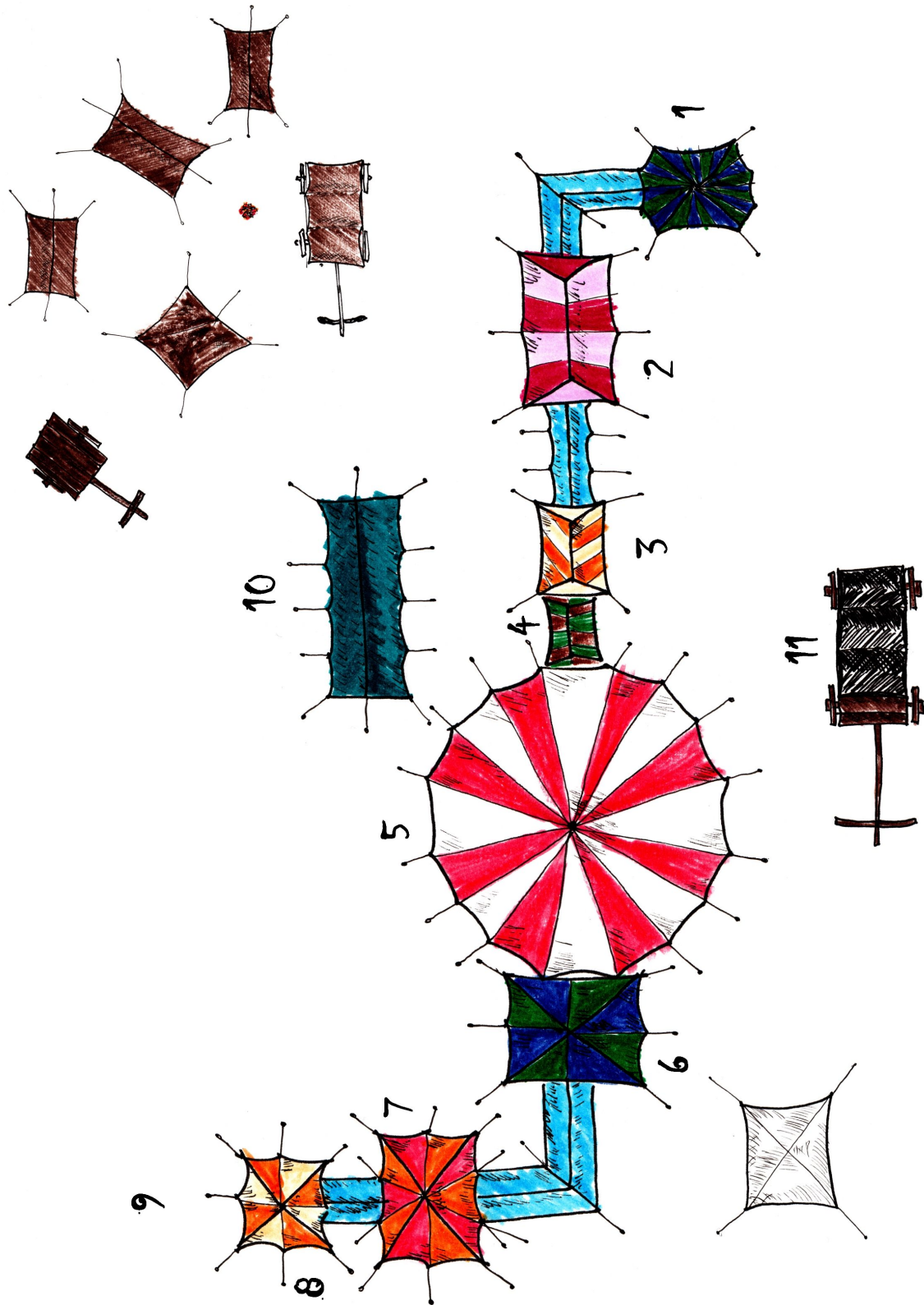
Outside the caravan squats a hideous creature. It is a gargoyle, with the head of a small boy, which grins inanely as the ogre approaches. Gargoyle Boy begins to perform tricks and somersaults and will attempt to herd the adventurers into the caravan. It has an MR of 120 and is impervious to non-magical attack.

Within the caravan sits The Ringmaster, dressed entirely in black and wearing a white facemask from which a red drop of blood drips from the left eye. He regards the adventurers with interest. "Everyone who comes to my carnival comes to me sooner or later. Now then, just what shall we do with you, hmmm?"

The Ringmaster was summoned to Trollworld by a sorcerer who turned out to be somewhat less powerful than he thought. After toying with the hapless magician for a while, he turned him into a dim-witted halfling with a face on both sides of his head then set him free to roam Trollworld forever, stealing to survive and shunned by all he came into contact with.

Currently having no wish to dominate Trollworld, The Ringmaster feels very comfortable here and he delights in causing misery to all that he comes into contact with. He has set up the sideshow simply to entertain himself. Though he has a strange sense of fair play, he certainly does not have any pity or affection for the visitors or residents of the sideshow.

For the purposes of this encounter, The Ringmaster is immune to any form of attack that the player characters can use against him, though he is neither all-knowing nor infallible. Play the scene any way you feel appropriate, though the characters are more than likely to come away from the encounter bizarrely altered.



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Warning: Contains bizarre,
bloody violence, mild peril
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