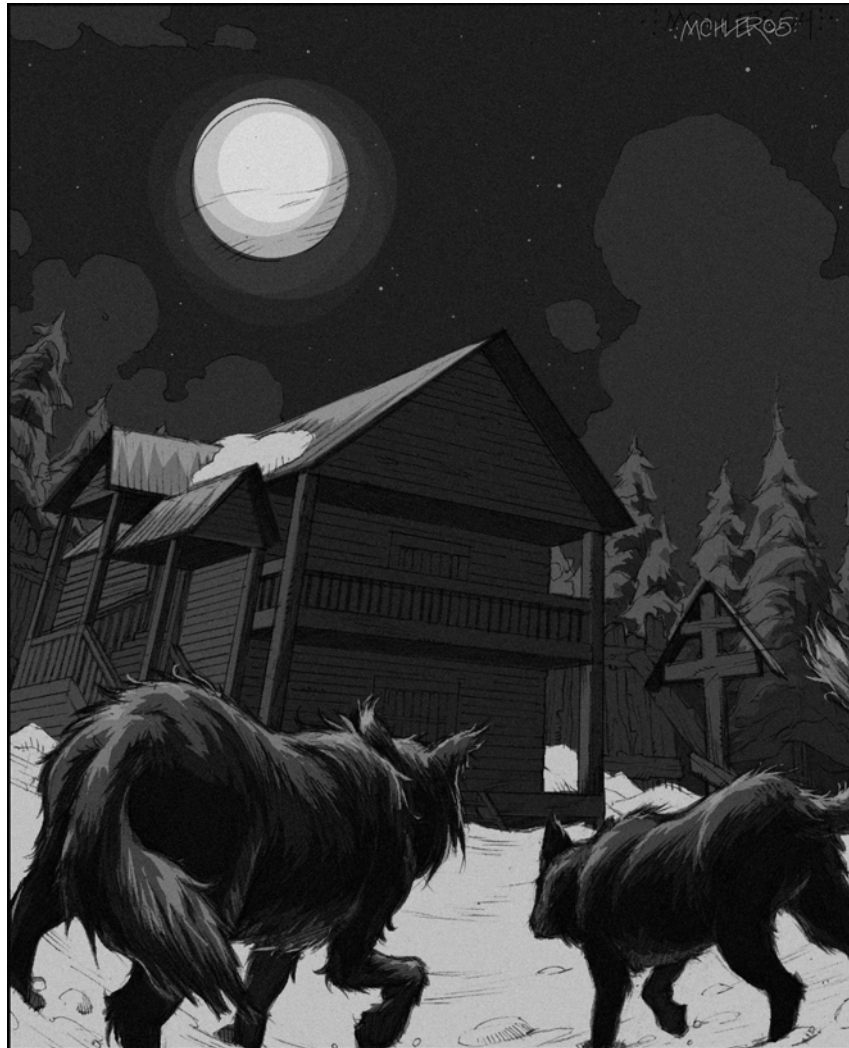


House in the Hills



A Tunnels and Trolls™ Solo Adventure
Written by Dan Hembree

HOUSE IN THE HILLS



A Solitaire Adventure for use with Tunnels and Trolls™

Written and Designed by
Dan Hembree

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**Lone Delver
Games**



RULES OF PLAY

General Instructions: *House in the Hills* is meant for a single warrior with 10-20 personal adds. Although this solo was written for Human characters, other Human-sized or smaller characters (Dwarves, Elves, Hobbits, Orcs, Goblins, Ogres, small Trolls) may also be used. The trials to be faced in the “House in the Hills” will tax all of your characters abilities. Consequently, well-rounded characters stand a better chance than those who simply rely on brute strength. You may bring NO weapons, armor, or equipment other than basic clothing into this solo. Don’t worry; there will be plenty of equipment to collect during the adventure as well as enough magic to (hopefully) keep you alive. Just be sure to keep track of how many weight units you are carrying to keep things fair (1 coin = 1 weight unit; 10 weight units = 1 pound). *House in the Hills* was designed using the 7.5 edition Tunnels and Trolls™ rules but can easily be played with the 5th or even 6th editions. Some notes on converting this solo to earlier editions are provided below. You should also have a pencil, paper, and a healthy supply of 6-sided dices to play.

Abbreviations: 1D6: the result of rolling one six-sided die; SR: Saving Roll; MR: Monster Rating; STR: Strength; INT: Intelligence; CON: Constitution; WIZ: Wizardry; DEX: Dexterity; LK: Luck; SPD: Speed; CHR: Charisma; CBT: combat total; AP: Adventure Points; w.u.: Weight Units; g.p.: gold piece; s.p.: silver piece; c.p.: copper piece.

Combat and Monsters: You start off the adventure with no weapons except for your bare hands. If you’re not careful you may stay that way for a while. When fighting unarmed, you get 1 die plus your personal adds. Combat in this adventure will also be close and fast. Consequently, there will be no room or time for ranged or thrown weapons. This solo assumes that when your opponents MR decreases, the number of dice rolled stays the same while the number of adds decreases (as per 7.5 edition rules). Some of the creatures you encounter may be wearing body armor and wielding weapons. For these creatures, the effectiveness of their weapons is factored into the number of dice and adds. When you defeat an armed and armored opponent, you may be given the opportunity to take their equipment. If the option is not provided, then assume the equipment was ruined in combat or is of very poor quality and worthless.

Special Damage: You will face many instances where your character takes damage from accidents or other mishaps in which armor offers either no protection or protection only to certain parts of the body (head, hands, arms, etc.). These situations are noted in the adventure text. An additional form of special damage you may sustain or inflict is Spite Damage as described in the 7.5 edition T&T rules. Whenever a ‘6’ is rolled in combat, take 1 point of damage directly off of CON regardless of armor protection. This special damage applies to you as well as the monsters you are fighting. Some of the creatures you face will not be able to harm you physically, but will attempt to break your mind. These constitute attacks on your Intelligence and are fought by making Saving Rolls on your INT. If your INT ever reaches 0, you have gone insane and you will no

longer control your characters actions. Any INT lost in this fashion is temporary and will be fully restored after a restful vacation unless otherwise noted.

Saving Rolls: You will be required to make saving rolls on several of you primary attributes, not just Luck. If you are using Talents, feel free to substitute one of your Talents for an attribute if it fits the situation.

Adventure Points: When you award yourself APs for fighting monsters, take the MR value in APs unless otherwise specified. When fighting multiple individuals of the same creature, take APs equal to the MR x the number of individuals. You should also keep track of all APs earned through saving rolls.

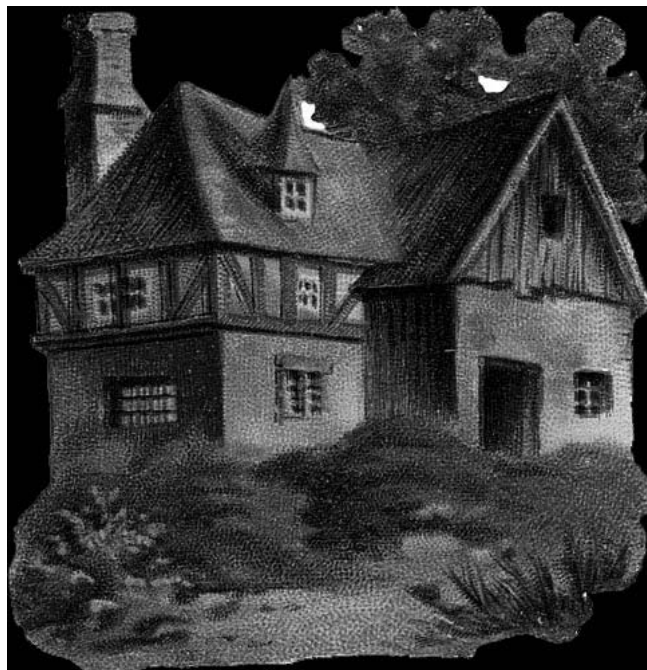
Random Events: Certain paragraphs will instruct you to roll 1D6 if you have read them more than once. On a 1, make a note of your current paragraph number, turn to the random events table at the end of the adventure, roll 2d6, and go to the paragraph indicated. Each event will occur only once per adventure. If you roll a duplicate event, nothing happens unless otherwise noted.

Using With Other Editions: This solo was written with the 7.5 edition rules but can be easily played with any edition. If you are using any other edition, one of the primary impacts will be on weapon dice and adds as well as armor values. There are also a number of different weapons and armor types new to the 7.5 rules. Details for all weapons and armor are given in the text, so you will not need the rulebook to use them. The Monster Ratings were determined with the assumption that the number of dice does not decrease as the MR is reduced, only the number of adds. Using the straight 5th edition rules, therefore, the battles may be a bit easier. There are two additional standard Attributes in the 7.5 rules: Speed (SPD) and Wizardry (WIZ). If you do not use these Attributes you may substitute Dexterity (DEX) and Luck (LK), respectively, for any Saving Rolls on these scores. Talents are included as well, but only at the player's discretion; all Saving Rolls in the adventure are attribute-based. In the end, however, this is Tunnels and Trolls™, so if you don't like it, change it; I won't tell.



Introduction

You can't remember how long you have been running. A large pack of wolves has been chasing you through these wooded hills since the early afternoon. You were ambushed by a group of thugs just before dawn. You tried to put up a good fight, but a club to the back of your head knocked you unconscious before the battle even began. They took your weapons, armor, and equipment and left you for dead. You awoke to the sound of howling wolves and have been on the run ever since. You've managed to stay just outside their grasp but now the sun has long since set and your strength is fading. The wolves are closer than they have been all day. A quick glance behind you reveals that one is just a few steps away.



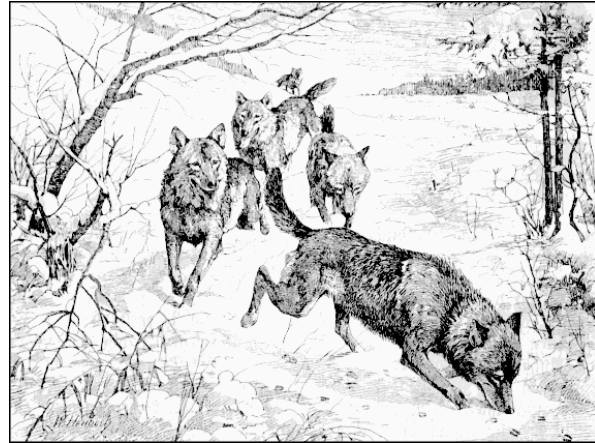
Suddenly just ahead you can make out the silhouette of a small building on the next hilltop. It is illuminated by the moonlight but all of the windows are dark. As you get closer you can see it is in a state of decay. But it is shelter and may keep the wolves at bay until you can recover your strength. There may also be weapons inside.

If you run for the front door of the house, **go to 25**. If you'd rather take your chances with the wolves and stay away from the strange house, **go to 45**.

- 1.** Searching the room one more time you see a target shield (4 hits, requires 10 ST, 300 w.u., 35 g.p.) hanging on the wall. How did you miss that? **Return to your previous paragraph.**
- 2.** The couch is dusty and moldy but otherwise unremarkable. You can search the couch (**go to 109**) or **go back to 60**.
- 3.** You pull the heavy chain attached to the trapdoor in the ceiling. The door falls open and a metal ladder quickly descends to the floor. The ladder leads up to a dark attic. If you have a torch to light and want to go up the ladder, **go to 21**. If you can somehow see in the dark and want to go up the ladder, **go to 39**. If you want to go up the ladder in the dark, **go to 93**. Or you can close the trapdoor and search another room by **going back to 130**.

4. Gripping your weapons, you yell with all your remaining strength and charge the wolf at the base of the stairs. Your sudden attack startles the wolves. You may have one free attack against the wolf at the base of the stairs. Count all hits against this single wolf. After your free strike, however, you must fight all of the wolves. The four WOLVES have an MR of 20 each (3 + 10). They fight as a well organized team and are all able to attack you at once. If you manage to kill all four wolves, **go to 89**. If the wolves kill you, **go to 24**.

5. You manage to elude the wolves a while longer. As you run over the crest of another hill you once again see the decaying house in front of you. Are you still running in a circle? You feel your strength evaporating as you near the dark building. You may choose to seek shelter in the house this time (**go to 25**) or run past the house yet again (**go to 30**).



6. A large chunk of plaster falls from the ceiling and hits you in the head. Make a L1-SR on SPD or take 2 hits directly to your CON. If you are wearing a helmet, add two to your roll. **Return to your previous paragraph.** If this reduces your CON to 0, then your adventure ends here.

7. You take the ivory snake statue off of the shelf and study the fine craftsmanship of the figure. The body of the snake is coiled and its head is reared back as if ready to strike. It could easily fetch 50 g.p. from the right merchant. The statue weighs 5 w.u. **Return to 35.**

8. You find a small pouch containing 3D6 gold coins lying on the floor. **Return to your previous paragraph.**

9. Wiping a thin layer of grime from the glass you peer out into the moonlit darkness. Through the bars you can make out the silhouettes of five wolves pacing in the wood line 20 feet from the house. They appear to be staring intently at the front of the house, but are not getting any closer. **Go back to 60.**



10. The key fits into the lock. There is a loud CLICK and the door swings inward a few inches. You push the door open further to look into the room.

GET OUT!!!!!!!!!!

The scream crashes through your mind and tears at your sanity. Make a L1-SR on INT or take 1D6 hits to your INT. If your INT is reduced to 0, **go to 135**. Otherwise, you may either bid a hasty retreat back to the landing (**go to 130**) or gather your courage and enter the room by **going to 88**.

11. You manage to pull away from the wolf that is at your heels with one final burst of speed and crash through the front door unharmed. You quickly slam the front door shut on the wolf behind you. It lets out a loud yelp as its head smashes into the heavy oak. Everything then becomes very quiet as you find yourself standing in the dim, moonlit interior of the old house. **Go to 60**.

12. You slice the zombie's head cleanly from its neck. The brainless body collapses with a dull thud on the cellar floor. You may take the zombie's broad axe (4 + 0, requires 17 STR 8 DEX, 150 w.u., 100 g.p.) but its armor is useless. You find a manacle and chain around the zombie's ankle. The last link has been broken, apparently from several axe strokes. In the corner where the zombie was hiding you see the other end of the chain securely bolted to the wall.

You continue your search through the chests and crates, carefully illuminating each darkened corner before you approach. Most of the supplies are moldy and ruined. In the large trunk that caught your eye, however, you find a large oil soaked cloth folded around a mail hauberk (4 hits, requires 4 STR, 240 w.u., 150 g.p.). You quickly pull on the mail shirt and feel a bit more confident. Also within the trunk is a small first aid kit (20 w.u.) that can be used to heal 1d6 hits if you make a L1-SR on INT. There are enough supplies in the kit for two uses.

You may now try the door on the east wall (**go to 92**) or go back up the stairs to the first floor (**go to 60**).

13. You undo the latch and open the chest. A tiny needle shoots out of a small hole near the latch. Make a L1-SR on LK. Add the total protection of any torso armor you are wearing to your roll, but don't double it for being a warrior. If you make the roll, **go to 29**. If you fail, **go to 125**.



14. You manage to elude the wolves a while longer. As you pass through a thick stand of trees, you once again see the decaying house in front of you. Did you run in a circle? You may choose to seek shelter in the house this time (**go to 25**) or run past the house yet again (**go to 69**).

15. You lift up the cover of the roll top desk. As you reach in to search the contents of the desk, you see a flash of color as an elongate, red creature darts toward your wrist. Make a L1-SR on SPD. If you make the roll you manage to pull your hand out of the way before a LARGE CENTIPEDE bites you. If you fail you have been bitten and take 1D6 hits in damage. You may deduct damage for armor on either your hands or arms only (one or the other). If you take any hits to your CON, make another L1-SR on STR. If you fail, you have been poisoned by the centipede and take another 1D3 hits directly to your CON (no armor protection).

The three-foot-long centipede (MR 35, 4 + 18) scuttles out of the desk and attacks. It will fight to the death. Any time that you take hits to your CON (normal damage or spite damage), make a L1-SR on STR. If you fail, you have been poisoned and take 1D3 hits directly to your CON. If you kill the centipede, **go to 42**. If the centipede kills you, a dozen young centipedes pour out of the desk to feed on your still warm flesh. **The end.**

16. When you grasp the door knob, you find that it is freezing cold to the touch. Take 1 hit to your CON unless you are wearing gloves. When you try to open the front door you find that it is securely locked and won't budge. You can't get out! **Go back to 60.**

17. You pull out the sheets of parchment. A few of them contain faded writing. The text is written in common, but the writing is difficult to make out. You are only able to read some scattered phrases on a few pages.

"...he will not listen to me...this is madness...there is no way to measure the power of the being he wishes to summon...Alfred's sword will not be enough...Walter's magic is failing...the potential reward has obsessed my Master...eternal life...I cannot let this happen..."

You start to put the parchment back into the nightstand when you see two rings in the drawer. On closer inspection you see that one is made of gold and the other of silver. Neither of the rings has any markings. You may try on the gold ring (**go to 61**), the silver ring (**go to 99**), or leave them both and **return to 117**.



18. You break free of the wolf's grip and stagger through the front door, slamming it shut behind you. You hear a loud yelp as the wolf slams its head into the heavy oak as it charges after you. Everything then becomes very quiet as you find yourself standing in the dim, moonlit interior of the old house. **Go to 60.**

19. You sit in the darkness listening to the shuffling steps but cannot see the source. You don't even see the axe fall as it cleaves your head in two. You don't see anything ever again. **The end.**

20. You search the upper cabinets and find an assortment of cooking implements and rotten food. **Return to 50.**

21. The torch sputters to life illuminating the darkness above. You climb the narrow ladder up through the trapdoor into the attic. The torch casts a pale light over the small room. **Go to 133.**

22. You find leather belt with a turquoise buckle worth 50 g.p. (4 w.u.) mixed in with some plant and animal debris. **Return to your previous paragraph.**

23. You open the lid of the box and a cloud of noxious gas billows around your head. You gag on the gas but seem to suffer no ill effect. On the bottom of the box is a small mirror. If you want to look in the mirror, **go to 111.** If you've had enough of the box, **return to 35.**

24. You fall against the wolves' relentless assault. You've come so far only to die just as you were about to escape the cursed house. Your plundered gold and other valuables spill from your pack as you hit the floor. The wolves ignore the shiny metal and start feasting on their own reward. **The end.**



25. You gather your remaining strength and make a rush for the front door of the house. Make a L1-SR on SPD. If you make it, **go to 11**. If you fail, **go to 34**.

26. The air is suddenly filled with the squeaking of rats. A swarm of 15 rats erupt from the walls and attack. The RAT SWARM has an MR of 25 (3 + 13). If you manage to defeat the rats, **return to your previous paragraph**. Otherwise, your adventure ends here.

27. The pentagram is drawn in chalk on the floor of the library. It looks like it was drawn years ago. Upon closer examination you see that the pentagram is not perfect. A small section is smudged as if someone slipped on the floor. A pool of dried blood covers the floor where the pentagram was broken. **Return to 53**.

28. You open the doors to the wardrobe and start to search through its contents. It is filled with musty clothes and most are riddled with moth holes. Among the many worthless garments, however, you find a serviceable arming doublet (2 hits, requires 2 ST, 75 w.u., 40 g.p.) wrapped up tightly in a bundle on the floor of the wardrobe. **Return to 117**.

29. The needle strikes you in the abdomen but fails to break the skin. You breathe a sigh of relief, kick the needle away, and search the chest. **Go to 57**.

30. The wolves are too fast and you are too tired. One manages to sink its teeth into your calf, slowing you enough for the rest catch up. You fall under the weight of a dozen wolves. You do not get back up. **The end**.

31. Most of the armor is heavily damaged and, quite frankly, disgusting. You do find a pair of serviceable leather greaves (2 hits, 30 w.u., 20 g.p.) and bracers (2 hits, 20 w.u., 10 g.p.). Take what you need and **return to 51**.

32. The red liquid is very sweet and you feel a surge of strength. Add 1 to your STR for the remainder of the adventure. The effect is temporary and will wear off in about 48 hours. **Return to your previous paragraph**.



33. You search the chest but can find no traps. **Go to 13**.

34. One of the wolves catches you before you make it to the porch and sinks its teeth into your calf. Take 1D6 hits on your CON. Make a L1-SR on STR. If you make it, **go to 18**. If you fail, **go to 78**.

35. The glass cabinet is five feet tall and divided into six levels. Brushing away the dust covering the glass, you see a different item on each of the levels. The doors of the cabinet open easily. Inside you see a figure of a beetle carved from jade, snake figure carved from ivory, a large piece of black stone, an ornate wooden box, a coin made of a silvery metal, and a plain open-face helm on a stand. Do you take the jade beetle (**go to 63**), the ivory snake (**go to 7**), the black stone (**go to 115**), the wooden box (**go to 81**), the coin (**go to 134**), or the helm (**go to 94**)? You may also choose to leave the items where they are and **return to 54**.

36. You take a few steps back in the hallway and charge the door with all your strength. Make a L1-SR on STR. If you make the roll, **go to 106**. If you fail the roll, **go to 77**.

37. If you have been here before, roll 1D6. If you roll a 1, go to the Random Events Table. The old torch sputters to life and sheds a weak light down into the basement. You can just make out the bottom of the stairs. You also notice that three steps are missing near the middle of the staircase. You carefully make your way down the stairs and ease your way across the gap. At the bottom of the stairs you find yourself in a large, 30 x 20 ft storeroom. The torch only illuminates your immediate surroundings, leaving the corners of the room shrouded in darkness. The basement is very cold, unnaturally so. By the light of the torch you can see chests and wooden crates scattered about the room along the north, south, and west walls. A door stands in the eastern wall. You may search the chests and crates (**go to 138**), try the door on the east wall (**go to 92**), or go back upstairs (**go to 60**).

38. You slowly climb the dusty stairs. They creak loudly beneath your feet but hold your weight. Cobwebs cling to your face and a few small spiders crawl down your back. To your right is a large, faded painting hanging from the wall. The painting depicts a small man in dark red robes standing in the center of a pentagram within a book-filled room. **Go to 130.**

39. You climb the narrow ladder up through the trapdoor into the attic. A small amount of moonlight filters in through a tiny skylight, but you can see clearly in the near darkness. **Go to 133.**

40. As your final blow lands on the demon, it explodes in an intense flash of heat and light. The force of the blast throws you back onto the bed. With the destruction of the demon, the spell cast over the house is broken. The intense cold



vanishes from the room and the sense of dread that filled you since you entered the house disappears. You hear a deep sigh from behind you. You turn and watch as the body of the man chained to the bed collapses as if it were only a dry shell.

After resting for a while, your attention turns to the large chest at the foot of the bed. Your heartbeat quickens at the thought of the riches that could be inside. Opening the chest you are not disappointed. You find a purse containing 300 gold coins, a pouch containing three small, but well-formed, pearls (70 g.p. each), a jeweled dirk with two sapphires set in the hilt (2 + 1, requires 1 STR 4 DEX, 18 w.u., 160 g.p.), a fine, heavy fur cloak (20 g.p., 40 w.u., takes 1 hit), and a pair of knee-high, hard leather boots made by a master craftsman (50 g.p., 20 w.u., +1 to SPD). You quickly gather all the treasure from the chest that you can carry. As you finish loading up your new found wealth, you hear a crash downstairs. This is followed by an unmistakable deep growl. The wolves are inside the house. **Go to 44.**

41. You hear deep growling from behind you. Turning around you see a large WOLF snarling at you in the doorway. Somehow it found its way into the house. Before you can move the wolf leaps at your throat. The wolf has an MR of 30 (4 + 15). If you defeat the wolf, **return to your previous paragraph.** Otherwise, your adventure ends here.



42. After kicking the writhing body of the centipede aside, you return to your search of the desk. You decide to use your weapon to probe the nooks and crannies of the desk before sticking your hand back inside. A dozen small centipedes scurry out of the desk. You quickly smash the young centipedes with your weapon and boots. Satisfied that you've cleared out the nest you rummage through the items in the desk. You find an assortment of writing implements, some dried ink in a bottle, several pieces of blank parchment, a journal, and small pouch. You may open the pouch (**go to 90**), read the journal (**go to 122**), or search the rest of the room (**go to 54**).

43. You feel something tickling your leg. Reaching down, your hand meets a large scorpion. Make a L1-SR on LK or the scorpion stings you. The scorpion's sting is not deadly, but it is extremely painful and distracting. Subtract 1 from your next two saving rolls. **Return to your previous paragraph.**

44. You creep out of the bedroom, down the hall and onto the upstairs landing. Peering down the stairs, you see that the front door is open. You hear the clicking of nails on the wooden floors downstairs as well as low growling. You slowly walk down the first few steps to see how many wolves are inside. As your foot hits the third step, a

wolf walks through the doorway to the dining room and stands at the foot of the stairs looking up at you. Three more wolves stop what they are doing in the western half of the main room and look intently up at you. The wolf at the foot of the stairs snarls and takes two tentative steps up the stairs. You can scream a war cry, charge down the stairs, and attack the wolf coming toward you (**go to 4**) or stand your ground at the top of the stairs and wait for them to come to you (**go to 87**).

45. You decide that you don't like the look of the old house and press on through the woods. Make a L1-SR on SPD. If you make it, **go to 14**. If you fail, **go to 30**.

46. You feel a new presence in the room. You stop and look around but see nothing. But then an agonized moan fills the air and a ghost materializes in front of you. The transparent form has the appearance of a horribly burned warrior in scorched plate armor. The ghost attacks your mind. Make a L1-SR on INT or lose 1D6 INT points. Continue to make INT SRs until you make one, or your INT is reduced to 0. If this happens, **go to 135**. If you make the saving roll, the ghost moans in sadness and fades away. Take 20 adventure points. **Return to your previous paragraph.**



47. You manage to leap away from the rotten floor before it collapses beneath you. Debris falls down to the room below and a cloud of dirt, dust, and mold fills the room. Wait for the dust to clear, and then **go to 117**.

48. The scuttling in the dark unnerves you and you scramble for the open trapdoor. Leaping for the ladder, you make your way back down to the landing in a matter of seconds and slam the trapdoor shut. **Return to 130**.

49. It appears to be a simple stone fireplace; one that has not been used in a long time. Ashes from a long dead fire fill the grate along with a number of cobwebs. A quick glance up the chimney reveals that something is obstructing the flue. If you want to reach up to determine what is blocking the chimney, **go to 73**. Or you can ignore the fireplace, and **go back to 60**.

50. If you have been here before, roll 1D6. If you roll a 1, go to the Random Events Table. The door opens into a 15 x 10 ft dingy kitchen. The smell of rotting food is heavy in the air. A wood burning stove sits on the eastern wall and the northern and eastern walls are lined with four cabinets attached to the wall at about eye level. Below

the cabinets are two counters each with a small drawer and two more cabinets at floor level. You can search the cabinets at eye level (**go to 20**), search the drawers (**go to 95**), or search the cabinets along the floor (**go to 118**). When you finish searching the kitchen, you may leave by the door to the south (**go to 98**).



51. The large obstruction was a desiccated corpse of what was once a human male. His eyes and mouth are open and his face is twisted in a look of absolute horror. Numerous small puncture wounds cover his face and neck. The corpse is dressed in tattered leather clothing and armor. A large dagger is in a scabbard on the corpse's belt. The body also has an intact leather backpack strapped to its back. If you take the dagger, **go to 108**. If you search the backpack, **go to 86**. If you want to examine the corpse's armor, **go to 31**. When you are finished with the body, **go to 60**.

52. You scramble up the stairs on all fours, past the gap in the steps and through the open door before the shuffling thing draws any closer. **Go to 120**.

53. If you have been here before, roll 1D6. If you roll a 1, go to the Random Events Table. The door creaks loudly as you slowly push it open abruptly breaking the silence that engulfs the house. You hear the scuttling of small animals in the shadows. The door opens to a 12 x 20 ft room dimly lit by two small windows in the northern and western walls. The walls are lined with bookshelves, each fully stocked with a variety of volumes. In the southwestern corner is a dusty table covered with a number of small metallic items. On the floor in the center of the room is a perfectly drawn pentagram. You may examine some of the books (**go to 83**), examine the pentagram on the floor (**go to 27**), or examine the items on the table (**go to 128**). When you are finished you may leave through the open door to the east (**go to 60**).

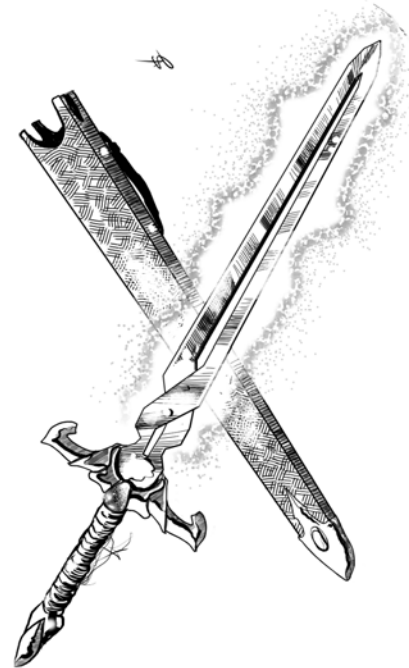
54. If you have been here before, roll 1D6. If you roll a 1, go to the Random Events Table. The door opens easily. The room is a 15 x 20 ft, well-kept study complete with a closed roll top desk and leather chair, two well-stocked bookshelves, and a glass cabinet filled with items. You cannot see what exactly is inside the cabinet due to a thick layer of dust and grime on the glass. You may search the desk (**go to 15**), examine the bookshelves (**go to 100**), examine the glass cabinet (**go to 35**), or return to the landing by the doorway to the west (**go to 130**).

55. Make a L1-SR on STR. If you make the saving roll, the chair breaks into a dozen pieces leaving you with a chair leg which acts as a crude, but effective, weapon (2 - 1,

requires 3 STR 2 DEX, 50 w.u., 0 g.p.). If you fail the SR, you cannot break the chair but you may try one more time with the second chair. In either case, take 10 AP for the idea and **return to 80**.

56. You search the wine racks and find a total of 20 wine bottles. However, all but two of the bottles are empty. You find a bottle of red wine and a bottle of white wine. Neither is marked in any way, but the corks appear to be secure. After your long flight from the wolves, you are quite thirsty. Do you drink the red wine (**go to 79**), drink the white wine (**go to 116**), or leave the wine alone (**go to 92**)?

57. The chest contains two compartments. In the upper compartment you find a sack containing 500 silver coins. You take as many coins as you can carry and lift out the upper compartment. At the bottom of the chest, sitting on a black cushion is a finely made broadsword (3 + 5, requires 15 STR 10 DEX, 120 w.u., 400 g.p.) in a scabbard. Picking it up, you draw the sword from the scabbard and inspect the weapon. The sword appears normal, except that the blade is inlaid with silver runes. As you hold the sword, you also find that your hand is getting colder. Placing your other hand near the blade, you find that the blade itself is radiating cold. When using this sword in a battle against a fire-based creature, double the Hit Point Total (HPT) rolled and any spite damage inflicted. (For example: you roll 3 dice and get a 6, 1, and 2. Adding 5 to the roll you HPT is 14 and you cause 1 point of spite damage. If you were fighting a fire-based creature, however, the HPT would be 28 with 2 points of spite damage). Pleased with your new treasures, you return to the trapdoor and climb down the ladder to the landing. **Go to 130**.



58. The candelabrum is tarnished, dusty, and bulky but made of pure silver (20 g.p., 100 w.u.). You may take it and **return to 98**.

59. You decide to try to break down the door with your axe. You raise the axe over your head and bring it down on the door with all of your might. Make a L1-SR on STR. If you make the roll, **go to 75**. If you fail the roll, **go to 97**.

60. If you have been here before, roll 1D6. If you roll a 1, go to the Random Events Table. You are in the main room of a small house. The room is about 30 x 20 ft and sparsely furnished. Dust and cobwebs are everywhere and the scent of decay hangs in the air. The room is dimly illuminated by moonlight that filters in through the still intact windows. Heavy iron bars cover the outside of the windows. There is a large fireplace in the far wall, a small table and two chairs in the left corner, and a dusty couch

in front of the fireplace. A partially open door is in the west wall. An open doorway leads to what appears to be a dining room to the east. A staircase is present on the northeast wall and leads up to the second floor. You also see a small door in an alcove to the east below the stairs.

Do you investigate the table and chairs (**go to 80**), investigate the fireplace (**go to 49**), investigate the couch (**go to 2**), or look out the nearest window (**go to 9**)? Alternatively you can leave the room by opening the front door (**go to 16**), opening the door on the west wall (**go to 53**), going through the open doorway on the east wall (**go to 98**), opening the door below the stairs (**go to 120**), or by walking up the stairs (**go to 38**).

61. The gold ring slips easily onto your finger. It appears to be a rather ordinary gold ring and may fetch 30 g.p. from a jeweler. If you have not done so, you may try on the silver ring (**go to 99**) or leave it and **return to 117**.

62. Your dark vision is useless. The cellar is cold and unnaturally dark. Since you cannot see through the darkness, you will either need to light a torch if you have one (**go to 37**), walk down the stairs in the dark (**go to 127**), or close the door and return to the main room (**go to 60**).

63. You pick up the beetle figurine and study the detailed workmanship. The figurine is four inches long and made of pure jade. As you ponder the value of such a fine treasure, you see the beetle's antennae suddenly spring upward and watch in horror as the large mandibles sink into your flesh. Take 1D3 hits to your CON (deduct damage for hand armor only). The JADE BEETLE has a MR of 20 (3 + 10) and is a fast moving, dangerous opponent. Because of its size and speed, reduce your personal adds by half for this battle. If you kill the beetle, it disintegrates into a fine, but worthless, jade powder. **Return to 35**. If the beetle kills you, hang your head in shame and close the book. **The end**.



64. You suddenly feel very nauseous. The contents of your stomach are soon on the floor and your boots. Deduct 1 from your STR for the remainder of the adventure. Wipe your mouth and **return to your previous paragraph**.

65. The gloves are made of heavy leather (1 hit, 5 w.u., 5 g.p.). **Return to 80**.

66. You can't get your hand out of the sticky mass of fibers. You shake your hand vigorously and feel the vibrations radiating through the webbing. *Webbing?* The sound of scuttling feet breaks the silence of the attic. Sharp pain suddenly stabs through your

trapped arm and left leg. You collapse to the floor in agony. A final jolt of pain shoots through your back and you feel nothing else. **The end.**

67. You pick through the scattered debris on the floor. The cutlery consists of a number of plain forks, knives, and spoons made of iron. Most of them are rusted and none appear to have any value. The plates seem to have once been of very high quality, but are now all broken and worthless. You finally build up the courage to inspect the human bones that lie about the room. Most are burned and blackened as if they were exposed to intense heat, but the room itself shows no signs of a fire. A few of the bones look as though they have been gnawed on by small animals. In total, you are able to determine that two people were killed in this room. Make a L1-SR on LK. If you make it, **go to 103**. If you fail, **return to 98**.

68. Peering into the open end of the empty cask, you see that a large key is suspended from a thin chain inside. Do you reach inside and grab the key (**go to 102**) or leave it and **return to 92**.

69. You decide to once again run past the only possible shelter from the pack of wolves. Make a L1-SR on SPD and CON. If you make both, **go to 5**. If you fail either, **go to 30**.

70. You open the upper drawer of the nightstand. You find a small book with yellowed pages written in a language you don't understand. There are also several pieces of parchment. If you want to take the parchment, **go to 17**, otherwise **return to 117**.

71. You find two books that you recognize as rare volumes on the making of swords and daggers. The books are heavy (100 w.u. each), but are worth 100 g.p apiece. **Return to 54**.

72. You fall beneath the demon's fiery sword. You slump to the floor and darkness overtakes you. You should be dead, but you awaken chained to the bed. The demon stands over you. It places its fiery hands upon your chest and you feel your life being slowly drained away. Years pass as you wait for another to come and take your place. **The end.**



73. You carefully reach up into the flue to see what is there. You feel what could be a boot dangling down from inside the chimney. If you want to give the boot a tug, **go to 91**; or if you decide that this is a bad idea and want to leave the boot where it is, **go back to 60**.

74. The cabinet door reluctantly opens to reveal an assortment of mugs and wine glasses. On the top shelf of the cabinet are two glass flasks, one containing a green liquid and the other a red liquid. If you ever choose to drink the red liquid, write down your current paragraph number and **go to 131**. If you ever choose to drink the green liquid, **go to 105**. Make a note of these paragraphs and **return to 98**.

75. The axe bites deeply into the door but sticks. The force of the blow snaps the handle just below the blade. The axe blade remains stuck in the door and you can't get it out. Hopefully you have another weapon. **Return to 137**.

76. Steeling your mind against the horror of the apparition it loses all power over you and fades to nothingness. Take 20 adventure points for resisting the apparition. Recovering from the attack you pick up the book and study its pages. Make a L2-SR on INT. If you make the saving roll, **go to 113**. Otherwise, you are unable to determine what the book contains and warily set the obviously cursed object back on the shelf. **Return to 53**.



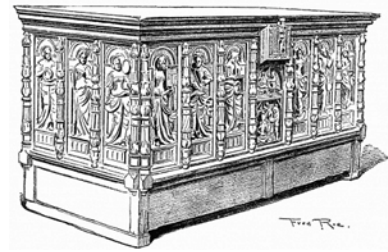
77. You crash into the door, bounce off of it, and end up on the floor. In the process you've managed to dislocate your shoulder. Take 2 hits directly to your CON and decrease your personal adds by 2 for the remainder of the adventure. The door remains securely shut and you must **return to 137**.

78. The wolf's hold on you is too strong. Its intense grip slows you long enough for the rest of the wolves to catch up and you are dragged down under the weight of a dozen wolves. Your adventure ends here. **The end**.

79. You take a swig from the bottle of red wine. You are pleasantly surprised by the refreshing quality of the wine. You feel invigorated and regain 2 CON points. **Return to 56**.

80. The table and chairs are very basic, but sturdy and well made. An inch of dust lies on the table surface. Lying on the table, also covered in dust, is a pair of leather gloves. You may try to break one of the chairs (**go to 55**), try on the gloves (**go to 65**), or **return to 60**.

81. The small wooden box is intricately carved with beautiful human figures on one side and hideous deformed creatures on the other. A small, unlocked brass latch is all that keeps the lid shut. If you want to open the box, **go to 23**. If you would rather leave the box, **return to 35**.



82. Have you been in this room already? If yes, **go to 117**. If not, read on. You walk through the open door into a small 10 x 10 ft room. Moonlight filters in from a window in the northern wall. There is a bed on the western wall with a small nightstand next to it and a small wardrobe on the eastern wall. As you step into the center of the room you hear a sharp creak as your full weight comes to rest on the floor and then a loud CRACK! splits the air. You feel the floor start to give way beneath you and try to leap out of the way. Make a L1-SR on DEX. If you make it, **go to 47**. If you fail, **go to 132**.

83. On closer inspection of the bookcases you see that most of the books are damp, moldy, and decaying. One bookcase contains books that look like they were scorched in a highly focused, but brief, fire. You finally manage to find one rather hefty leather-bound book that does not crumble in your hands. You may open the book (**go to 123**) or leave it and **return to 53** to search the rest of the room.

84. The fight is going badly so you turn and run toward the open door. The demon is close behind you as you pass through the doorway. You feel the heat of the demon's breath on your back. Just as you think the demon is about to catch up, the door slams shut behind you. The demon howls in rage, still trapped in the room behind the sealed door. Consider yourself lucky and **go to 130**.

85. You wipe the sticky blood of the spiders from the blade of your weapon. After resting for a moment in one of the chairs in the center of the attic, your attention returns to the chest in the northwest corner. You get up and walk over to the chest. It is a large chest, almost 5 feet wide, made of cherry and bound with iron. The lid is secured by a simple latch and does not appear to be locked. **Go to 107**.

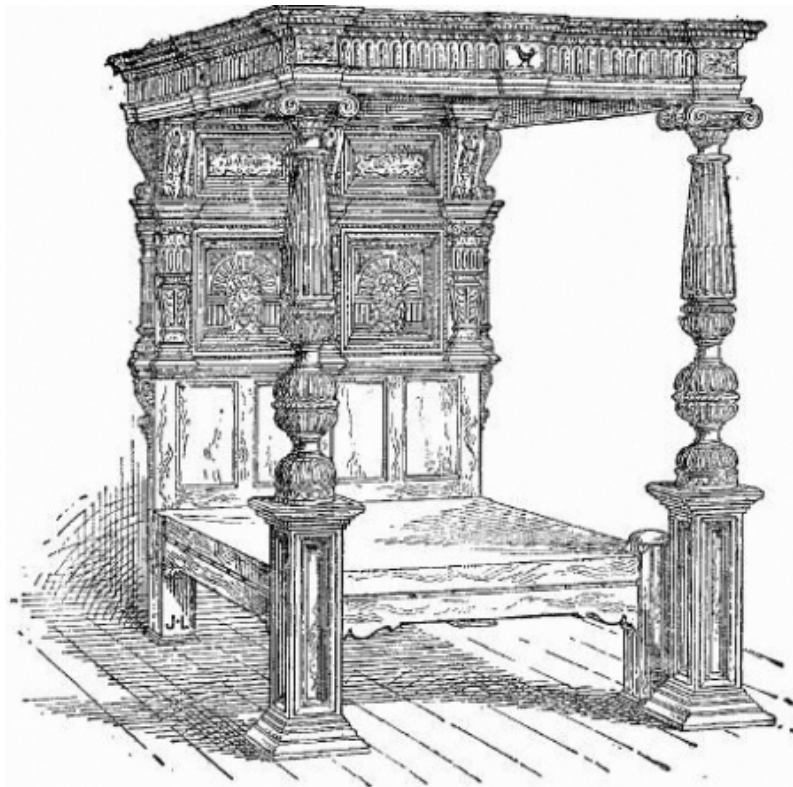
86. The backpack (10 w.u.) contains a flint and steel (4 w.u.), a small sack containing two torches (20 w.u.), and a hard green lump that may one have been a loaf of bread. You may take backpack and any of the items you want and **return to 51**.

87. You grip your weapons, stand your ground, and try to stare down the wolf at the base of the stairs. The other three wolves quickly join the first and all four charge up the steps toward you. The four WOLVES have an MR of 20 each (3 dice + 10 adds). The stairs are narrow, however, and they are only able to attack you two at a time. But if you kill one wolf, another will replace it until only one is left. If you kill all four wolves, **go to 89**. If the wolves kill you, **go to 24**.

88. If you have been in this room before, **go to 129.** The room is illuminated with a strange blue light. Just inside the doorway, you see a desiccated corpse dressed in blue robes. The corpse is in a sitting position, its back against the south wall. A large hole is burned through the body's chest. The face is frozen in twisted agony.

Stepping over the corpses legs you walk into the room. You find that the cold coming through the door fills the room and so does the stench of fresh decay. The room is 20 x 20 ft but mostly empty. There appears to have been a great fire in the room. The walls are scorched and the remains of furniture lie in masses of charred wood and melted nails. The only part of the room spared the inferno is the middle of the western wall. Sitting in this unharmed oasis is a finely made, four poster bed. A large iron bound chest sits at the foot of the bed. As you approach the chest, you stop and stare in disbelief. Lying on the bed is the emaciated body of a short man dressed in torn red robes. His arms and legs are chained to the frame of the bed. You walk up to the man to get a closer look and see that his chest is still rising and falling as he takes weak, ragged breaths.

You wonder how a person could survive in such a state. He could weigh no more than 60 pounds. Suddenly the bitter cold air surrounding you melts away and is replaced by increasing warmth. At first you are relieved by the break in the cold, but then you sense that something else is in the room. Slowly turning your head, you come face-to-face with a creature of nightmare. **Go to 129.**



89. Your blade silences the snarling of the last wolf. Leaning against the wall, you look longingly at the now open front door. Grabbing your new gear and treasure, you rush out of the house. The slowly rising sun illuminates the eastern horizon. In the growing daylight you can make out a faint trail leading from the house to the woods. Far in the distance you see smoke rising above the trees. There is no sign of the rest of the wolves that were pursuing you yesterday. After checking around the house one last time just to be sure, you shoulder your load and set out into the hills, never looking back at the house. You are weary from the night's ordeal, but feel a newfound confidence in your abilities. You may take up to 2/3 of your weight possible in treasure and equipment. If you take more than that you'll never make it out of the hills alive. Take 1000 AP for completing this adventure. **The end.**



90. You open the pouch and find four small, but well-formed, deep red garnets (25 g.p. each). **Return to 42.**

91. You grab onto the boot and give it a good tug; a little too good. The obstruction comes out of the chimney in a cloud of soot and dust landing in a heap at the base of the fireplace, immediately followed by a swarm of agitated BLOOD BATS. Most of the bats quickly retreat to the fireplace, but some turn and attack you. There are three blood bats, each with an MR of 5 (1 + 3). If you survive the attack you may investigate what came out of the chimney. **Go to 51.** If the bats kill you, your blood-drained body collapses in front of the chimney and silence fills the house once again. **The end.**



92. If you have been here before, roll 1D6. If you roll a 1, go to the Random Events Table. You slowly open the door. In the torch light you can see a small, 15 x

20 ft room filled with wine racks along the south and east walls, and three large casks along the northern wall. You may search the wine racks (**go to 56**), examine the casks (**go to 121**), or go back to the storeroom (**go to 37**).

93. You climb the narrow ladder up through the trapdoor and into the dark attic. A small amount of moonlight filters through a tiny skylight, but it is not enough to see by. You feel around the darkness for a few minutes, tripping over a few objects until you rest your hand on what you think is the south wall. But instead of wood, your hand encounters a sticky, stringy substance. You try to pull your hand away but it proves difficult. Make a L1-SR on STR. If you make the roll, **go to 119**. If you fail, **go to 66**.

94. You take the helmet off of the display stand. It is made of high-quality steel and is well crafted, if a bit antiquated. You put it on your head and find that it is a decent fit (2 hits, requires 2 STR, 35 w.u., 15 g.p.). **Return to 35**.

95. You quickly pull out all four of the drawers. They are filled with an odd assortment of iron utensils. Most are rusty and worthless, but you do manage to find a larger than average kitchen knife among the utensils that you may use as a weapon (2 dice, requires 1 STR 4 DEX, 16 w.u., 5 g.p.). **Return to 50**.



96. You kick a small stone that skips into the wall. Looking down you see a gleam. You excitedly run over to the lustrous stone and discover that it is a small opal worth 45 g.p. **Return to your previous paragraph**.

97. The axe blade strikes the door and bounces off. The axe rebounds and hits you in the head. Take 1D3 hits to you CON (deduct damage for helmets only). After you shake the stars from your eyes, you see that the axe did not even make a mark on the door. **Return to 137**.

98. **If you have been here before, roll 1D6. If you roll a 1, go to the Random Events Table.** You walk through the open doorway to an elongate, 15 x 10 ft room dimly lit by two barred windows in the southern wall. The room is dominated by a long table with six heavy, ornate chairs. A tarnished silver candelabrum sits in the center of the table. On the east wall is a large cabinet of dark wood. A closed door is in the northern wall. Scattered about the floor of the dining room are broken plates, cutlery, and...human bones.

You may examine the candelabrum (**go to 58**), sort through the bones and other debris scattered about the floor (**go to 67**), or try to open the large cabinet (**go to 124**).

When you finish searching the room, you may open the door on the north wall (**go to 50**) or walk through the open doorway in the west wall (**go to 60**).

99. The silver ring slides onto your finger with some resistance. At first, it appears to be a rather ordinary silver ring until you feel a sharp jolt of pain race from your finger to every nerve in your body. Make a L2-SR on CHR. If you make the roll, the ring accepts you as its new owner. Add 1 to all of your attributes for as long as you wear this ring. If you fail the roll, the ring emits an electric charge doing 1D6 hits to your CON (armor does not protect you). The ring will continue to emit charges each turn until you take the ring off (you should probably take the ring off). If you have not done so, you may try on the gold ring (**go to 28**) or leave it and **return to 117**.



100. You look through the dusty books. Most are old and worn. Make a L1-SR on INT. If you make it, **go to 71**. If not, you don't find anything of interest or value. **Return to 54**.

101. You decide to stand your ground against whatever is scuttling toward. You peer into the darkness but can see nothing. A sudden jolt of sharp pain in your left leg causes you to fall to your knees. A second and third wave of pain shoots through your right arm and leg. You are on the floor of the attic staring at the still open trapdoor. You reach out toward the light, but a final attack tears into your spine and darkness falls over you. **The end**.

102. The key breaks free from the chain easily. The key is well crafted and engraved with a large X. Make a note of this paragraph and **return to 92**.

103. Among the debris you find a small amulet bearing a symbol of a four leaf clover. You may try on the amulet by **going to 126**, or leave it and **return to 98**.

104. You step over what you think is a stick, but it suddenly strikes at you. The RATTLESNAKE has an MR of 25 (3 + 13). If the snake scores any hits against your CON (regular or spite) make a L1-SR on ST or take an extra 1D3 hits in poison damage. With each failed SR, subtract 1 from your next SR against the snake's venom. **Return to your previous paragraph**.



105. You gulp down the thick green liquid. You are filled with a sense of well being and all of your wounds are healed. Restore all lost CON points. If you are not wounded, add 1 to your CON permanently. **Return to your previous paragraph**.

106. You crash into the door but it doesn't budge. You rub the large bruise forming on your shoulder. The door remains securely shut and you must **return to 137**.

107. If you have been here before, roll 1D6. If you roll a 1, go to the Random Events Table. Do you open the chest (**go to 13**), search the chest for traps (**go to 114**), or go back down the trapdoor and return to the landing (**go to 130**)?

108. The large dagger is a sax in relatively good shape (2 + 5, requires 7 STR 10 DEX, 25 w.u., 30 g.p.). If you can use this weapon, you may keep it and **return to 51**.

109. As you disturb the couch cushions you raise a cloud of dust and mold. Make a L1-SR on CON or take 1D3 hits to your CON (armor does not help). In the couch you manage to find 5 gold coins and a note written in common.

"I can't get out of this house. The front door is magically locked. There must be a key here somewhere. Or there may be another way out. Check the library"

Return to 60.

110. You lose your balance and fall down the stairs in the dark. Make a L1-SR on LK. If you make the roll, you manage to escape injury; if not, take 1D6 hits to CON (not reduced by armor). You lay in a heap in the darkness at the foot of the stairs. You can see dim light emanating from the open cellar door, but your eyes cannot penetrate the darkness around you. Suddenly you hear shuffling in the darkness followed by the rasping scrape of metal on stone. Do you wait to see what happens (**go to 19**) or scramble up the stairs to the cellar door (**go to 52**)?

111. You look in the mirror at the bottom of the box. Make a L1-SR on CHR. If you make it, you see your tired, dirty face staring back. If you fail, a wave of intense pain crashes over you and you feel the muscles in your face twist and writhe. In the mirror, you see your once appealing features (well, you thought so anyway) transformed into a gruesome mask. Reduce your CHR by half. **Return to 35**.

112. Out of the shadows steps a horrible, decaying creature. The GHOUL eyes you hungrily and slowly advances toward you. After the briefest hesitation it attacks. The ghoul has an MR of 45 (5 + 23). If you take any hits to your CON (regular or spite) from the ghoul make a L1-SR on CON. If you fail, your wound is infected and you will lose 1 point from your CON each time you enter a room until you locate some kind of medicine or healing potion. If you defeat the ghoul, **return to your previous paragraph**.

113. You recognize the content of the book as the description and instructions for various simple spells. The book contains six first level spells (you're a warrior so you can't tell which ones). If you can escape the house alive and get past the pack of

wolves outside, you can sell the book to a wizard's guild or a more roguish sort for 2500 g.p. The book weighs 200 w.u. Take your prize, if you can carry it, and **return to 53**.

114. You carefully search the chest for any traps. Make a L1-SR on LK. If you make it, **go to 136**. If you fail, **go to 33**.

115. You pick up the large black stone and almost drop it on the floor. You're amazed by the weight of the thing. It feels as though it is made of solid iron. As you handle the stone, you feel a strange sense of power growing within you. The stone immediately adds 1 to your WIZ and will add an additional point to your WIZ whenever you go up a level as long it is kept on your person. Keep track of how many WIZ points you gain in this manner. If the stone ever leaves your person, you will lose all the accumulated WIZ points. It weighs 200 w.u. **Return to 35**.

116. You take a swig of the white wine. Your mouth is filled with an awful sour taste causing you to retch and gag. Deduct 1 from your next saving roll as you try to shake off the effects of the foul liquid. **Return to 56**.

117. If you have been here before, roll 1D6. If you roll a 1, go to the Random Events Table. You may search the nightstand (**go to 70**) or the wardrobe (**go to 28**). When you are done, leave the room by the open door to the south (**go to 130**).

118. You squat down near the first cabinet in reach and open the door. The inside of the cabinet is filled with cast iron pots and pans. There is also a thick layer of paper scraps, grass, leaves, and rat feces on the floor of the cabinet. An angry squeak draws your attention to two pairs of red eyes staring at you from the darkness within the cabinet. TWO LARGE RATS lunge for your throat. The large rats have an MR of 15 each (2 + 8), are very hungry, and will fight to the death. If you kill the rats you manage to find 10 silver coins and a small emerald worth 30 g.p. among the debris in the cabinets. **Return to 50**. If the rats kill you, well you're rat food. **The end**.



119. You manage to break free of the sticky fibers and stagger back a few feet from the effort. Suddenly, the silence is broken by the scuttling of many feet. Do you make a break for the trapdoor (**go to 48**) or stand your ground (**go to 101**)?

120. The door creaks open to reveal a small staircase leading down into darkness. The dim moonlight only reveals the top two steps. Everything else is completely dark. An intense cold emanates from below. If you have a torch to light and want to go down

the stairs, **go to 37**. If you can see in the dark, **go to 62**. If you want to go down the stairs in the dark, **go to 127**. Or you can forget the basement, close the door, and return to the main room (**go to 60**).

121. You carefully examine the three casks. Tapping the sides of the casks reveals that the center one is empty. The other two casks seem to be full, but a foul smell emanates from both.

If you want to try to open the center cask, make a L1-SR on STR. If you have an axe, add 5 to your roll. If you make it, **go to 68**. If you fail, but did not have an axe, you may try again if you find one. **Return to 92**.

122. You quickly scan the journal. It seems to have been written by the owner of the house. You do not understand all of the entries as only a small portion is written in common. The rest is written in strange runes and symbols. What you can make out appears to describe plans to summon a demon. You flip through the journal quickly, but stop on the last page. The final page is written entirely in common. It is also written with less care than the rest of the journal, as if written in a hurry.

“Tonight I will call him. The others are trying to talk me out of this endeavor. Trevor has been the most annoying and continues to harass me with his weak pleas. But I will deal with him momentarily. I have just the spot for him. To think I once thought him worthy of being my apprentice. As for the others, they will wait until dinner. I have drugged the wine. I will not have Alfred’s sword or Walter’s magic by my side when he is summoned, but I will be able to control him. Eternal life will be mine. If the others are too afraid, then let them burn.”

Return to 42.

123. Upon opening the book, an agonized scream rips through the air causing you to drop the book, clasp your hands over your ears, and shut your eyes against the din. When the scream subsides and you open your eyes, you see that you are in the grasp of a PHANTOM. Its vaporous clawed hands cannot harm your body but its dark eyes tear into your mind attempting to break your sanity. Make a L1-SR on your current INT or take 1D6 hits to your INT. Keep making saving rolls on your current INT until you make one or your INT is reduced to 0. If you make the saving roll, **go to 76**. If your INT is reduced to 0, **go to 135**.



124. The cabinet is well made with heavy oak. The doors are securely shut and do not appear to have been opened in some time. You give one of the doors a light tug but

it has no effect. A quick look at the hinges reveals that they are rusted solid. If you want to force open the cabinet, make a L1-SR on STR. If you make it, you are able to break through the rusty hinges and open the doors, **go to 74**. If you fail the SR or don't want to open the cabinet, **return to 98**.

125. The needle strikes you in the abdomen and buries itself in your stomach. Spasms of pain run through your body as the poison spreads. Reduce your primary STR and CON by half for the remainder of this adventure. If the total hits you've taken exceed your new CON, your adventure ends writhing in pain on the attic floor. Otherwise, **go to 57**.

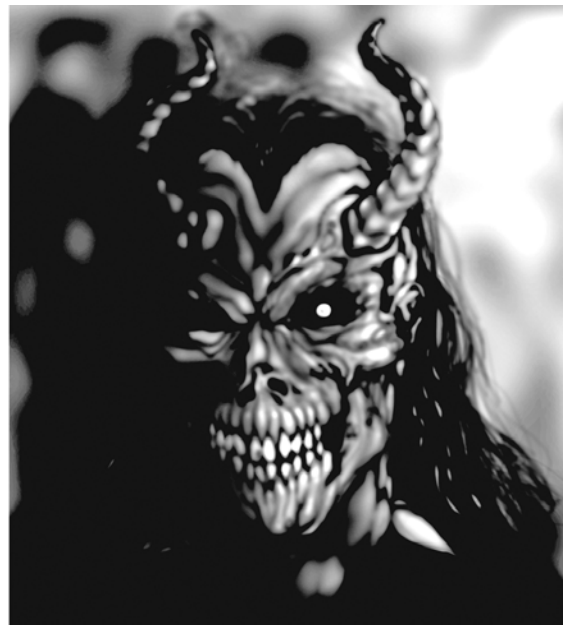
126. You place the amulet around your neck. You feel lucky. You may add 1 to all of your saving rolls while wearing this amulet. **Return to 98**.

127. You decide to brave the darkness of the cellar. You take three careful steps down the stairs but as you try to rest your foot on the fourth step you realize that it is not there. Make a L1-SR on DEX. If you make it, you manage to catch yourself before you fall. You'll obviously need a torch to continue down into the basement. **Go back to 120**. If you fail the saving roll, **go to 110**.

128. The dusty table is littered with a number of small valuable items. There is a gold plate (20 g.p., 20 w.u.), a silver cup (10 g.p., 10 w.u.) the inside of which is crusted with dried blood, a stiletto (2 – 2, requires 1 STR 1 DEX, 10 w.u., 5 g.p.) with dried blood on the blade, a platinum candle holder (50 g.p., 10 w.u.) covered in wax, and a half a stick of chalk. The items are as dusty as the table and appear to have been undisturbed for years. Take what you want to carry and **return to 53**.

129. Before you stands what could only be a demon. The demon's man-like, 8-foot body appears to be made of shadow and fire. Its body is black and hard to focus on as it shifts and fades before your eyes; but its head and limbs are less subtle and burn with white hot flame. Only the intense cold of the room keeps you from passing out from the heat radiating off of the demon. The demon speaks to you in a language you don't understand. Suddenly loud words seem to echo in your skull. "I AM ASAZIGABAL AND I AM HUNGRY!"

You raise your weapons to ward off the creature, but Asazigabal appears unimpressed. The demon takes two steps towards you and pulls a large scimitar seemingly from the darkness surrounding him. The blade of the scimitar immediately bursts into flames and the demon



lunges toward you. You quickly raise your weapon and prepare to defend yourself. The demon is weakened by the intense cold that fills the room and is unable to use magic, but is still very dangerous. Asazigabal has an MR of 50 (6 + 25), fights with a huge, blackened scimitar, and has a tough hide that will absorb 6 hits. If the demon scores any hits against you (including spite damage), make a L1-SR on LK or take double the hits in damage as the blade bursts into flames and burns you. If you are using any normal weapons, reduce the Hit Point Total (HPT) rolled for each weapon by half. Your personal adds are not affected. If you acquired a weapon effective against fire-based creatures, make the adjustments indicated in the weapons description.

If you are losing the battle, you may try to run for the open door by making a L1-SR on SPD. If you make the roll, **go to 84**. If you fail, the demon beats you to the door and blocks your escape. You may try to run again after another combat turn but you will need to make a L2-SR on SPD. With each failed attempt to run, increase the level of difficulty by 1. If you manage to defeat the demon, **go to 40**. If the demon defeats you, **go to 72**.

130. If you have been here before, roll 1D6. If you roll a 1, **go to the Random Events Table**. You find yourself on a large empty landing on the second floor of the house. A closed door is in the east wall and an open door leads into a small room to the north. To the west, a short hallway leads to a large, ornate door. Above you is a small trapdoor with a short pull chain hanging down just within your reach. You may open the door to the east (**go to 54**), enter the room to the north (**go to 82**), walk to the large door to the west (**go to 137**), or pull the chain to the trapdoor in the ceiling (**go to 3**).

131. Did you already drink the green potion? If yes, **go to 64**. If no, **go to 32**.

132. The decaying floor collapses beneath your feet and you are not able to get away in time. You fall into the room below along with the rotten floor boards. Take 1D6 hits to your CON (armor doesn't help). In addition, make a L1-SR on LK. If you make it, you managed to escape serious injury. If not, you broke your leg in the fall. Cut your DEX and SPD in half for the rest of the adventure. Dust yourself off and **go to 60**.



133. If you have been to this paragraph before, **go to 107.** The attic is 15 x 15 feet. There are a few items scattered about the floor: a rotted 10' pole, a length of old, decaying rope, some trash, and bones of small animals. The room is mostly devoid of furnishings with the exception of two chairs in the center of the room and a large chest in the northwest corner. All of these details are quickly forgotten, however, as soon as you start scanning the southern and eastern walls. Those walls are covered in thick mats of white spider webs. As if on cue, the silence of the attic is broken by the scuttling of many feet on the wooden floor. You spin around and see **THREE GIANT SPIDERS** advancing toward you, two from the floor the east, another from the ceiling to the south. Each has a body as large as a dog. In dim light you can see venom dripping from their sharp mandibles. Just as suddenly as they appeared, the spiders attack.



Each giant spider has an MR of 25 (3 dice + 13 adds). The three spiders are wary of you and will attack in waves. One spider will attack the first combat turn, two the second, and then three the third (if there are still three spiders alive). On the fourth combat turn the sequence will start over again. You may only damage spiders that are actively attacking you. Any time that you take hits to your CON (normal damage or spite damage) make a L1-SR on STR. If you fail, you have been poisoned and take an additional 1D6 hits directly to your CON.

If you manage to kill all three giant spiders, **go to 85.** If your CON is reduced to 0, you collapse on the floor and your body is quickly wrapped in a cocoon of webbing and eventually drained of all of its fluids. **The end.**

134. The coin is marked with a seal you don't recognize, but it is made of platinum. You may be able to sell it to an antiques dealer for 10 g.p. if you can get it to a large town. **Return to 35.**



135. The house has broken your mind. You scream uncontrollably and run through the halls. You must get out of the house. Running from room to room you cannot find a way out. Downstairs you see the fireplace and an idea forms in your crazed mind. You dive into the fireplace and start to madly claw your way up the chimney where a horde of thirsty blood bats await. **The end.**

136. You find a tiny opening containing a small needle just below the latch. Standing on the side of the chest, you open the lid. The needle shoots out of the hole and buries itself in the far wall. Smiling to yourself at your own brilliance, you search the chest. **Go to 57.**

137. You walk down the short hallway toward the ornate door. The air gets colder the closer you get to the end of the hallway. After a few steps, you can see your breath. When you finally reach the door, you discover that the cold is coming from the room behind the door. The door itself is large and imposing. The heavy oak is decorated in ornate carvings of hideous beasts and strange runes. You try the bronze doorknob, but the door is locked. Set in the face of a bronze gargoyle just below the doorknob is a keyhole. If you have a key, you may try it by **going to the paragraph number indicated on the key**. Otherwise you may try to force the door open (**go to 36**), chop through the door if you have an axe (**go to 59**), or leave the door and return to the landing (**go to 130**).

138. You start searching the storeroom, lighting your way with the torch. The chests and crates are easy to open. They contain a variety of food and supplies including moldy grain and vegetables, dried herbs, hardware, and clothing. As you cross to the northwestern corner of the room, your torch illuminates a large trunk that looks promising. As you approach, the corner becomes fully illuminated and you freeze.

Standing in the corner is a ragged man in tattered clothing, its back toward you. As the surprise of seeing someone in the house wears off, you notice that the man is not quite right. His flesh looks dull and lifeless and he doesn't move. Suddenly the man turns his head toward you. Torn skin hangs from the creature's face revealing the dry bone beneath. Its lifeless eyes fix on you and it lets out a dull, hungry moan. You now realize that this thing is not truly alive. Without warning, the ZOMBIE lurches forward. You catch the glint of steel as the zombie brings an axe up to swing at your head. Make a L1-SR on DEX. If you make the roll, you managed to evade the zombie's swing. If you fail, the axe catches you across the top of the head slicing off a chunk of your scalp. Take 1D6 hits to your CON (you may deduct damage for any helmet you may be wearing). Now you must fight for your life.

The zombie has an MR of 40 (5 + 20) and fights with a broad axe. It is dressed in tattered armor that takes 4 hits of damage. The zombie will fight silently to the 'death'. If you defeat the zombie, **go to 12**. If you are killed, the zombie feasts on your warm flesh.
The end.



Random Events Table

To determine what happens, roll 2d6 and consult the table below. Each event will only occur once. If you roll the same event twice, nothing happens.

2. Go to paragraph 1.
3. Go to paragraph 6.
4. Go to paragraph 8.
5. Go to paragraph 22.
6. Go to paragraph 26.
7. Go to paragraph 41.
8. Go to paragraph 43.
9. Go to paragraph 46.
10. Go to paragraph 96.
11. Go to paragraph 104.
12. Go to paragraph 112.



You were ambushed by a group of thugs on your way through the dense woods near your home. They took everything and left you for dead. You awoke to the sound of howling wolves and have been on the run ever since. It is now after sunset and your strength is failing. The wolves are closer than they have been all day. Suddenly, just ahead you see the outline of a small building on the next hilltop. It is illuminated by the moonlight, but all of the windows are dark. As you near it, you see the building is in a state of decay. But it may provide you shelter from the wolves until you can rest. There may even be weapons inside. Do you dare enter, the...

This solitaire adventure is suitable for a single low-level, humanoid warrior with up to 20 personal adds. You may bring no weapons, armor, or equipment except for the clothes on your back.

House in the Hills is designed to be played using the *Tunnels and Trolls*[™] game system. You will need the T&T[™] rules to play this game.

House in the Hills

