

Killer Pumpkin

A T&T Mini Solo



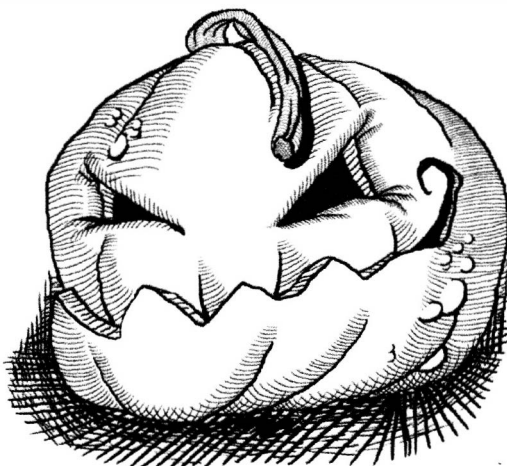
Written By Khara Khang

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A Tunnels & Trolls Mini-Solo

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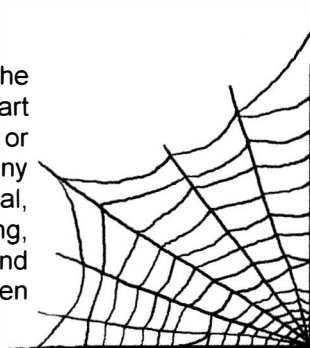
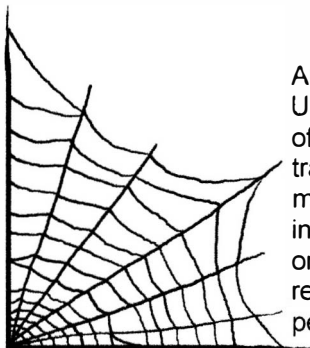
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Rules of Play

General Instructions: Killer Pumpkin is a solo adventure for one to three characters of levels second to fourth of any kin or type. This solo was designed to be used with either *Tunnels & Trolls* 5th, 6th, 7th, or v7.5 edition rules. To play this solo, one should have a pen, paper, a rule book, and a good supply of six-sided dice handy.

Abbreviations: 1d6: The result of rolling one six-sided die. SR: saving roll. g.p.: gold pieces, s.p.: silver pieces, c.p.: copper pieces. WT: weight. MR: monster rating. AP: adventure points. STR: strength, CON: constitution, DEX: dexterity, SPD: speed, INT: intelligence, CHR: charisma, WIZ: wizardry (i.e., power, kremm), LK: luck.

Adventure Points (AP): Give your character a number of AP equal to the full MR value of any monster defeated. In addition, the notation AP appears at the end of some paragraphs, along with a numeric value; this value represents the special adventure-points award earned by a delver who survives the events described in that paragraph. These bonus AP are, in addition to adventure points, earned for defeating monsters, making saving rolls, or expending WIZ to cast spells.

Saving Rolls (SR): When asked to make a saving roll, you are also given a level and an attribute—for instance, a “level one saving roll versus speed,” usually shortened to “L1-SR on SPD.”

To actually attempt the saving roll, simply roll 2d6 and add the relevant attribute (in this case, speed). Compare that total to the target number, as shown on the table to the right; if your total is equal to or higher than the target number, you succeed.

Note, though, that you always fail on a natural roll of three; no matter how lucky you are, accidents can always happen. In short, if your saving-roll dice come up with a one on the first die and a two on the second, you’ve fumbled, failing automatically.

Level	Target Number (TN)
1	20
2	25
3	30
4	35
5	40
6	45

Doubles Add and Roll Over (DARO): When making SRs, as long as you roll doubles, you may add their totals and roll again. There is no limit to how many times you may roll over, as long as you keep getting doubles.

For example, if you roll two threes, you may roll again and add the six you already have to the new number; if you roll two sixes on your second try, you then roll again, adding six and twelve, or eighteen, to the next result; assuming your result on this third roll was a five (a two and a three), your final roll would be six plus twelve plus five, or twenty-three.

Rolling a three on a roll over does not count as a fumble.

Thrown/Fired Weapons: Unless otherwise indicated, you can throw/fire a weapon at a foe before the first combat turn begins without affecting your ability to participate in melee combat for that first turn. All targets are large and at near range, requiring an L4-SR on DEX (TN 35) to hit. If you miss with a thrown/fired weapon, roll 1d6. If the result is one to three, you lose it.

Magic: Unless otherwise indicated, your character can always use a spell before the first combat round (before the melee fight). Don't forget, however, that whenever you wish to cast a spell, you must make a saving roll on INT at a level equal to the spell level. If you fail that SR, the magic doesn't work, and you spent your kremm to no avail. During this solo you will not have time to regain lost WIZ (i.e., power, kremm).

Spite Damage: In combat, every six rolled always counts for one point of damage, which is dealt directly to the target's CON or MR despite armor protection, no matter which side wins the turn. Those points of damage get through in spite of everything one can do to stop them. Since T&T does not use a blow-by-blow description of combat with hit locations, spite damage reflects the facts that combat is always dangerous and one can always be hurt by it.



Equipment/Weapons: As a player, you may buy extra weapons and supplies before the start of this solo, but it is assumed you already have those goods. As long as your off-hand weapon is a dagger, you can wield two weapons for melee combat—but the total dice cannot exceed 10d6.

Running Away: Unless an entry says you can escape, you do not have the time or luxury of running away from any battle. If an entry does say you can try, it will tell you and how to do it.

Introduction

“You must know that I do not seek to save myself, only my city. I am dying, and my only comfort is in knowing now what I have been destined for since childhood.

“I fear I cannot save anyone from my fate, but let me proceed with my mad prattle.

“I come from solid Khosht stock, a prosperous merchant family. Mine was a comfortable and happy childhood, and I spent my youth devoted to the service of selling goods.

“As a hobby, I also cultivated an annual pumpkin patch, adding bits of magic potions here and there to help with growth. I was proud of my garden and spoke about my magic pumpkins all around town, especially the Great Pumpkin that rules them all. I would relate the tale of how, every year on Hallowmas Eve, when the spiritual world encroaches on the physical, the mightiest of gourds will rise to revel across Kaball (i.e. Trollworld), accompanied by his most ardent worshippers. My neighbors were understandably skeptical, even afraid; after all, no one had ever seen this creature in my pumpkin patch—or anywhere else. I vowed that I would summon him to my back garden and set out to discover a method to do so.

“My quest led me into moldering libraries and cramped basements, off on far-flung journeys, and even to dread conversations with a lunatic wizard. This behavior raised alarms in my family, so I promised them I would turn away from my studies while resolving to continue them in secret. I committed everything I knew to memory, burned all my papers, and embroidered my most arcane secrets in near-invisible thread on the inside of my coat—the coat I am wearing now.

“My studies included certain grim texts filled with eldritch and macabre rituals—chants, sacrifices, sinister configurations of pumpkins—which would lure the Great Pumpkin to my patch and force it to do my bidding. Then last night, Hallowmas Eve, my investigations bore fruit—so to speak. Upon completing the ritual, I saw it—orange, flaming, and magnificent—hovering above me for an instant and then vanishing skyward into the constellations beyond the twin moons of Kaball.

“With this vision, I knew that I could not simply sit and wait but had to seek it out. I closed my eyes and prayed that my quest would not be in vain, and with a whisper, I asked that I be allowed to see the Great Pumpkin again.

“There was silence. I opened my eyes. There, not more than a dozen yards away, rising from the ground as smoothly as if it had been born from the earth, was the Great Pumpkin itself!

“It was as magnificent as I had imagined. Its stem rose from a creamy-orange body of perfect radial symmetry, and bountiful vines streamed behind it like the hair of a goddess. My eyes brimmed with tears as I realized that this day would be different from all those that had gone before.

“Then it turned, and with a shock of dread, I beheld its face. Instead of the friendly crossed eyes and gapped teeth I had imagined, its wide, orange visage was covered with jagged spirals of monstrous glyphs. Though I could not read these signs, they dragged my mind away to a dark universe, a cavorting pageant of despair and rot. Behind jagged inhuman incisions burned an awful furnace tended by thready, murmuring minions. From this furnace came not light or heat but radiations of irresistible madness.

“I shrank from this dread emission, but it was useless; the madness struck me, and I felt my mind changing, unraveling. Parts of my psyche withered to dust while others swelled like an autumn squash. My very essence was burned, transmuted, and recreated like some ancient ruined city.

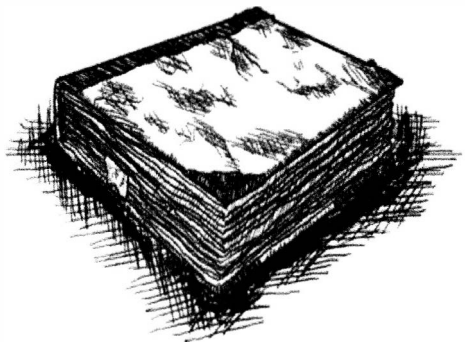
“Under this assault, I gave a feeble scream. Then, from somewhere in the ventral portions of that awful fruit, there came a response: a white-hot hail of eldritch fire lashed out and drilled pumpkin-seed holes straight through my body.

“I slumped feebly in my garden and fell unconscious. When I awoke—minutes ago—praying that this had been a fantasy, the orange stains and pumpkin-seed holes in me, and my mortal wounds, confirm that this was no mere dream.

“I have but hours to live, so I write this as a warning and a plea to those who can stop this horrific monster. I have embroidered upon my coat certain spells and rituals that I hope will serve as a bane to it so that it will be unable to return to this world. Find my coat, and you will find a way to stop its return.”

You lean over the dusty desk, reading the last page of the merchant’s journal. The ravings of a lunatic? Or a dire warning? You close the book and look around the dust-covered shop. It is one hour before midnight on Halloween. If this journal is true, the Great Pumpkin will return this night.

Can you banish this unholy menace? Or will you be its next victim?



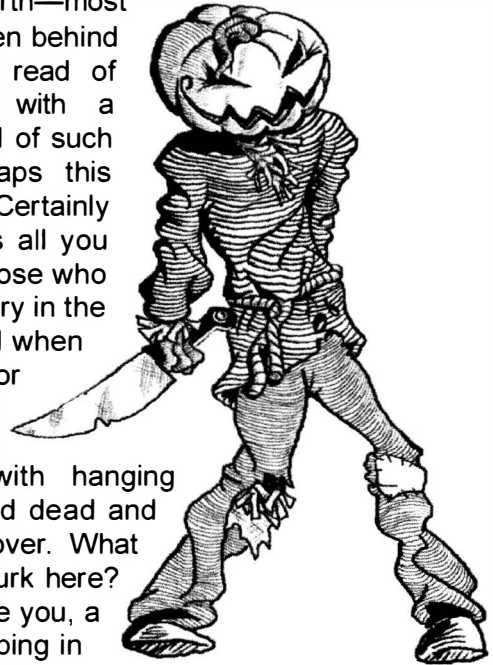
As a seasoned adventurer, you can naturally conceive terror, having battled gorgons, hydras, and harpies—but you have never looked into the shadowed face of a killer pumpkin. To you, nothing is too evil or too monstrous to be dealt with. The mysterious letter had appeared on your bedside table a fortnight ago and enticed you to make the journey to Khosht to investigate this canker, more out of conscience and duty than enrichment of coin. The letter stated with special emphasis that you *must* be here on this specific night, Halloween, because that is when the Great Pumpkin stalks its victims. Oh, least of all, the note ends with three pumpkin pips in the letter. So here you stand in the merchant's house, a place of squalor and dilapidation.

- *If you wish to continue your search of this main room, go to 28.*
- *If you want to leave the abandoned merchant's shop and head out into the street, go to 5.*
- *If you decide to search the back room, go to 19.*



1. You find yourself in the north—most of the area is a very large garden behind the merchant's shop. You've read of many pleasures associated with a garden, but you've never heard of such horrors in one before. Perhaps this dreaded pumpkin is immortal! Certainly it is deadly, and though this is all you know, it is terrifying enough. Those who have dug deeper into this mystery in the past have seldom returned, and when they do, they are either silent or quite mad.

The garden is thick, separated into long rows, with hanging tomato vines, now withered and dead and higher than a man can see over. What other fiendish creations might lurk here? Like that figure a few feet before you, a rag-tag scarecrow, clothing flapping in the wind. Did it just move an arm?



Suddenly with a dread chill climbing up your spine, you realize that you are facing the Killer Pumpkin. It's tall with a body of wood, twine, and rags and a sinister pumpkin for a head. In one hand it holds a large knife with the intent of laceration.

To fight or escape this malevolence are all that concern you.

- *If you would rather flee, return to 24.*

If you fight the Killer Pumpkin, it has an MR of fifty, but if you are not wearing the Merchant's Coat, you can do no damage, magically or physically. If you are wearing the Merchant's Coat, then you can damage the Killer Pumpkin as if it were a normal creature. **If it kills you, continue reading.** If you kill it, then you gain triple AP of its MR and a five hundred AP bonus. No one will ever know you are the hero who killed the Killer Pumpkin. **Your adventure ends here.**

It seems less like you are falling and more as though the universe is falling past you. Your pain ceases as the Killer Pumpkin withdraws his long knife from your heart. The falling ends on the ground at its feet. For a moment, your surroundings seem confused, like a projected image hopelessly out of focus, but gradually everything goes dark. You close your eyes forever.

The End

2. You have found your way into the twisting, mazelike paths of a cemetery. The smell of decay is all about you, as well as a dizzying fear of the unknown. You have the sense of a stealthily approaching menace, a nameless, unheard-of thing more ghastly and abhorrent than death itself.



Then in the darkness comes a hideous moaning that throbs maddeningly inside your exhausted brain. It seems to come from all directions, echoing among the gravestones, reverberating in the shadows.

With unholy and borrowed vitality, three zombies lurch into view, moving toward you in a series of sickening staggers. It's a sight from a fever dream—but you're awake. If you enter combat with them, each has an MR of thirty.

- *If you flee the cemetery in terror, return to **18**, the cemetery gate.*
- *To flee in a different direction or to leave after the battle, go to **6**, **20**, or **17**.*

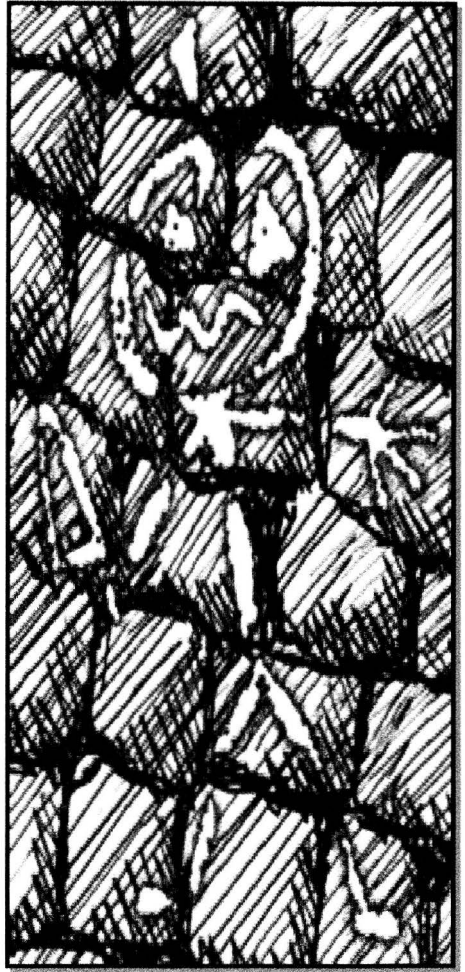
Should you be killed, you will become one of the zombies—leave your character sheet here, attached to this paragraph—with a lowered INT of 3. If you visit this number again with a new character, new zombies will have appeared to take the place of those you have slain, possibly your old character.

You gain Adventure Points for each zombie you defeat and an MR value of the defeated monster in Adventure Points.

3. You enter one of the enormous three-story apartments along this abandoned way, a crumbling, worm-eaten edifice. No one knows why these buildings are derelict. There are vague rumors about disease and creatures of the night stealing people away and of mysterious deaths every Halloween going back nearly a century, but nothing is known for certain, and now this street is left deserted. When citizens of Khosht speak of the Killer Pumpkin, it's in low tones for they've learned to be secretive about such things.

Other than a common rat quickly scurrying into a hole in a corner of the room, there's no sign of life. Any clues as to why this building was abandoned have long since disappeared.

Then as you walk down an empty hallway, you see a mark on a brick wall. It's an image of the Killer Pumpkin carved as if in warning. A scribbled note below it reads:

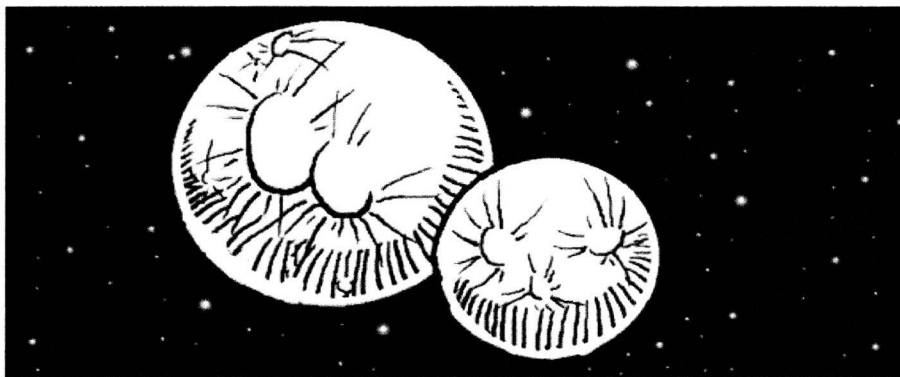


*The veil is at its thinnest,
And there's no other place like Khosht.
The past has emerged into the present.
What lies ahead is what's gone forever.
Dead eyes are gazing deep inside you.
Tonight is Killer Pumpkin Halloween.*

- *If you return to the street in front of the abandon building, go to **5** or **25**.*
- *If you wish to exit via the back alley unseen, you should go to **8**. These are your only options. If you keep the poem, make a note on your character sheet.*

4. As you awake sometime later on a hard cot, you look around, dazed—and somewhat damaged—but certainly alive. You suddenly become aware of a change in your surroundings. The door of your jail cell highlights and overshadows your exhaustion. There is nothing you can do to change this fact. Through the ravishing strains of the singers and the lunatics in the distance, as though they are mocking you, demoniac concords throb throughout the night. Here you will remain long after Halloween is over.

Your only choice now is to return to the beginning of this solo and start over. It will be one year later when you return to the city of Khosht and a new Halloween will approach. Turn to the **Introduction**.



5. You stand near the center of a crumbling cobblestone street, one of many in Khosht, wondering what kind of courage or foolhardiness has led you to undertake this perilous mission to stop the Killer Pumpkin. There appears to be no sign of anyone.

You hear a cricket chirping nearby in the darkness as if urging you to hurry. The tall, bare, windowless buildings seem to surround you, and a stiff wind whistles in your ears, causing everything to appear suddenly ominous. All the childhood horror stories your parents told you about avoiding haunted ruins run through your mind, and you shiver with foreboding.

- *If you want to leave Main Street and enter the abandoned merchant's house, go to **28**; to enter an alley go to **11**, **34**, or **21**.*
- *If you wish to continue on down the street ahead of you, go to **9**; to go in the opposite direction, go to **25**.*
- *If you would rather take your chances inside one of the many abandoned apartment buildings lining the street, go to **29** or **3**.*

6. Always curious about your new surroundings, no matter how morbid they might be, you circle the many headstones in the cemetery, some new and some very old. You find that walking among the dead is now very natural to you. You have an uneasy feeling that you are being watched, and the hairs stand up on the back of your neck. One headstone with a magic pentagram engraved on it catches your eye.

The headstone reads,

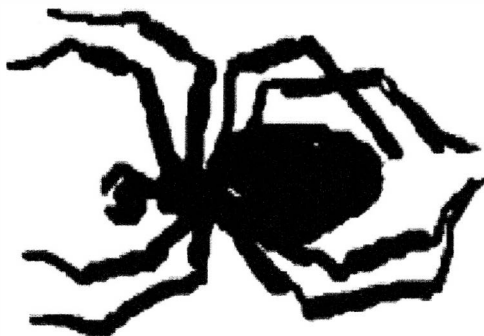
*Here lies Trollgod
Killed by the Killer Pumpkin—
Soon ripe,
Soon rotten,
Soon gone,
But not forgotten.*

- *If you want to return to the cemetery gate where you entered, go to **18**; to head toward the trees in the cemetery, go to **17**.*
- *If you wish to continue your search of the cemetery, you should go to **2**.*

7. You creep slowly toward the door to the basement of this terrible rattletrap. With each step you take toward the door, the floorboards moan a little in protest. Every fiber of your being tells you to turn around and go back upstairs, but you trudge on, dreading what you might see down there in the cold, dark basement. As you start down the stairs, step-by-step, you think you hear something! You freeze in your tracks. You don't even breathe. You just stand there listening intently for any kind of movement. Nothing! You decide it is safe to proceed after a few minutes.

The faint moonlight enters the basement through a small broken window. As your eyes adjust to the darkness, you are shocked by the horror you face. Many shriveled bodies hang upside down from the beams overhead, each wrapped in cocoons. The life has literally been sucked out of them. Some are fresh and just beginning to prune while others are long dead and mummified. The smell of rotting flesh is overwhelming. Just when you think it can't get any worse, it does.

From out of the deepest shadows, and what you thought was just basement clutter, a large spider the size of a pony rushes toward you and attacks.



Spider, Giant

MR: 70

Combat Dice: 8d6 + 32

Special Damage: Paralyzing-Poison Damage. Each point of spite damage dealt by the spider is paralyzing-poison damage.

Special Abilities: Chitinous shell (5 hits). Can create a thick layer of webbing

Appearing: 1

This looks like any other spider except it is the size of a pony! It has a chitinous shell that protects it from five hits. If bitten, it injects a special paralyzing poison. Each point of spite damage dealt by the spider is paralyzing-poison damage. At the end of any combat turn in which you take any paralyzing-poison damage, an L2-SR on CON (or MR) must be made, or you will be paralyzed for a number of combat turns equal to the roll on the SR dice. CON (or MR) lost to paralyzing poison cannot be healed by any means until the victim receives a *Too-Bad-Toxin* spell or succeeds at an L3-SR on CON (or MR). This L4-SR may be attempted once each hour, starting an hour after the paralyzing-poison damage is taken. In any combat turn you are paralyzed, or otherwise helpless, the spider will wrap you in a thick layer of webbing from which you won't be able to escape without help. The spider will hang you in the basement upside down for twenty-four hours. During this time, you will lose three CON from hunger and thirst, which may only be restored later. At the end of twenty-four hours, the spider will begin eating you. The spider does not eat you per se, but it sucks blood from the neck, dealing 2d6 of spite damage.

If you kill the spider, you may collect spider venom from it to use on bladed or pointed weapons. Once applied, the spider venom will stay on the blade for three combat turns. Each point of spite damage dealt by a poisoned weapon is paralyzing-poison damage and has the same effect as described above.

You have only two choices—flight or flee. If you make an L2-SR on SPD, you may flee up the stairs and escape. If you fail, the spider has blocked your escape route, and you have no choice but to fight.

If the spider wins, you become its next meal. If you win, afterward you will find a few items carried by the spider's previous victims, which are now discarded as trash on the basement floor.

Note: Several broken vials; rusted weapons, shields, armor, belt buckles, etc.; 3d6 x 10 gp; 3d6 x 20 sp; 3d6 x 40 cp; and a magical dirk that always does double damage (after combat adds are included).

- *To go upstairs, go to 19.*



8. The alley you are in is dark and spooky, much like the rest of the city of Khosht (at least the parts you have seen). Tall abandoned buildings line both sides of the alley you are in. There is a rumble of thunder in the distance, and rain might be coming down very soon. A fork of lightning flashes down from the sky and lights up a sight that makes you cry out loud!

A black cat howls and races across in front of your path. Your heart skips a beat. Then you see a Halloween dummy hanging limp from a noose and staring at you with lifeless buttons for eyes. It keeps swaying in the wind, displaying an array of shadows that play tricks on your mind. Taking a deep breath, you move on.

- *To enter the abandoned building, go to 3; to head down the back alley, go to 32.*

9. The sound of dripping comes to your ears. You take a closer look at your surroundings and all seems as it was, but then the figure of a small girl walks slowly toward you. She must be terribly cold for she wears only a housedress that comes to just below her knees. Her head is bowed, and she clutches a doll to her chest. Then you see the source of the sound; from the doll, deep crimson falls to the ground. “It hurts,” she says.

Without thinking you ask her, “What hurts?”

“Dying,” she answers and looks up at you. The droplets turn to a stream of blood that splatters over the pavement and stains her dress and doll. The little girl’s eyes are vacant and black. She moves her doll to reveal what was certainly a mortal stab wound in her chest. She calls to you, “Beware the Killer Pumpkin!”

Suddenly she is gone, and you are alone again, standing in a pool of blood. Roll an L2-INT-SR. If you fail, you lose one point of INT permanently from shock and fear.

- *To continue north—following the street—go to 23; to go south—following the street—go to 5.*



10. Suddenly you find that you’re not alone here as a soft, confident voice says from the darkness, “There is much to be wary of on the streets of Khosht tonight, and yet you venture out?” Stepping from the shadows is a tall figure wrapped in the folds of a gentlemen’s great coat. Shadows obscure most of his face, but what you can see is pale and—it must be some trick of the light—almost luminous. His hands are pocketed and provide a strangely relaxed air to the figure. “Perhaps you’re seeking something? Perhaps a fight? I myself am in search of a meal,” he says, and a broad smile splits his face. You see a fanged grin! He spreads his arms and rises above the ground in a pose of menace!

You have no choice but to fight.

Vampire

MR: 60

Dice: 6 + 30

Appearing: 1

Special: Vampires are affected by crosses, garlic, thorns, and juniper branches, which will effectively keep them away. If you happen upon one while it is in the grave, you should pin it to the ground with a stake of aspen or maple. This stake must be driven in with one blow, or the stalker will die. The head should then be severed and the mouth filled with salt, pebbles, or garlic—or a combination thereof. Burning the body or exposing it to sunlight so that it may decay is an added and wise precaution.

Abilities: Most vampires limit shape changing to bats, dogs, and mist. Others can become serpents or insects. They also exert a certain amount of control over people they have bitten who still live.

If you kill him, you gain AP equal to his MR. He has nothing of value on him. If you lose you become his undead minion.

- *To keep going north on this street, go to 36; to head south down this street, go to 14.*

11. Unstrung nerves raise hairs on the back of your neck while frightening shadows dance in the corners of the alley. The walls press closer and closer as you continue forward. The flatness of the alley walls give you a strange uneasiness you instinctively dislike and indeed almost fear when an unseen dog howls. The fireflies come out in abnormal profusion to dance to the raucous, insistent rhythms of strident city noises. The wind blows in ahead of the impending storm.

- *To exit this alley, go to 24.*

If you decide to turn back, you meet a feral dog. You stand rigid and silent, daring not to take a breath. Feeling cornered, it attacks you. It has an MR: 35. If you defeat it, you gain AP equal to its MR.

- *Then return to 5.*

If it kills you, your body is found in the alley the next day, and you have failed.

The End



12. You find yourself in the southern end of a very large garden behind the merchant's shop. This garden has a low metal fence that circles it, as if to keep something out—or worse yet, something inside. At night, the overgrown garden looms darkly and precipitously, making you feel like you should keep your distance, but there is no clear avenue to navigate.

Among the rotting vegetation, the twin moons of Kaball (the larger red moon is known as Sharane, and the smaller black moon is called Sar of the Shadows) give off enough light for you to see a scarecrow standing tall and wearing a fancy coat. It is not a reassuring sight to see it moving in the wind. Could this be the Merchant's Coat you are looking for?

Moving through the gripping vines, you check the coat. Unfortunately it is not the Merchant's Coat you are looking for, but it is a very nice coat (worth five g.p.). If you take it, add it to your character sheet. You gain ten CHR while wearing it, and ten AP for finding it.

- *You have no choice but to return to 24 and choose a different path.*





13. On a small hill ahead of you stands a long-forgotten stone crypt with a single door as the only entrance. Its stone roof bespeaks of an early architectural period. The long-abandoned crypt brings up images of unhallowed rites among forbidden shapes and shadows. It sits on a bleak hill where no tree, shrub, or grass blade will grow. You wonder how many fleeing souls have instantly fluttered away here, chittering in daemonic laughter.

- *If you open the crypt door and enter, go to 31.*
- *If you would rather leave this unnerving place and not enter, go to 17.*

14. Lightning flashes across the darkness of Halloween night as you walk up to the guard station at the end of the street. It is a very common, small, stone building, which is clearly marked with a sign: Khosht City Watch. The approaching storm brings wind and blows leaves across the yards and streets throughout Khosht. It adds to the fear everyone feels in the air.

Just as you reach to grab the handle of the door, it is suddenly pulled open. This startles you for a moment. "Come on in, dude. Relax! There ain't nothin' to be scared about. You'll be fine."

You see the grinning face of a Khosht City Watch. He is a very ugly half-orc with filed teeth, and he seems happy to see you. You follow him into the main room and both of you sit at a table across from each other. A backroom leads to an empty jail cell.



“I’m Sergeant Rolf, Khosht City Watch. How can I help you?”

You explain your mission and your current situation, but he doesn’t know the whereabouts of the Killer Pumpkin or where the Merchant’s Coat might be found. Of course the most obvious place he suggests is somewhere near the merchant’s house.

Note: If you have already met Sergeant Rolf at the merchant’s house (28), then the only news he has to tell you is that the sighting of a nasty troll with glowing eyes has been reported to him only a short while ago, and the Killer Pumpkin has been seen climbing through a window in one of the abandoned buildings down the street.

After a free cup of hot tea, Sergeant Rolf insists you be on your way, as he has things to do, such as making his nightly walk to check on the locals.

- *If you leave and head down an alley, go to 34.*
- *If you quickly walk down the street avoiding anyone, go to 5.*
- *If you walk slow and look for any locals to talk to, go to 25.*



15. You hear a savage yelping of a dog as it echoes a warning in the distant darkness. You quickly look around for unseen things. Your mind plays tricks on you, and you can imagine fetid and horrible creatures lurking just beyond the limits of the darkness in this unmarked street. Then you sense a terrible presence of an intruding horror.

Your fear is eased somewhat when a shapeless thing takes the form of a short man wearing an overcoat and a broad-brimmed hat. You curse yourself for playing up unfounded fears in your mind. That is when you realize something is very odd about this man.

"Welcome and well met!" you say, your mouth dry as cotton.

"Click-click, click...trick or treat," it answers.

- *If you flee down the alley, go to 36.*
- *If you back away from the man and then run, go to 32.*
- *If you run inside the nearby abandoned building, go to 29.*

[Note: If you pick one of the above, then go there. If you do none of the above, then keep reading.]

Dropping its disguise, the Giant Intelligent Spider is revealed as it rushes forward to attack you. Make an L2-INT-SR or be frozen, unable to do anything for one round. If this happens, it gets one free attack on you.

Giant Intelligent Spider

MR: 50 (typically found in towns).

Combat Dice: 5d6 + 25

Special Damage: None.

Special Abilities: Chitinous Shell—provides six points of armor protection. It can take on the disguise of a man and walk upright, but it appears to be very short.

Appearing: 1

Giant Intelligent Spiders look exactly like any other type of spider, except for the fact they are much smarter and can walk upright when they need to do so.

Treasure: The Pipes of Caleb were created by the ancient patriarch of the same name. When played, it will charm and hold any spiders in hearing, placing them under the piper's control. If the piping stops, they will attack. The pipes will also charm anyone with SRs (level 1 SR = MR 50, level 2 SR = MR 100, and so on), and members of the arachnid type (spiders). These pipes also add five to the bearer's base charisma, which makes them appear very charming and outgoing. The pipes are very ordinary looking; five reeds bound together.



If the Giant Intelligent Spider kills you, then you are its Halloween treat for the night. If you kill it, you discover the coat is not the coat you are looking for, but you gain AP equal to its MR, plus you get to keep its treasure (the Pipes of Caleb).

- *If you continue on down the alley, go to 36.*
- *If you go in the opposite direction, go to 32.*
- *If you go inside the back of the building, go to 29.*

16. You head up the stairs to the second floor of the abandoned merchant's house. Once this was a beautiful house, but mold and decay have taken its toll. Each wooden stair sounds like a painful moan under your weight. Unspoken magic has infused itself into every pore of this structure, causing everyone to shun this place as if it were cursed by witch blood.

When you reach the top of the stairs, a single dust-covered bedroom comes into view. Cobwebs crisscross the room with intricate detail.

No one, even those who have the facts concerning the recent horror, can say why it happened here and not somewhere else. No doubt unhallowed rites have played a part, but there is surely more to be learned of why something unliving and plant-based has wrought such evil down upon the city of Khosht.

You try to mentally disregard absurd improbabilities of frightful tales of wizardry and strange influences as you begin your search. All items you touch fall into pieces with wormholes and age they should not have. You find nothing of value in this forgotten bedroom.

- *You have no choice but to go back down stairs. Return to 19.*



17. As you approach it, you see that a large, dead-looking tree dominates the backside of the cemetery, where few dare to tread. Nothing grows around it. Maybe the tree had died long ago, like everything else around here. You guess that someone has been here recently since there are a half dozen hangman's nooses dangling from this tree for Halloween—as if those would frighten people away. Walking under the tree, it doesn't frighten you in the least. It's a tree after all. What is there to be afraid of?

The storm is about to blow in as you look up at the tree. The wind is piling, and it has the ancient tree swishing and swaying in response. The ropes are swinging. There is an awful lot of creaking and straining in the tree as the dark sky wants to shake free a torrent of rain upon you, but then to your horror, the tree develops a coherent unearthly form and reaches down for you. You see a face and glaring eyes that tell of inherent evil.

It attacks you with its limbs!

Hangman Tree

MR: 100

Combat Dice: 10d6 +50

Special Damage: Constriction damage for 5 CON damage each round.

Special Abilities: Entangle and Constriction damage. Half damage from cold and fire spells.

Appearing: 1



Hangman Trees are carnivorous trees and as such do not move, being found only in cemeteries.

Their roots, which extend far around them, will warp the ground forming paths leading straight to them, and the area immediately surrounding them will be dead and smooth with an unpleasant air, suggesting a place not to dwell. But woe betide the unwary party of delvers venturing close, for a Hangman Tree will attack as soon as anyone is within reach.

A Hangman Tree's attack is quite simple. Since the tree has slow vegetable synapses, each of its thirty-one branches attacks as one full combat-die monster, striking relentlessly on its prey until totally defeating it. However, remember that no more than thirty-one branches may attack a single medium-sized target at once.

When the Hangman Tree hits, the branches do Constriction damage and will remain on the victim until chopped off. This does five CON damage each round. As the branches entwine around its prey, each tentacle halves movement. After being entwined in five branches, the victim must make an L5-SR on STR or remain tightly held. The level of the SR required is equal to the number of constricting branches.

Due to the decentralized nervous system of Hangman Trees, spells do as little damage as possible. For instance, a *Freeze Pleeze* would do half damage to the entire tree, as opposed to each branch. *Hellbomb Bursts*, however, would disintegrate the entire tangler.

If you flee from the Hangman Tree, it gets one free attack. If it kills you, you become compost. If you kill it, it looks even deader than it did before it attacked you, but you gain AP equal to its MR.

- *If you continue on your hunt, go to 13, 6, or 20.*

18. This path has brought you to the tall, gothic, metal gates and the entrance to the city cemetery of Khosht. Even in the darkness, you know it to cover over ten acres within the city and that it is surrounded by a tall spiked fence.

Rolling hills and oddly-shaped headstones make you prepare defensive measures should something abhorred by the living be lurking about.

You listen for bizarre rhythms to stave off any unexplained fear you might be feeling.

The merchant had a family crypt here, and it might be a good place to start looking. The squeaky metal gates swing open at your touch, as if to beckon you inside and feed you to some heathen god. Your morbid thoughts have nothing to do with Halloween. There is no doubt strange and portentous evil at this cemetery. Your controlled cardiac action and stertorous breathing tell of an end not far off.

Unusually worried, you gather your inner strength and press forward.

- *If you enter the cemetery and head straight forward, go to 2.*
- *If you enter the cemetery and turn right, go to 6.*
- *If you enter the cemetery and turn left, go to 27.*
- *If you chose a different path, go to 35 or 30.*





19. You enter the back of the merchant's house. It might have once been mistaken for a kitchen or even the merchant's lab. All of the tables and chairs in this room have been smashed into worthless kindling. The floor is strewn with leaves and debris. The door that exits the back of this building has been kicked off its hinges and now rests on the floor. The old building creaks and pops under the wind.

You see a morbid poem written on the wall in red paint—or is it blood?

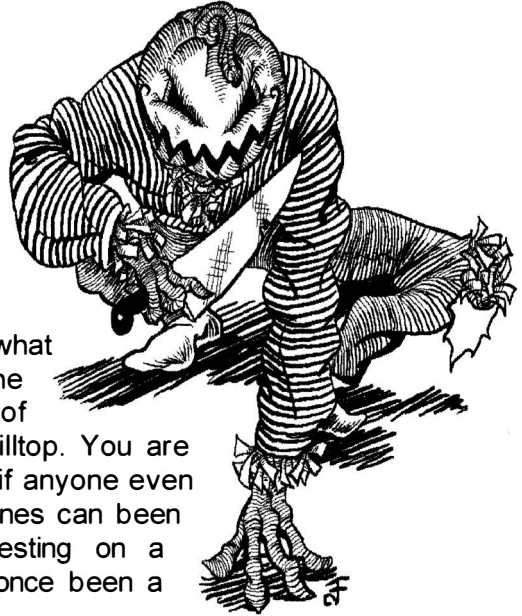
*A Killer Pumpkin stood in the lane
The night before Halloween.
I came upon him as I walked that road;
It was a scary scene.
He turned and stared,
His knife in hand,
His green eyes glimmered.
I returned his glare
Then stood and shivered.
He yowled and hissed:
"You, on the road, beware!"
I startled and jumped.
It was quite the scare.
What All Hallows schemes
Were in the air
As I tried to get from here to there,
But I died right there!*

A stairway heads down into the basement and another set of stairs heads up to the second floor.

- *If you decide to go up the stairs, go to 16.*
- *If you are bold enough to go down into the basement, go to 7.*
- *If you leave via the back entrance, go to 24.*
- *If you turn and go back into the main room of the merchant's house, go to 28.*

20. Numerous whippoorwills call out in the night as you walk through the southern part of the old cemetery. Some say the birds are psychopomps lying in wait for souls of the dying and that they time their eerie cries in unison with the sufferer's struggling breath.

You walk up to the top of what is called Sentinel Hill in the cemetery and see old rings of rough stone columns on the hilltop. You are not sure who created them, or if anyone even knows who did. Deposits of bones can be seen within the circle and resting on a sizeable rock that could have once been a sacrificial altar.



Then you turn to see something crouching on one of the large rocks. A dread chill climbs up your spine when you realize that you are facing the Killer Pumpkin. It's tall with a body of wood, twine, and rags, and a sinister pumpkin for a head. In one hand, it holds a large knife with the intent of laceration.

To fight or to escape this malevolence are all that concern you.

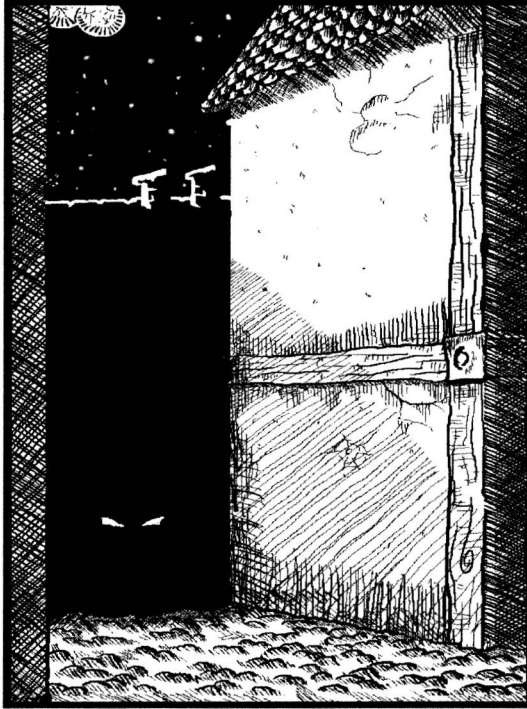
If you fight the Killer Pumpkin, it has an MR of fifty, but if you are not wearing the Merchant's Coat, you can do no damage magically or physically. If you are wearing the Merchant's Coat, then you can damage the Killer Pumpkin as if it were a normal creature. If you kill it, you gain triple AP of its MR. As a bonus you gain five hundred AP. No one will ever know it was you who saved Khosht from the menace of the Killer Pumpkin, but you will. Your adventure ends here.

If it kills you, continue reading.

- *If you would rather flee, return to 17, 2, or 27.*

It seems less like you are falling and more as though the universe is falling past you. Your pain ceases as the Killer Pumpkin withdraws his long knife from your heart. The falling ends on the ground at its feet. For a moment, your surroundings seem confused, like a projected image hopelessly out of focus. Gradually everything goes dark. You close your eyes forever.

The End



21. You are fully aware that eyes are watching you as you walk down the alley between two large buildings in the twin moons' light. It was not something unfortified eyes wanted to see as it creates a cold sweat of terror and jittery concentration that unsettles your nerves. If you turn toward the eyes, they suddenly disappear. If you walk away from them, they begin following you again.

The eyes upon you hasten with your pace, and any hideous nightmare you expected to come lurching forward does not take place.

- *If you head to the main street, go to 5.*
- *If you continue between the buildings and behind them, go to 32.*

22. As you follow the street, you can see that the Halloween revelers are out in abundance tonight, even with the looming Killer Pumpkin threat. Since you are not dressed in a costume, most of the people rush on by you as they head to wherever they are going. It does make you wonder if Halloween originated from forbidden cults that have come down from older times, not unlike other inherited forms and traditions.



Every strange face seems to follow you as you pass, but surprisingly, one stops to face you.

“Hi there, stranger. Do you want a Halloween kiss?” asks the drag queen. He stands a foot taller than you and wears an impressive outfit.

When you refuse the drag queen’s advances, he attacks you. You have no choice but to fight. He has an MR of thirty. If you reduce him to half his MR, he will flee. You gain AP equal to the damage inflicted. If you kill the drag queen, the city watch arrives and drags you off to jail, where you will spend the next year locked up for your crime, and your adventure will be over. You also lose one CHR permanently. Jail does that to a person. If the drag queen kills you, he gets off *free* by telling the city watch that it was a terrible hate crime—you did refuse the kiss.

- *If you survive this encounter, continue on to 36 or 9 or return to 23.*

23. You have made your way to the city square. Hundreds of Halloween partygoers dance around with wild abandonment and throw candy up in the air. You can hardly believe this is happening. The lives of many of these people could be in jeopardy. Everyone you question about the Killer Pumpkin or the Merchant’s Coat thinks you are crazy and ignore you. Just when you think this has been a waste of time, a one-armed warrior approaches you.

“So, you are the famed adventurer who is trying to save the city of Khosht?” asks an old man dressed in full battle armor. His aged white beard can be seen beneath his full helm. The magical rune sword he holds glows in the darkness.

“I suppose I am,” you answer. It is not like you could hide the fact you are an adventurer. Obviously he knows more about you than you do about him.



“My name is Jarux the Slayer, and I am the one who sent you the letter to come to Khosht and stop this evil menace. The three pumpkin pips in the letter were for the friends of mine I have lost,” he says. Bitterness and sorrow can be heard in his raspy voice.

“Then give me more information to help me on my quest, if you have any to give,” you say.

“OK, but you’re daft if you think you will find the Killer Pumpkin here in the city square. Try the abandoned buildings, the garden, or the cemetery. But first you need to find the Merchant’s Coat if you are really going to destroy the Killer Pumpkin.

“The merchant had a family crypt somewhere in the old part of the cemetery. That might be a good place to look,” he states.

You nod your head in agreement.

“Here—take my rune sword as payment for your services, but don’t be stupid and try to use it against the Killer Pumpkin unless you’re wearing the Merchant’s Coat. I’m sure it will save your life against other nasty creatures you might meet this night. I’m an old man, and my time adventuring has come and gone.”



You accept the sword as a gift and thank Jarux the Slayer. Once in your hands, you can feel the magic inside the sword. The sword feels unnaturally light.

Rune Sword: Each Rune Sword has from one to six runes on it. This Rune Sword has all six runes.

Type of Sword: Swordbreaker

Dice + Adds: 6

STR Req.: 10

DEX Req.: 12

Cost (g.p.): 2,000

Weight: 10

2 Hands?: N

Range (y.): N.

Sword Powers:

1) Breach Barriers—This sword will attack doors, walls, and open a man-sized hole in half the time it would normally take.

2) Reflect Spells—This sword will turn spells back on the caster.

3) Warmth—This blade has an aura of warmth that protects the wielder from up to eight dice of cold damage.

4) Chill—This blade emanates frost that will stop up to six dice of fire damage.

5) Light—This sword will glow with light equal to a lantern.

6) Homing—When laid at rest, this sword will point toward a specified *place/object/person* that you personally *know/have seen/or owned*.

Add the sword and sheath to your character sheet. After saying good-bye to Jarux the Slayer, you continue on your quest.

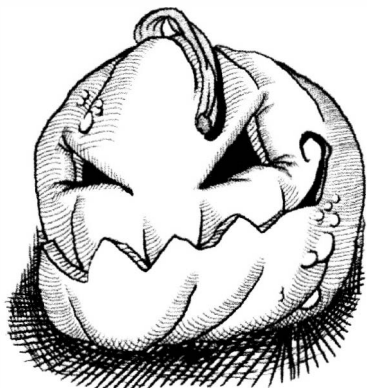
- *If you continue forward on this street, go to 22 or 36.*
- *If you go the opposite direction, go to 9.*
- *If you decide to take this sword and leave town, go to 33.*

24. You find yourself at the entrance—a low metal gate—to a very large garden behind the merchant's shop. You've read of many pleasures associated with his garden but never have you entered it. Those who have dug deeper into this mystery in the past have seldom returned, and when they do, they are either silent or quite mad.

The garden is thick, with many tripping hazards, and separated into long rows with hanging tomato vines, pumpkin vines, and gourds now withered and dead and higher than a man can see over. What other fiendish creations might lurk here? But if you are to find some clue, this is a good place to start.

You open the gate and step into the garden. You would be withholding the truth if you said you didn't feel a little uneasy about being here. The nightly gusts lift unbridled leaves into the air and swirl them around you in a foreboding manner.

- *You have a choice: go right, **1**, left, **12**, on out the back of the garden heading somewhat north, **35**, or somewhat south, **30**, or return to **34** or **11**.*



25. As you stroll along the cobblestone street, you see a large pumpkin sitting on a stoop. Not an uncommon sight by any means, but this particular pumpkin catches your attention. The carved pumpkin lay half bent on its side in a fetid pool of greenish-yellow ichor and tarry sickness. It appears alive, at least somewhat, as it twitches silently and spasmodically while smiling at you. When the thing breathes, it unnerves you. The greenish-yellow ichor trickles beyond and leaves behind a curious discoloration. You draw a weapon and smash it. As you do, it shrieks as fragments of it explode. The monstrous blasphemy is no more. You gain one hundred AP for destroying the evil animated pumpkin.

- *If you enter the apartment nearby, go to **3**.*
- *If you head down the street, go to **5**.*
- *If you decide to go to the city watch station, go to **14**.*

26. You climb the metal ladder on the side of the old warehouse as fast as you can. Once you reach the roof, you run at full speed across the top, climbing down the ladder on the other side. When you get to the bottom, you have lost sight of the green goblin.

- *Now you have a choice: go to **15** or to **5**.*

27. There are rumblings in the sky above as you follow the path you have chosen. The wind is sweeping in the ineffable feter of the night air. You hear noises in the cemetery, but the looked-for terror does not appear. A slight drizzle is beginning, and the clouds continue their rumblings as they fight for space. Your monstrous quarry has remained hidden as lightning shimmers.

Suddenly a forky bolt flashes near at hand, lighting up the night for just a second or two. In that span of time, you see something, something your eyes don't want to believe they have seen.

It is gruesomely dark as you press toward what you had seen in the lightning flash. In another moment, a frightened group of more than a dozen men, including Sergeant Rolf of the Khosht City Watch is brought into view (if you accompanied him here, ignore this).



Just on the other side of the cemetery fence (or where it should be) you see a dead man slumped over his food cart, which sits in the center of the street. A knife can be seen sticking out of his chest. His face is frozen in terror, revealing his last seconds of life. In this particular part of the cemetery, the fence has fallen over with age.

The group of men run in circles, waving their arms, shouting, and even whimpering hysterically. They sob the words that the Killer Pumpkin was seen here just moments ago and disappeared back into the cemetery after killing the food merchant.

“Oh my God, my God. Lord knows when the Killer Pumpkin be on us all,” sobs one man. The speaker then pants in silence.

“There is nothing else to see. Move along people,” says Sergeant Rolf.

You follow his advice and continue your hunt.

- *The path you choose will lead you to 20 or 18.*



28. You begin your search of the main room of the merchant's house. The place is dusty and covered in cobwebs. You find nothing else of value other than the merchant's journal you were just reading from.

But then something happens...

There's a raspy breath from the darkness beyond the reach of your light. Something springs at you, arms held high and hands curled into claws. It laughs

like a maniacal ghoul. For a second, your heart races wildly, skipping a beat, and your eyes bulge as big as hard-boiled eggs.

Then you see that it is the grinning face of Sergeant Rolf of the Khosht City Watch, an ugly half-orc. He laughs a deep, loud, and totally disturbed laugh.

Note: If you have not met Sergeant Rolf before (from entry 14), he introduces himself before he continues talking.

“I was hoping that the sudden ‘attack’ would make you jump. It is Halloween after all,” he says. “I came in through the back door via the garden. We must be crazy to be out here—especially tonight of all nights.

“I know you're here looking to find the Killer Pumpkin, but did you hear what happened?” Sergeant Rolf asks as he approaches from the darkness of the back room. “The Killer Pumpkin attacked someone with a big butcher knife in the cemetery. You might check there tonight. I wonder who it was that got it? I'm not sure I believe it, but guess I should go check myself.”

Sergeant Rolf grins and heads out the front door of the merchant's shop.

- *If you accompany Sergeant Rolf to the cemetery, skip all other areas, and go directly to 27.*
- *If you decide to stay behind and search the back room, go to 19.*

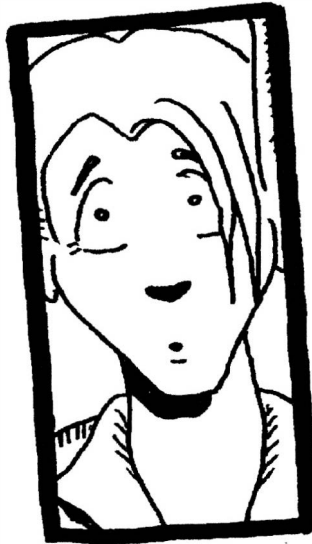


29. As you follow the street, you pass by several tall, unmarked, thatched-roofed houses before a large dilapidated building comes into your view. Even in the darkness, you have no trouble making out its enormous size. It must have once been a warehouse. The building is full of a stench that wafts out, a frightful stench that you know all too well.

From the rooftop, you notice a green goblin who is laughing manically. You see him light something on fire and throw it at you. Make an L2-DEX-SR or get splattered with flaming poo. If you fail your SR, you take 1d6 CON hits (no armor deduction, -2 CHR until you are clean) and you smell like...you know. The green goblin takes off, running across the rooftop after throwing the sack of poo.



- *If you chase after the green goblin, go to **26**, otherwise, go to **15** or **5**.*



30. You are quite puzzled when your walk brings you to an open field where your vision is filled with intricate stone statues of all types and sizes. It is not the unseen horror you were expecting, yet each statue appears unnatural, as if they have a potent power with a marvelous effect. The weird silhouettes and expressions of horror on each statue's face brings thoughts of infinite grotesqueness and impressiveness to the observer. Aesthetic appreciation aside, these two dozen statues must have been living people at one time. It is the unmistakable work of a hideous and devious Medusa.

- *Moving on from this area, go to **18** or **24**.*

31. Stone steps lead down into the family crypt as lightning flashes outside and thunder rumbles. This only highlights your fears, but the silence is far subtler than any unseen creature because your imagination might suggest a conjectural source in the world of nonvisible beings. You wince as if in expectation of a blow. Your frightful psyche struggles to keep you going down each step and not let you turn and flee.

Instead, you jump violently in reaction as a single lightning bolt shoots off, and you whip out your weapon to its zenith while a great tidal wave of fear passes.

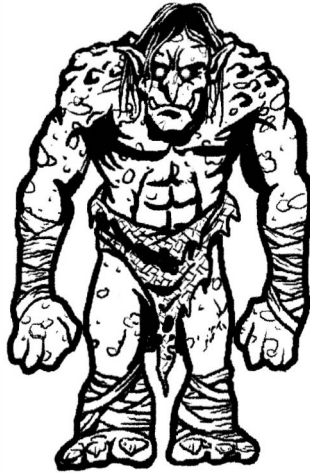
The stone steps go down into a deeper chamber where many crypts are held. The stench of the long dead assails your nose. Along the back wall, you notice something, a strange shape.

The shape is that of a coat resting against the back wall. It is exactly as described in the merchant's journal. You can see the magic symbols and incantations embroidered into the coat. There is no doubt they are protection spells and rituals that will be the bane of the Killer Pumpkin. You remember the merchant's chilling words written in his dusty tome: "Find my coat, and you will find a way to stop his return."



Note: The magical coat when worn will allow you to damage the Killer Pumpkin as if it were a normal creature. It will also give you five Armor Points of protection against physical or magical damage. You gain four hundred AP for finding this coat.

- *To find the Killer Pumpkin and fight him, go to **1** or **20**.*
- *If you decide to keep searching, return to **13** and pick a new path.*



32. Out of the darkness, from behind a row of buildings, walks a large, fearsome, and hideous looking troll. His eyes glow an unearthly green and stare at some vague abyss beyond what you can see. Your brief respite is broken as he attacks you with vicious malevolence.

He has an MR 55. He will fight to the death. If he kills you, he moves on to his next victim. If you kill him, you have saved others from a certain brutal death. You gain AP equal to his MR.

- *Now you have a choice, go to **15**, **8**, or **21**.*





33. Now that you are here to solve this mystery once and for all, you are no longer willing to stay and continue your adventure. You have an odd craving to flee and never whisper about these few frightful hours in this ill-rumored and evilly shadowed city of death and blasphemous abnormality. The mere thought of leaving helps restore confidence, to reassure yourself that you were not the first to succumb to a contagious nightmare hallucination as you flee the city of Khosht and never look back.

The End

34. As you head down this alley, you remember what you have been told. Each year, several days before Halloween, legends would begin to circulate in Khosht, reaching dizzying heights by Halloween night. Rumors that ghosts of men, women, and children could be seen roaming inside the home and outside around the grounds while lights float inside, passing in front of windows. Very strange sounds have been heard during the darkest nights on various evenings throughout the years.

- *If you continue on into the garden behind the merchant's house ahead of you, go to 24.*
- *If you decide to return the way you came, back to the main street, go back to 5 or 14.*

35. It takes no excessive sensitivity of beauty to make you literally gasp at the strange, unearthly splendor of the lady who suddenly stands before you wearing a Halloween mask. She is an opulent fantasy draped in a purple-velvet robe. Even now you can hardly describe what you see, though it is clear enough. She is tall with an abundance of small snakes escaping from around her mask and curiously irregular periphery, as if designed for a head of an almost freakishly elliptical outline. The longer you look, the more she fascinates you, and in this fascination there is a curiously disturbing element hardly to be classified or accounted for. At first you decide that it is the queer, other-worldly quality of the mask, but it seems so real.



However, you feel a deep uneasiness as she removes her Halloween mask and reveals herself as a Medusa. Her face hints of remote secrets and unimaginable abysses in time, and her monotonous nature becomes almost sinister. She is a fabulous monster of abhorrent grotesqueness with the ultimate quintessence of unknown and inhuman evil. Make L2-INT-SR or turn to stone.

Medusa

MR: 40

Dice: 4 + 20

Special: At the beginning of each combat turn, an L2-INT-SR must be rolled to see if you can avoid looking at her face. If you make it, fight normally. If you fail, you catch a glimpse of her (except in your mirror), and you turn to stone.

Weapons: Her magical sword of green metal is a 6d6 weapon. The shield is also a nice piece of equipment. It will take ten hits in combat for you each round and is incredibly light and easy to maneuver.

Description: The image that greets you is horrifying enough—a warrior woman some eight feet tall with a brace of hissing serpents rising like a flame from her skull and neck. She has a symmetrical face that might have been lovely without the backdrop of writhing snakes. Her skin is light green and scaly. She is armed with a sword and shield made of some unknown green metal, but even so, she is swift and deadly.

If you can defeat her, you can take her items and gain AP equal to her MR. Unlike certain movies, you *cannot* use her head to turn people to stone. If she kills you, she cuts off your head and takes it as a trophy. Lastly, if you are turned to stone, she takes you to the cemetery and leaves you there as a yard ornament, like a lawn gnome.

- *If you continue on to the cemetery gate ahead of you, go to **18**.*
- *If you decide to return the way you came, go back to **24** and pick a new path through the garden.*

36. You see a sign for a tavern. Opening the door, you head inside. Once inside, it is hard to ignore the faint, malign odor of the place.

Perhaps one of the locals following the path of retrogression, so common in many backwater towns like Khosht, might be able to help you with some information on the Killer Pumpkin or your search for the Merchant's Coat.

You guessed right that Halloween night would be filled with deeds of unnamable violence and perversity.

Entering the main room, you see one group of men playing cards while others just mill about the tavern watching you like wary cats. Any attempt to extract information or make verbal contact with a local is quickly rebuffed. Either the locals know you for the stranger that you are, or they are too afraid of what might happen if they speak to you. In either case, this place is a waste of your time.

- *If you take a seat at the bar and order a beer, go to 37.*
- *If you slip out the back door, go to 10.*
- *If you leave via the side door, go to 15.*
- *If you decide to turn and leave the bar through the front door, go to 23.*





37. Mark off 5 s.p. for your beer.

As you sit at the bar and relax, enjoying your beer, you begin to feel a little queasy in the pit of your stomach. Darkness quickly falls upon you. You have been slipped a mickey. When you wake up a few days later, your body is stripped of all your prized possessions, except for your clothes, and you are face down in a dark alley sucking on garbage. You have failed in your mission, as Halloween is now over, and your chance to end the reign of the Killer Pumpkin has ended. You can try again next Halloween.

You could go purchase the new Tunnels & Trolls solo. Maybe you will have better luck with it.

The End



38. You find two magical treasures. They are:

The Amulet of Superior Armor: This amulet is a tin-plated sphere of platinum that is worth fifty g.p. but appears to be worth only five or six silver. It confers the protection of twenty hits of armor; however, it becomes attuned to the wearer so that if anyone removes it, the wearer dies instantly (L3-LK-SR allowed).



Rune Sword: Each Rune Sword has from one to six runes on it. This Rune Sword has all six runes.

Type of Sword: Swordbreaker

Dice + Adds: 6

STR Req.: 10

DEX Req.: 12

Cost (g.p.): 2,000

Weight: 10

2 Hands?: N

Range (y.): N.

Sword Powers:

- 1) Breach Barriers—This sword will attack doors, walls, and open a man-sized hole in half the time it would normally take.
- 2) Reflect Spells—This sword will turn spells back on the caster.
- 3) Warmth—This blade has an aura of warmth that protects the wielder from up to eight dice of cold damage.
- 4) Chill—This blade emanates frost that will stop up to six dice of fire damage.
- 5) Light—This sword will glow with light equal to a lantern.
- 6) Homing—When laid at rest, this sword will point toward a specified *place/object/person* that you personally *know/have seen/or owned*.

Rune Swords usually are magical swords, enchanted by a wizard. Each rune grants the sword one special power.



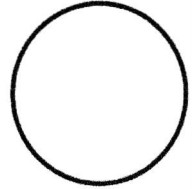
Wait! There is no way to get to this solo entry. You cheated to get here didn't you? That means you don't get to keep these magic items. You have been caught cheating! I can't believe you did that. Shame on you!

The End

TUNNELS & TROLLS

CHARACTER RECORD SHEET

NAME	KINDRED
TYPE	LEVEL



ATTRIBUTES

STRENGTH	
CONSTITUTION	
DEXTERITY	
SPEED	
INTELLIGENCE	
WIZARDRY	
LUCK	
CHARISMA	

COMBAT

COMBAT ADDS			
ARMOR		HITS	
SHIELD		HITS	
OTHER		HITS	

WEALTH

GP	SP	CP

CHARACTER INFORMATION

HEIGHT		WEIGHT	
EYES		HAIR	

OTHER VALUABLES

WEIGHT POSSIBLE WEIGHT CARRIED

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ADVENTURE POINTS LANGUAGES

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TUNNELS & TROLLS

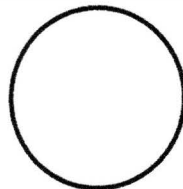
CHARACTER RECORD SHEET

NAME

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ATTRIBUTES

STRENGTH

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COMBAT

COMBAT ADDS

ARMOR **HITS**

SHIELD **HITS**

OTHER **HITS**

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WEALTH

GP **SP** **CP**

OTHER VALUABLES

CHARACTER INFORMATION

HEIGHT **WEIGHT**

EYES **HAIR**

WEIGHT POSSIBLE **WEIGHT CARRIED**

ADVENTURE POINTS **LANGUAGES**

Tunnels & Trolls Solo Rules (Abbreviated)

Your Race:

Choosing your race is one of the most important decisions you will make for your hero (hence this is the first step). Some races do better in some rolls over others, but they are never restricted to one class or another. Your imagination is the only limit, but keep in mind each of the race's advantages and disadvantages when making your choice. It can sometimes be fun to play a race against its usual role, but it's no fun to get into a game book and find you really should have picked something else.

The following quick chart has all the modifiers a race has on the various scores. The most common are at the top of the list. Afterwards the descriptions of the races and their bonuses are listed.

Race	STR	CON	DEX	SPD	LK	INT	CHR	HT	WT
Human	1	1	1	1	1	1	1	1	1
Dwarf	2	2	.5	1	.5	1	1	.67	2
Elf	.75	.75	1	1	.5	2	2	1	.67
Hobbit	.5	2	1	.67	1.5	1	1	.5	1
Fairy	.5	.5	2	1	2	1	1	.25	.25
Gnome	.67	1.5	1	1	.67	1.5	1	.5	.75
Neko	.5	.67	1	2	1.5	1	1	.75	.75
Ratling	.5	1.5	2	1	1	1	.67	.5	.5
Tanuki-jin	1.5	1.5	.67	.67	1	1	1	.75	.75
Kitsune	.5	.5	1	1	2	2	1	.67	.67
Cuniculs	2	1	1	1	2	.5	.5	1.1	1
Minotaur	2	2	1	.5	1	.5	.5	1.25	2
Naga	1	1	.5	2	.5	1	1	1	1

This chart shows the various multipliers that will apply to your die roll in the later steps.

Human: Humans are a diverse and adaptable race. Their empires are vast and sprawling things and individual humans can be found anywhere. They are the current undisputed dominant race across the world. **Bonus:** As adaptable as humans are, they may pick two scores and apply a 1.25 multiplier to each.

Hobbit: Very short companions to humans, where one is found, so will the other. Their inherent good nature means they often provide services of all sorts for the humans they share space with. Between their good nature and a healthy wanderlust, most populations of Hobbits are transient. **Bonus:** Hobbit will talk with anyone and with their sunny personalities they gain a +3 bonus to Charisma.

Dwarf: This race is the salt of the earth. Their domains are deep within mountains, close to the heart of mother earth. For uncounted generations, they have mined her bounty and crafted wonders of unmatched beauty. **Bonus:** Living a life surrounded by stone seeps into a dwarf's very bones. They gain the Endurance skill with 3 ranks for free.

Elf: Elves are a long lived race now in steady decline. Once masters of all, they have mostly withdrawn into their own communities now. Elves have stepped aside for the shorter lived races but defend their remaining lands with vigor. These children of nature live in harmony with their surroundings and often shape both plant and animal life towards their will. **Bonus:** Elves are so attuned to their surroundings that they gain the Perception skill with 3 free ranks.

Gnome: Dwarves love metal and mountains, Elves love nature and trees. The gnomes are a step between the two, with a devotion to hills and gemstones. The gnomish race discovered that gemstones are capable of storing Mana and their wizards created the *Dura-spell* battery spell. Jewelry crafted by gnomish hands is highly sought after. **Bonus:** All gnomes gain *Dura-spell* battery as a free spell no matter what their class is.

Fairy: Smallest of the common races, fairies are slight of figure with delicate butterfly or insect like wings. Most are timid of crowds and keep to their hidden forest villages. They shy away from strangers but are lifelong friends to those who become close to them. **Bonus:** Fairies have an innate magic dust that coats their wings. This fairy dust grants them the ability to fly for short durations. Thereby passing things like climbing and falling with no need to roll any dice. This dust has a secondary effect. When a fairy coats an item with their dust, the item shrinks down to a perfect size for that fairy. All other information and scores (dice/adds, weight, armor hits, STR and DEX requirements and such) remain the same. This size change only works for the fairy that coated the item. Anyone else, even another fairy, who picks up shrunk items, will find it back at full normal size.

Neko: An overly inquisitive race of cat people from the Far East. Nothing is too small to draw their interest and gnomish jewelry is at the top of that list. Their curious nature leads them into all sorts of trouble, sometimes even getting them out of it. They can most often be found around civilization because that is where so many wonders can be found to investigate. **Bonus:** Because of their inquiring minds, a Neko gains a Lore skill of their choice and 3 free ranks in it.

Ratling: High concentrations of city wizards and their inevitable magical runoffs into local sewers mutated rats in some distant past. Like Hobbits, Ratlings can be found in human cities the world over. If they don't run the city landfill, they can always be found there. They often come into direct conflict with the local goblins over choice bits of refuse. **Bonus:** From their general grubbiness and appearance a Ratling gains the intimidation skill and 3 free ranks in it.

Kitsune: Unlike elves, these fox people saw the way the world was going. Using their magic to adapt and the fast spreading humans became their template. Still fewer in number than most other races, the Kitsune have integrated into human society. Their fox ears and long stunning tails often make them darlings to most humans. **Bonus:** Known for having a silver tongue, the Kitsune gain the diplomacy skill and 3 free ranks in it.

Tanuki-jin: Also known as the Raccoon kin, this race was some mad wizard's experiment to cross humans with raccoon stock. Whoever this wizard was, the Tanuki-jin spread quickly into the world, ignoring their creator's wishes. Once they found great stuff out in the world, they set to work on stealing everything they could lay their paws on. **Bonus:** Nimble fingers and a serious hatred of locks give a Tanuki-jin the Roguery skill with 3 free ranks.

Cuniculs: Multi-colored kin to the common rabbit, these tall bold beings are explorers of unmatched daring. Their birthrate, though, is considerable less than their smaller kin. This paired with their tendency of seeking danger keeps their population small. A most remarkable feature of Cuniculs is the shades of their fur. No two ever seem to have the same hue, and each is a solid color from foot to ear tip and can range through all the known colors. **Bonus:** Fleet of foot, Cuniculs gain the Acrobatics skill and 3 free ranks.

Minotaur: Known as bull headed humanoid brutes, Minotaurs are an ancient race near equal to the age of Nagas. Powerful in combat and hard to befuddle, they are often found as body guards to their creators the Naga. **Bonus:** Oversized hands give Minotaurs the ability to put that extra effort into any 2-handed weapon they wield. This increases any 2-handed weapon in their hands by one die. (So a Great Axe will be a 6 + 3 weapon in their hands.)

Naga: Older than elves, the race of serpentine Naga claim to be born with the world. Slithering across the world in the beginning times, they found raw magic and used it in everything, harvesting and channeling it into the Mana flows known today. Human looking from the waist up and serpentine below, their empire rose and fell to internal disputes long ago. **Bonus:** Magic flows still within their blood. A Naga gains the Magic Lore skill and 3 free ranks.

Your Class:

Your choice of class will greatly affect the way you play a T&T solo. This Solo Rules has 3 classes to pick from; Fighter, Wizard and Explorer. A major decision at this point is how much you want to deal with spells. Fighters don't, Wizards do and Explorers dabble. With that in mind, here are the classes.

Fighter: Masters of weapons and armor. These individuals can take any weapon and make it sing for the dance of death. A fighter will have begun training at an early age, often still as a child. They are mercilessly put through the paces with weapons and armor of all sorts. When ready to strike out on their own, every weapon is deadly in their hands.

Weapon Training: After years of training, the fighter knows how to get the most out of any weapon they pick up. To represent this, they gain an additional total to their personal adds equal to their STR, DEX and SPD divided by 10 (rounded down).

Armor Training: Long years of wearing all sorts of armor and getting banged up while doing so, gives a fighter a knowledge of how to armor themselves to the best benefit. All fighters gain twice the benefit from any armor they choose to use. Even from magically generated protections. *For example, a fighter wearing Lamellar armor (9) and a Target Shield (4) would have hits of protections totaling 26 rather than the normal 13.*

Wizard: Masters of the unseen and casters of spells. These individuals can control the very elements, commanding them to do their bidding. Fire burns, Earth protects, water heals and air augments. The use of Mana to cast spells is a supernatural ability that wizards have been trained to master. Most seek out or are found by other masters of the intangible at a young age. Spending the next many years indoors learning how to master elements and identifying magic of all sorts leaves them turning a pasty color. A mentor does not usually let an apprentice go until they are adept in the complex psychic paradigms in their minds.

Non-Combatant: Wizards do not get to spend much time outdoors, let alone swinging weapons about. This restricts them to weapons that deal a base of 2 dice or less (not counting the weapons adds). They are capable of picking up any weapon they can place their hands on, just as any other person can. Doing this leaves them with no personal adds and unable to cast any spells. Their inexperience with other such weapons distracts them enough that they cannot focus on their spells. The addition of magic to a weapon can bypass this. So a magical sax (3d6 + 11) would be usable because the base weapon is only (2d6 + 5).

Spell Training: A wizard begins play with a few select spells. Detect Magic and Light, along with 1 each of a fire, water, earth and air spell from the first level spells list.

All 1st level spells require a minimum INT and CHR scores of 10 to learn and cast. If your wizard does not have scores this high, he will not be able to even master the basic spells. You will probably have to go back and try again at the dice rolls for attributes if so. Each spell has a Mana cost so a high score in either of those attributes will power your spells.

Magic Theory: A wizard gains a discount on the Mana cost of spells they cast as they gain in power. The amount of this discount is total of their SPD, INT, and CHR divided by 30 and rounded down. The Mana cost of a spell may never reduce below 1 Mana though.

Focus Affinity: A wizard's long training with items of power teaches an ability to focus the casting of spells though a Foci. Doing so grants them another deduction to the Mana cost. Unless the Foci says otherwise, this reduction is 1 Mana point and again no spell may reduce below one point cost. Some of the more valuable foci can have a better discount, or even additional effects to spells cast though them. If the foci does not say anything it will simply be the 1 point reduction.

Explorer: Jack of all trades, masters of none. These individuals haven't the time, dedication or whatever to devote to any one thing. Sometimes they are wizard apprentices who failed or their master was unable to train them properly. For whatever reason, by the age of choice, the explorer finds they can cast some spells, but will never master the psychic acrobatics needed to truly understand spells. Their adult minds are already too set for these types of pathways. They don't find this any reason to restrict their activities though.

Jack of Trades: Explorers have a tendency to pick up more skills than any other class. For determining the max number of skill ranks an Explorer can buy, double their INT bonus.

Spell Dabbling: As long as the Explorer has the required 10 in INT and CHR, they start play with 2 First Level spells of their choice, though both may not be from the same element.

Hale and Hearty: Explorers are an able-bodied class and accustomed to being outdoors and in other harsher environments. Increase their CON score by 5 after applying any racial multiplier.

Determine Ability Scores:

Now is the time to pull out some scratch paper and roll a few dice. Roll three 6 sided dice (short handed as 3d6) and note your total, do this a total of 8 times, then discard the lowest roll total.

Keep in mind your racial multipliers and the needs of your chosen class, and then start placing each total you rolled in the various attributes. There are 4 physical scores (STR, DEX, CON and SPD) and 3 mental attributes (INT, LK and CHR). If your racial multiplier was lists as anything other than 1, multiply the score by the number provided. The resulting total should be rounded off (so if it is less than .5 down and if .5 or better rounded up) and note these scores on your *Heroes Sheet*. Each score helps describe your hero and affects their actions in combat and though out the Solo Game Books.

Strength (STR): Physical power, this is a major contributor to combat, lifting things and opening doors.

Dexterity (DEX): Nimbleness of finger, this describes your ability to control and manipulate things and weapons.

Constitution (CON): Bodily health and stamina, this score determines how long and how much damage you can tolerate until you die.

Speed (SPD): Fleetness of foot, this score rules your ability to move about. A major score when ever you want to run away.

Intelligence (INT): Knowledge and perception of the world around you. The number of skills you may know is determined with this score as well as your ability with spells.

Luck (LK): An incorporeal representative of how often things go your way... or not.

Charisma (CHR): This covers not just physical beauty, but force of personality also. At the very least it helps you get people to do what you want. It is a major score needed for spells also.

Pick Your Skills:

Skills give you a bonus in Skill Challenges and Saving Rolls. More information of SCs and SRs will be presented later in the rules section.

Skills are some basic amounts of knowledge. As you hero survives various Solo game books, they will grow in power and knowledge. A newly made hero gains one skill with 1 free rank in it.

To get more you will need to spend money for the training of skills. To gain the first rank in a skill costs 200 gold and each increase after that will be the old number of ranks times 200. Each rank must be bought separately but can be done between solos at your leisure. Your Intelligence score is the total limit of all skill ranks possible for any hero. A smart fighter can have more skills, so can a wizard if they can pry the money away from their spells.

Quick List of Skills

Acrobatics	Diplomacy	Nature Lore	Roguary
Artistic	Endurance	Planer Lore	Willpower
Bluff	Intimidate	Perception	City Lore
Magic Lore	Reflexes		

Acrobatics: Used for keeping your balance, jumping, swimming, climbing or otherwise overcoming whatever may get in your physical way. This covers a wide range of physical activities.

Artistic: Be it the creation of song and dance or tables and spoons, this skill covers the knowledge of creating thing or knowing the appraisal value of such stuff.

Bluff: To fib, lie, fabricate, misrepresent, fudge, embroider, embellish or otherwise con someone into doing what you want them to.

City Lore: Knowing where to find the best (or worst) bar in a city you can go to. This skill represents a general knowledge of cities, be it how they are governed, or where to find a local snitch. It helps most in crowded cities, but can be of help in any village too.

Diplomacy: Much like Bluff, but telling the truth while doing it. You use diplomacy to convince others to go along with your way of thinking.

Endurance: This skill shows time invested in building up your physical body. You can run longer, hold your breath, and resist poisons and other such feats.

Intimidate: Also a lot like bluff and Diplomacy, this skill is a way to get what you want, though there are sometimes adverse consequences to it.

Magic Lore: This represents a study in all things magical, from the passing remembrances of lost lore to an in-depth study of the unseen arcane.

Nature Lore: Either from time spent in the wilds to gain familiarity or a book of animal foot prints, this skill covers anything of the normal world beyond the city walls.

Planer Lore: Demons, Devils, Elementals and Spirits. Anything beyond Cities, Nature and Magic tends to come from beyond the reality commonly known. This skill means you have some understanding of such unworldly things.

Perception: Some people are naturally aware of the world around them. Others have to train themselves to notice what others do not.

Reflexes: A trap opens under your feet, a wild bear catches you flat-of-foot or any other sort of unexpected horrible event that only a lightning response can help you survive. This training helps your body respond before you mind even knows there is a danger at hand.

Roguary: A catch-all skill for any number of less than legal activities, be they picking a lock, slipping past someone unnoticed, escaping a pair of Manacles or palming something without anyone the wiser.

Willpower: This skill shows time invested in building up your mental strength. You can resist fear, keep going in the face of inconvenience, and otherwise keep a sharp mind about yourself in times of danger.

These skills should cover anything a solo can send your way. Since there is no game Moderator to make final decisions you, the reader, must decide when and which skill would apply if an entry does not specify one that you have. These skills can slot seamlessly into both Savings Rolls (SR) or Skill Challenges (SC), by simply adding your ranks in the skill as a bonus to your roll.

Buy Equipment:

Your hero will need stuff, such as weapons, armor and general store sort of accoutrements. Some solos will provide you a chance to buy stuff, but mostly this is done before and between Game Books.

A newly made Hero will have a small purse of cash to spend. To find out how much roll two dice and add 6 then multiply by 10 (read as

2d6 + 6 x 10). Assume they already have the basic simple clothing on their back and nothing else.

Don't worry too much on equipping. Give them some basic stuff, a weapon or two, armor and some simple stuff, then move along to the adventure.

Gold is the standard currency of exchange, but it is not the only coins of the realm. A simple 10 to 1 exchange rate means 10 copper coins = 1 silver coin, 10 silver = 1 gold, 10 gold = 1 platinum, and 10 platinum = 1 diamond piece. The diamond piece, equal to 100 gold, is often used for massive transactions or the transport of a kingdom's vaults. Most normal people never see a diamond piece, let alone, platinum. Heroes and merchants deal mostly in gold while the common population transacts with copper and the rare silver.

All prices are listed in gold, so if you see a decimal point, the price for that item is a fraction down into silver or even copper. For example, something listed, as .25 would cost 2 silver and 5 copper.

Everything has a weight represented with Weight Units (W.U.). A pound is equal to 10 W.U. Your STR score time 100 represents how many W.U.s you can carry. Over that, but not yet double, will lose you half your combat adds (and without a CC re-calculation) and once the total of your W.U.s are double your limit, you can no longer even move.

Some equipment can give you a skill bonus, they also usually cost more. There is a lot of information on the equipment charts. Cost and weight have been explained above, now for the rest of it.

Weapons: Dice + adds: These numbers are the baseline for that weapon. The first number is the number of dice you can roll when attacking with that weapon. The number after the + sign are weapon adds that stack with your personal combat adds.

Weapon and Armor: STR required: Totaling up these numbers for your weapons and armor cannot be more than your current STR score. You can continue to use your stuff over your STR score, but persisting in this will cause you Spite Damage equal to the difference each round of combat.

Weapons: DEX required: Similar to STR required, except you cannot use weapons total of DEX over your current score. It is possible to use two weapons, one in each hand, as long as they both are not 2 handed weapons and the total does not go over your DEX score. The two numbers separated by a slash in the DEX column is for melee/thrown range.

Weapons: 2 Hands?: A blank here means the weapon is a single handed weapon, while a Y (for Yes) means it will fill both of your

hands when in use. When both hands are filled, you cannot use a shield or a second weapon.

Weapon: Range?: A blank here means the weapon cannot be thrown or shot at the enemy. A Y (for Yes) means, if the option is given, you can shoot or throw it at the monsters before battle begins.

Armor: Hits: This represents the damage reduction your armor provides each round of battle. Unless something the enemy does changes it, you get this protection for each and every round.

Weapon: Type: P = Piercing, B = Bludgeoning, S = Slashing. Various weapons do different types of damage. Some damage types are more or less effective when used on some monsters. A skeleton is hurt more by bludgeoning types for example. If you use Combat Maneuvers, the damage type can help reduce the cost in Spite Points.

DAGGERS								
Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Wt	2 Hands?	R	T
Athame	2 + 3	1	7/na	35	27	--	--	P
Bank	2 + 3	1	1/na	18	20	--	--	S
Butterfly knife	2 + 3	3	14/21	20	12	--	Y	P
Dirk	2 + 1	1	4/10	18	16	--	Y	P
Ice Pick	1 + 2	1	1/7	3	5	--	Y	P
Main gauche	2	10	12/na	25	25	--	--	S
Misericorde	2 + 1	1	2/15	14	14	--	Y	P
Poniard	2	1	3/14	10	10	--	Y	P
Sax	2 + 5	7	10/na	30	25	--	--	S
Stiletto	2 - 2	1	1/8	5	10	--	Y	P

SWORDS							
Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Wt	2-H	T
Broadsword (3' – 4')	3 + 4	15	10	140	120	--	S
Cross thrust sword (5')	5 + 1	17	16	200	130	--	S/P
Cutlass (3')	3 + 3	8	11	100	50	--	S
Epee (3' – 5')	3 + 2	9	15	75	25	--	P
Falchion (4')	4 + 4	12	13	150	110	--	S
Flamberge (6')	7 + 1	21	18	375	165	Y	S
Foil (3' – 4')	2 + 1	7	14	25	15	--	P
Gladius (2 ½' – 3')	3 + 2	10	7	50	70	--	S/P
Great sword (6')	6	21	18	240	170	Y	S
Hand-and-a-half sword (4')	5	16	12	150	150	--	S
Rapier (3' – 5')	3 + 4	10	14	160	20	--	P
Sabre (3')	3 + 4	9	10	110	60	--	S
Scimitar (3')	4	10	11	120	100	--	S
Short saber (2' – 2 ½')	3 + 1	7	5	40	30	--	S
Short sword (2' – 2 ½')	3	7	3	35	30	--	S
Sword cane (2' – 3')	3	10	12	100	20	--	P
2-handed broadsword (5')	5 + 2	17	14	220	160	Y	S

HAFTED WEAPONS							
Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Wt	2-H	T
Axe, broad	4	17	8	100	150	--	S
Axe, double-bladed broad	6 + 3	21	10	140	220	Y	S
Axe, dwarven war	6 + 2	25	8	180	240	Y	S
Axe, great	5 + 3	20	10	110	190	Y	S
Axe, headsman's	4 + 4	14	11	130	200	Y	S
Axe, taper	3	8	4	20	70	--	S
Axe, throwing	3 + 2	9	12	70	60	--	S
Axe, woodsman's	3	10	9	7	100	Y	S
Baton (weighted stick)	2	3	2	6	50	--	B
Bludgeon (club)	3	5	3	15	50	--	B
Cleaver	3 + 1	8	3	5	60	Y	S
Crowbar (5')	3 + 3	12	4	12	200	Y	B

Flail, heavy	4 + 4	20	15	55	160	--	B
Flail, light	3 + 4	19	13	100	160	--	B
Hammer, piton	1	5	5	4	25	--	B
Hammer, war	5 + 1	16	3	85	300	--	B
Hatchet	2 + 3	6	6	8	50	--	S
Holy water sprinkler	5 + 1	18	13	80	150	--	B
Mace, flanged	6 + 4	18	4	150	230	Y	B/P
Mace, heavy	5 + 2	17	3	120	200	Y	B
Mattock	3 + 2	10	5	6	80	Y	P
Maul	6 + 1	19	6	100	220	Y	B
Morningstar	5	17	11	140	110	--	B/P
Pickaxe	3	15	10	15	160	--	P
Sickle (3')	4 + 1	11	7	110	130	--	S
Sledgehammer	4	15	6	90	100	Y	B
Truncheon	2 + 2	8	2	7	50	--	B

ARMOR

Name	HITS	ST Req.	Cost	Weight
Articulated plate	14	12	1500	1000
Breast plate	8	11	200	350
Chain mail	11	12	300	1200
Bamboo	4	2	30	200
Cuirboille	7	8	170	160
Disc or Tri-Disc	3	3	32	85
Fiber	5	8	40	200
Heavy plate	20	19	1300	700
Lamellar	13	9	200	320
Layered hide	5	8	35	300
Mail	12	12	250	360
Plate	18	16	450	460
Quilted silk/cotton	3	6	50	100
Ring-joined plate	13	14	435	410
Rope or Cord	4	6	30	250
Scale mail	8	10	210	300
Split mail	11	11	200	1000
Soft leather	5	7	50	75
Wooden	4	8	40	200

Stuff	Price	Weight Units
Adventurer's Kit	10	300
┌ Backpack	2	20
└ Bedroll	1	20
┌ Flint & Steel	1	5
└ Pouch, Belt	1	5
┌ Rations, Trail (10 days)	5	100
└ Rope, Hemp (50 ft.)	1	100
┌ Torch	.1	10
└ Waterskin	1	40
Candle	.01	1
Chain	30	200
Chest	20	250
Climber's Kit (+3 bonus when climbing)	2	110
┌ Grappling Hook	1	40
└ Hammer, small	.5	50
┌ Pitons (10)	.5	20
Fine Clothing	30	60
Flask	.05	10
Journey Bread(10 Days)	50	10
Lantern with Oil	7	20
Rope, Silk (50 ft.)	10	50
Tent (2 man)	10	200
Basic Clothing (one set free)	1	30

Descriptions of Stuff: Some are self explanatory, for those that are not, here are some notes.

Adventurer's Kit: Contains all the following inset items.

Climber's Kit: Contain all the following inset items. It grants a +3 bonus when used to climb.

Journey Bread: This dense bread is filled with dried fruit and nuts. A little of this goes much longer than standard Iron Rations.

Torch: A simple pitch soaked torch will last roughly 12 rooms in a standard solo Game Book.

Candle: A half foot long tapered candle will last for 2 rooms in a solo Game Book.

Lantern with oil: This clay vessel with a cotton wick will last a whole dungeon or half a day (which ever the Game books says happens first).

Basic Magic Items	Price	Weight Units
Magic Foci	50	1
Healing Potion	50	1
Enhance Adds on 1 Weapon *	(bonus x bonus x 200)	
Enhance Dice on 1 Weapon *	(bonus x bonus x 2,000)	
Enhance Hits on Armor *	(bonus x bonus x 1,500)	
Fire Foci	200	1
Wizards Staff	500	50
Magus Rod	2,000	10
Bracers of Armor	25,000	10
Mana Potion	100	1
Skill Sand	200	5

* *Enhancements may be upgraded by paying the difference between the old bonus value and the new one.*

Magic Foci: This can be a wand, rod, round stone or a staff (if a staff, the weight and such are just like a Quarter Staff). Whatever form picked, a wizard can use this to access their Focus Affinity class ability.

Healing Potion: Drinking this potion will restore 10 points of CON. Only one can be consumed per round of battle, though any number can be downed when you're not fighting for your life. As with all healing, you may not go over your normal maximum CON score.

Enhance Adds or Dice on 1 Weapon: This will increase the numbers you can use each round when you use that weapon.

Enhance Hits on Armor: This will increase your armor's ability to absorb damage.

Bracers of Armor: An ornate set of bracers surrounds your being with a field of energy that protects you for 5 hits of damage reduction.

Fire Focus: This wand is tipped with a small ruby. When a wizard uses this with their Focus Affinity, any fire spell cast though it will also do one more point of fire damage.

Wizard's Staff: This quarter staff of gnarled oak will reduce the cost of your spells by 2 Mana points when used by a wizard with their Focus Affinity. As usual, you may not reduce a spell cost to below 1 Mana point.

Magus Rod: This Rod doubles as a bludgeon (and thus is a 3 + 0 weapon that a wizard may use). When used as a Foci by the wizard, this rod will reduce the Mana cost of the spell by 3 points. **Special:** Once per solo Game Book, this rod will allow its user to reduce a spell to 0 if the 3 point reduction will lower it that far. Otherwise the standard lowest of 1 Mana point cost remains.

Mana Potion: Same as Healing Potion, but substitute Mana instead of CON.

Skill Sand: A small vial of variously colored sand (determined when purchased or found). When dumped on someone's head, this sand grants a one time bonus, to the associated skill, of +3. This bonus must be used sometime during the current solo or 1 day, whichever ends first.

Pick Spells: (Fighters Skip This Step)

The world is infused with magic, also known as Mana. On its own, it sometimes opens gateways to other realities, mutates animals in odd or dangerous ways and even brings sights of such beauty to bring tears to a Dragon's eye. Magic is found in 4 basic forms; Fire, Water, Air, and Earth magic.

Although there is some crossover, each element tends toward certain types of magic. Fire spells tend to be attack spells, Water spells are healing, Air spells are detection and identification while Earth spells modify the body or provide protection.

Casting spells is a matter of the mind. There are dusty grimoires about that describe how magic works, but a caster has no need to drag these hefty tomes around. Each spell is an understanding of how to control the flows of Mana both within and without their bodies.

When a caster works magic, they sense the flows of Mana, call to mind the effects they desire and twist reality to their vision. Sometimes there are gestures involved, mostly for aiming a spell, but some wizards just like to make a big production to show that they are really doing something.

In the format of a solo Game Book, you are sometimes presented with a selection of possible spells for a situation at hand. That does not always mean that those spells will work or even help, only that there is some sort of affect the writer of the book had in mind if you try it.

Inside combat, any attack spell will work, though sometimes there can be extra effects. Spells in combat are explained more fully in the Combat Rules section later.

All spells have an INT, CHR and Mana requirement for casting. Changing reality is not easy and mastery of higher level spells represents ability to visualize the impossible and harness the Mana to bring it into existence. Intelligence represents the caster's ability to visualize what is and what is wanted. Charisma is needed as a force of personality to bring that vision to this reality.

Spells cost money to obtain and learn. Half the cost of any spell is what the seller will charge; the other half is ingredients needed to imprint the spell on your mind. If you find a scroll or spell book in the wilds of a Game Book, you need only spend the half needed to learn it.

Explorers, not having the training of a full wizard, need to pay double the cost to learn a spell. For example: A second level spell normally costs 100 gold. The merchant takes his 50 and goes home. A wizard spends 50 more (for the total of 100) to learn the spell. An explorer needs a bit more and spends 100 gold to learn it, for a total of 150 gold from start to finish.

<u>Spell Level</u>	<u>INT & CHR required</u>	<u>Cost (in gold)</u>
1	10	30
2	15	100
3	20	200
4	25	400
5	30	500

The only restriction on a caster to learn a spell is the INT and CHR requirements and the gold to spend. The Mana cost is the major limiter or to their ability to cast anything, though there are ways to expand their available Mana or reduce the cost.

Each spell is presented in a standard format. The following explains and describes each category.

Name: The first line of every spell description gives the name by which the spell is generally known. Some spells have rather long names, and these occasionally have an abbreviation after it in brackets.

Elemental school: Following the name is the elemental association each spell belongs to.

Cost: This is the cost in Mana points, needed to cast the spell at the base level.

Range: This indicates how far a spell can reach.

- **Personal:** The spell affects only you.
- **Touch:** You must touch the creature or object listed in the area of the spell.
- **Close:** For the purposes of solo adventuring. Close range means you can see the enemy. If given the option to attack before battle starts (with a spell or ranged attack) any of the spells with a range of close can be used.

Duration: How long the magic effect will last.

- **# of Rooms:** When you have moved through this many rooms, intersections or areas, the effect goes away.
- **# of Round:** When this amount of time is up, the effect goes away. This includes the round on which it was cast.
- **Instant:** Effect comes and goes but the consequences might be longer lasting (like fires started and such).
- **Permanent:** The magic does not go away unless something tries to destroy whatever you did.
- **1 Battle:** The effect will continue until you win or lose the current battle.

Area: This designates what the spell will affect. Be they a number of objects, a weapon, monster, familiar etc.

- **All enemy:** These spells usually generate hits total for your side of the battle. Any that get through will damage the other side as normal for damage in combat. If dice are rolled, a 6 will generate Spite Points, usually 1 for 1 Spite Damage.

Power Up: Some spells will allow you to power up the effect by spending more Mana on it. You can apply a multiplier on the effect equal to the multiplier on the cost. (That is, if you can cast it as a X3 effect, it will cost 3 times the Mana). The INT and CHR needed is increased for each power up by 10 points. For example, Wartus the wizard wants to cast a TTYF (*Take That, You Fiend*) spell with an x3 multiplier to damage. Normally a first level spell requires scores of 10, but this will need 30 in each. Since he has the needed INT and CHR he fills this requirement. The Mana cost is normally 6 and will now cost 18 Mana. Wartus casts his more powerful spell and does 3 times the damage.

Other spells could last longer, give more dice or any number of additional effects.

The rest of the entry describes how the spell will effect or damage your enemy. Any unusual conditions and special rules will be listed here.

1st. Level Spells:

Detect Magic (Air)

Range: Sight

Power Up: No

Cost: 1

Duration: 1 Room

Area: Any number of objects

The most basic of spells. Detects the presence of local Mana. How it flows and if it is bound into any items. Sometimes this spell can also enable the caster to read more from what is unseen.

Hocus Focus (Water) Cost: 5
Range: Touch Duration: 1 Solo or Day
Power Up: No Area: 1 Object

This spell enchants any non-magical item into a magical focus suitable for a wizard's Focus Affinity. It will last only for the channeling of a number of Mana points equal to the casters total INT and CHR. When the focus has been used up completely, or at the end of the duration, it crumbles away into dust.

Knock-Knock (Earth) Cost: 3
Range: Touch Duration: Instant
Power Up: No Area: 1 Lock

Unlocks any lock, be it mechanical or magical.

Lock Tight (Earth) Cost: 3
Range: Touch Duration: 1 Day
Power Up: No Area: 1 Lock

Magically holds a lock shut. Rather a useless spell considering another level 1 spell can pop it open, but does well against fighters (until they lose their temper and batter it down).

Oh Go Away (Air) Cost: 5
Range: Close Duration: Instant
Power Up: No Area: 1 Creature

Caster totals his current INT, CHR and LUCK. If the target has an MR equal to or less than this total, the monster runs away. You thereby win the battle and collect the AP of the monster. If the text says there is any treasure on the body of the monster, you do not get it as it is still on the body running away from you at top speed.

Light (Fire) Cost: 1
Range: Touch Duration: 5 Rooms
Power Up: Yes (Duration) Area: 1 Item

Creates a pure white radiance on an object of your choice.

Take That You Fiend [TTYF] (Fire) Cost: 6
Range: Close Duration: Instant
Power Up: Yes (*Damage*) Area: All monsters

Inflicts hits on the target equal to the magic adds of the caster. These points all count as Spite and can be distributed as you desire.

Cloud of Dust (Air)

Range: Close

Power Up: No

Cost: 4

Duration: 1 Battle or 10 minutes

Area: All in area

This spell rises up all the dust in the area to create a cloud that obscures visibility. Everyone in the cloud begins to cough and choke. If the entry has an escape option, the caster may take it with no danger. If not, combat will continue and the caster must enter the cloud to fight. Everyone in the cloud loses $\frac{1}{4}$ his or her hits generated each round.

Do Over (Water)

Range: Personal

Power Up: No

Cost: 10

Duration: 1 Solo

Area: You

This is a contingency spell and must be cast right before the solo begins. The Mana spent can not be recovered before you start, but may be regained as normal during play. Only 1 Do Over per solo can be cast on a person.

Should the caster die during play, time warps and the dead find themselves back at the point where the fatal decision was made (i.e. You can go back to the entry before you made it), with full memory of previous actions intact so another option can be chosen.

Ground Rule Double (Fire)

Range: Personal

Power Up: No

Cost: 12

Duration: 1 Solo

Area: You

This is a contingency spell and must be cast right before the solo is begun. These Mana points can not be recovered before starting, but may be recovered as normal during play. Only one Ground Rule Double may be cast per solo. When cast, choose one skill. The first time this skill is used double the number of dice used for either the Skill Challenge or Savings Roll.

Poor Baby (Water)

Range: Touch

Power Up: Yes (Healing)

Cost: 10

Duration: Instant

Area: 1 Creature

This spell heals CON equal to the casters Magic Adds. As with any CON recovery, you may not go over your normal maximum.

Dura-Spell Battery (Earth)

Range: Touch

Power Up: No

Cost: See below

Duration: Permanent

Area: 1 Jewel

The caster stores an amount of his own Mana points into a battery gemstone.

The initial 10 Mana spent readies the vessel and any amount the caster spends after that is deposited in the stone. Afterwards the caster recovers his Mana as normal and may also recall the stored Mana at any time by holding the battery. Each caster may create only one battery at a time and each jewel cannot hold more Mana than its gold value. This spell may be cast before beginning a Solo and you will have recovered your Mana total by the start of play.

2nd. Level Spells:

Cats Eyes (Earth)

Range: Touch

Power Up: No

Cost: 6

Duration: 1 Dungeon

Area: 1 Creature

Allows the receiver of this spell the ability to see well in next to no light. The spell does not allow vision in pitch-black conditions.

Glue You (Earth)

Range: Close

Power Up: Yes (Duration)

Cost: 8

Duration: 2 Rounds

Area: 1 Creature

The targets foot grows sticky and impedes movement and some actions. In combat this means they roll half dice for their attack for those rounds.

I'm Not Here (Air)

Range: Touch

Power Up: Yes (Duration)

Cost: 10

Duration: 2 Rounds

Area: 1 Creature

This spell warps the air around the target in such a way that they vanish from sight. While invisible, it is much harder to be hit and thus reduces the enemy's attacks generated by half for the duration.

Little Feet (Water)

Range: Touch

Power Up: Yes (Duration)

Cost: 8

Duration: 2 Rounds

Area: 1 Creature

This doubles the targets speed. For combat this means they are able to roll their weapon's dice twice for the same round. This spell does not allow anyone to cast 2 spells, but it does allow the caster to cast it on them and still attack this round (with double the dice).

Sun Sword (Fire)

Range: Personal

Power Up: Yes (Duration)

Cost: 3

Duration: 2 Rounds

Area: You

Casting this spell summons a blade of fire to your hand.

The blade has dice and adds equal to your CHR divided by 10 (rounded down). For example, a wizard with a CHR of 33 would produce a flaming sword of 3 + 3 (3 dice and 3 weapon adds).

Magic Weapon (Earth) Cost: 10
Range: Touch Duration: 2 Rounds
Power Up: Yes (Duration) Area: 1 Weapon

This enchantment gives a weapon a bonus number of dice equal to your INT divided by 10 (rounded down). For example, a mundane Dirk of 2 + 1 enchanted by a wizard with an INT of 25 would now have a 4 + 1 weapon for the duration of the spell.

Magic Fang (Earth) Cost: 5
Range: Touch Duration: 2 Rounds
Power Up: Yes (Duration) Area: 1 Strait Item

This spell transforms a belt, wand, staff or similarly long strait item into a snake under your control. The snake has an MR equal to your CHR + your Magic Adds, and will attack along with you.

Elemental Bolt (Any) Cost: 8
Range: Close Duration: Instant
Power Up: Yes (Damage) Area: All Enemy

When casting this spell choose from Lightning (air), Fire Storm (fire), Ice (water), or Acid (earth) and a bolt of such energy will fly forth from your finger tips. This bolt will generate attack hits for your side. Roll a number of dice equal to your CHR divided by 10 (rounded down) then add your Magic Adds.

What Just Happened (Water) Cost: 10
Range: Personal Duration: Instant
Power Up: No Area: You

Whenever a random and potentially hazardous situation is encountered where you are asked to roll a die to see what happens, this spell can be cast before rolling to minimize the danger. An example would be when encountering a wandering monster, but before you roll. This spell lets you pick the least dangerous creature or encounter being met. (That is, you get to pick).

Sling Shot (Air) Cost: 12
Range: Close Duration: Instant
Power Up: No Area: 1 Object

The caster hurls a single small object or projectile, such as a sling stone, a rock, a coin, a dagger or even an arrow, without the need for a bow.

It inflicts Spite Damage equal to your DEX divided by 10 (rounded down). This spell can only be used outside of battle or during the free attack before the enemy closes to attack you.

Summon Familiar (Earth)

Range: Personal

Power Up: No

Cost: See Below

Duration: Permanent

Area: 1 Familiar

This powerful spell can only be cast outside (before) the start of any solo game book, but the Mana spent will have recovered fully by the time you start play.

Casting this spell summons an earth elemental to take on the form of some small common animal. Forming the elemental into an animal shape costs 10 Mana. Now the wizard may invest as many Mana points as he desires from what is left of his Mana pool and any Dura-Battery spell jewel.

This new Familiar has an MR equal to the amount of Mana invested into it. Your Familiar can fight at your side and even soak damage for you if you want it to. Their attack is considered part of your abilities so their dice/adds should be calculated into your Combat Challenge (CC) score.

As long as your familiar is at your side, you can draw MR points from it and spend them as Mana. This does damage the familiar and you can kill it if you drain off its last MR point.

If your Familiar dies, the elemental will linger nearby until you cast Reincarnate Familiar. Each wizard may only have 1 familiar at a time, so the old one must be dismissed (either before or after a death), before a new Summon Familiar spell can be cast. This will mean any Mana invested in it will also be lost.

Your Familiar will recover MR as if its MR were its CON score when using Healing like potions or the Poor Baby spell.

Muscle Rub (Water)

Range: Touch

Power Up: Yes (Healing)

Cost: 10

Duration: Instant

Area: 1 Creature

This spell restores STR, DEX or SPD equal to the casters Magic Adds. As with any healing you may not go over your original score's value.

3rd. Level Spells:

Mind Balm (Any)

Range: Touch

Power Up: Yes (Healing)

Cost: 10

Duration: Instant

Area: 1 Creature

This spell restores LK, INT or CHR equal to the casters Magic Adds. As with any healing you may not go over your original score's value.

Greater Elemental Bolt (Any)

Range: Close

Power Up: Yes (Damage)

Cost: 16

Duration: Instant

Area: Enemy

As per Elemental Bolt but divide your CHR by 5 (rounded down) when determining the number of dice you will roll for your hits total.

Dis-Spell (Water)

Range: Close

Power Up: No

Cost: 1 + Opposing Cost

Duration: Instant

Area: 1 Magic Effect

This spell will attempt to pinch off the flow of Mana powering a spell effect. By spending Mana equal to 1 more than the original cost of the spell, you cancel its effect. (In other older T&T Solos, that cost will rarely, if ever, be listed. The cost for this spell is then 5 times the level of the spell or a flat 20 if nothing else is listed). Some effects are so powerful you will not be able to affect them with this spell (i.e. the Game Book will not let you).

Fly Me (Air)

Range: Touch

Power Up: Yes (Duration)

Cost: 7

Duration: 2 Rooms

Area: 1 Person

This spell allows the target to fly. The flier may carry up to his normal STR WU limit without being forced out of the air. This spell does not work on anything that cannot direct its own flight path.

Freeze Please (Water)

Range: Close

Power Up: Yes (Duration)

Cost: 15

Duration: 2 Rounds

Area: 1 Area of Water

This spell freezes solid any liquid within the area. At the end of the duration, the substance reverts back to the state it was in before it was froze solid, as if nothing had happened at all. Any creature caught in the ice will lose half their attack hits for the rounds it is trapped in the ice. If a trapped creature forgoes attacking, they can pull themselves out and will no longer take the loss.

Healing Feeling (Water)

Range: Touch

Power Up: No

Cost: 14

Duration: Instant

Area: 1 Creature

Heals the target of any disease. The disease, now cured, does no more damage, but any lost CON or other prior effects will remain.

Rock-A-Bye (Water)

Range: Close

Power Up: No

Cost: 11

Duration: 2 Rounds

Area: 1 Creature

If the casters INT + LUCK + CHA is higher than the monster's MR, it falls asleep for the spell's duration. This often means it will be unable to defend itself, and soon dead. If there are other monsters present, they will defend their fallen comrade and you will not be able to assign any hits to the sleeping enemy until the other defenders are defeated.

Bleed Please (Water)

Range: Close

Power Up: Yes (Duration)

Cost: 22

Duration: 2 Rounds

Area: 1 Creature

For the duration of the spell, the target begins to bleed from various orifices, losing a number of MR each round equal to your INT divided by 10 (rounded down).

Broom-Broom (Air)

Range: Touch

Power Up: Yes (Duration)

Cost: 10

Duration: 2 Rooms

Area: 1 Broom

The caster and one passenger of size equal to the caster or smaller, may fly upon their newly enchanted broom.

Curses Foiled (Water)

Range: Touch

Power Up: No

Cost: 7

Duration: Instant

Area: 1 Curse

This spell removes any and all harmful magic of a curse upon the target.

Shield Me (Air or Earth)

Range: Touch

Power Up: Yes (Duration)

Cost: 13

Duration: 1 Combat

Area: 1 Creature

Projects a shield of energy (Air) or pulls up a chunk of ground (Earth) to protect the target from harm. For the duration of the spell, the target gains Armor hits worth of protection equal to the caster's CHR divided by 10 (rounded down). These hits of protection stack with any previous protection from armors, but will not stack with other castings of this spell.

Kaputnik (Earth)

Range: Close

Power Up: Yes (Area)

Cost: 17

Duration: 1 Combat

Area: 1 Creature

This spell causes the earth elements of the target's armor to weaken. Any armor on the target loses hits of protection equal to the caster's INT divided by 10 (rounded down) for the battle.

Who Did That? (Air)

Range: Close

Power Up: Yes (Duration)

Cost: 9

Duration: 2 Rounds

Area: 1 Creature

This spell creates a foul stench around the target that is so horrible that it disrupts their concentration. They lose $\frac{1}{4}$ their adds for the spell's duration.

Say Cheese (Fire)

Range: Close

Power Up: No

Cost: 12

Duration: Instant

Area: All Enemies

This spell creates a burst of light that dazzles all onlookers. This stops their attack this round (so no need to fight defensively this round) and cuts their hit's total for the next round in half.

Boot to the Head (Earth)

Range: Close

Power Up: Yes (Duration)

Cost: 16

Duration: 2 Rounds

Area: 1 Boot

A nearby earth elemental comes to your aid in the form of an oversized human steel toes boot. Its MR is equal to your CHR + Magic Adds and favors attacks that fly at your enemy's head.

Reincarnate Familiar (Earth)

Range: Touch

Power Up: No

Cost: 10

Duration: Permanent

Area: 1 Familiar

This lets you bring back your familiar who has died, but cannot be cast during combat. The familiar reforms its body with half its MR and can regain it as normal after that. The familiar's body will resemble the old one in every detail.

4th. Level Spells:**Blasting Power (Fire)**

Range: Close

Power Up: Yes (Damage)

Cost: 11

Duration: Instant

Area: All enemies

This throws bolts of magical fire to cover your enemies in pain. This does damage equal to your CHR.

Double-Double (Water)

Range: Touch

Power Up: Yes (Duration)

Cost: 18

Duration: 3 Rounds

Area: 1 Creature

Pick one attribute and for the duration the target's score is doubled. When the spell wears off, the same attribute will be cut in half for the same number of turns.

Too-Bad Toxin (Water)

Range: Touch

Power Up: No

Cost: 7

Duration: Instant

Area: 1 Creature

A purifying flow of water Mana purges all harmful toxins, poisons or spoor from the targets system. This does not heal any damage already done, but does stop any more.

Pestle with the Poison (Water)

Range: Close

Power Up: Yes (Duration)

Cost: 11

Duration: 1 Round

Area: 1 Creature

A poisoning flow of water Mana plunges a harmful toxin, poison or spoor into the target's system. This does Spite Damage equal to the caster's INT/10 (rounded down), each turn for the duration of the spell.

Upsidaisy (Air)

Range: Touch

Power Up: Yes (Duration)

Cost: 9

Duration: 2 Rooms

Area: 1 Creature or Item

Buoyed aloft on a flow of air Mana, you can move yourself, a willing target or an unattended item through the air for the duration of the spell.

Wink-Wing (Air)

Range: Touch

Power Up: No

Cost: 14

Duration: Instant

Area: 1 Creature

Allow you to transport the willing target to another place within your sight, without crossing the intervening space.

Hold That Pose (Water)

Range: Close

Power Up: Yes (Duration)

Cost: 22

Duration: 2 rounds

Area: 1 Creature

Holds the target immobile if your INT + CHR + LUCK total is more than the target's current MR. Subject is completely helpless, unable to defend itself, though armor absorbs hits and allies can defend it as normal.

Discombobulation (Water)

Range: Close

Power Up: Yes (Duration)

Cost: 22

Duration: 2 Rounds

Area: 1 creature

A black bolt darts forth from your hand to strike your target. For the duration of the spell, the target is unable to do any sort of Spite Damage or acquire any Spite Points.

Vampire Fangs (Water) Cost: 22
Range: Touch Duration: Instant
Power Up: Yes (Damage) Area: 1 Creature

For this round of combat you have a bite attack with dice equal to your INT divided by 10 (rounded down) with Adds equal to your Magic Adds. Any hits that get through to damage your opponents will also heal your CON by an equal amount.

Flame Out (Fire) Cost: 10
Range: Close Duration: Instant
Power Up: No Area: All fires in sight

This spell extinguishes all non-magical fires up to the size of a bonfire.

Hunting Horde (Fire) Cost: MR
Range: Close Duration: 2 Rounds
Power Up: Yes (Duration, 1 Battle) Area: 1 Pack

This spell empowers nearby fire elementals to take the form of a pack of burning canines of the caster's choice (wolves, wild dogs, jackals, etc.). The pack has a collective MR up to twice the caster's CHR. The wizard may choose a MR total less than that maximum.

Home Delivery (Earth) Cost: 40
Range: Touch Duration: N/A
Power Up: No Area: Your Loot

Casting this spell summons an earth elemental to collect whatever treasure or loot you have in your possession and safely delivers it to your home. This spell cannot be cast during combat. Once the elemental is at your home, it will protect your stuff until you return home.

Create Familiar Homunculus (Earth) Cost: 25
Range: Touch Duration: Permanent
Power Up: No Area: 1 Familiar Body

This allows the caster to pre-create a body for his familiar elemental spirit to inhabit. Unlike the 2nd Level Spell, this new body is not restricted to normal looking animal forms, though the size is still about the size of a house cat. Some shapes are tiny people, fairy dragons and imps. A Homunculus body is required for the higher familiar enhancement spells. This spell can only be cast between solo Game Books and the cost will be fully recovered by the start of your next one.

Swap Familiar (Earth)

Range: Touch

Power Up: No

Cost: 10

Duration: Permanent

Area: 1 Familiar

This spell moves the familiar elemental spirit from the current body to a new suitable one you have found or made. This spell cannot be cast during a solo and you will have recovered from casting it before play.

5th. Level Spells:**Breaker-Breaker (Earth)**

Range: Close

Power Up: No

Cost: 35

Duration: Instant

Area: 1 Piece Armor

This spell causes the earth elements within a piece of armor to abandon it. For each hit that the armor protects the targets wearer, the armor will still protect, but the value of the armor hits will go down a like amount until there are none left and the scrap falls from the body. Note: If after the battle a solo text tells you there are armor loot on the body, remember you have already destroyed it.

Boat Foot (Water)

Range: Touch

Power Up: Yes (Duration)

Cost: 15

Duration: 2 Rooms

Area: 1 Creature

The targets feet grow a bit and enable them to cross over the top of water. They "Walk on Water".

Tighten That Buckle (Earth)

Range: Personal

Power Up: Yes (Duration)

Cost: Armor Hits

Duration: 1 Battle

Area: 1 Piece of Armor

For this spell's duration, the caster magically understands what all fighters know from long years of training. While the spell lasts, you have Armor training (double armor hits) just like a fighter for that piece of armor.

Fire Shield (Fire)

Range: Personal

Power Up: Yes (Duration)

Cost: 22

Duration: 2 Rounds

Area: You

For the spell's duration, your Spite changes. For Every Spite point you use, you will do 2 points of fire Spite Damage.

Finishing Details:

The rest of hero creation is filling in the various blanks on your Character sheet.

Height and Weight: This chart is used before you apply the modifier for your race. Compare your numbers, and then multiply by your racial modifier. Roll 3d6 now, once for height and again for weight. You may, of course, simply pick whatever number you would like to have.

Die Roll	Height (In Inches)	Weight (In Pounds)
3	48	75
4	51	90
5	53	105
6	56	120
7	58	135
8	61	150
9	63	160
10	66	170
11	68	180
12	71	190
13	73	200
14	76	225
15	78	250
16	81	280
17	83	310
18	86	350

Weight possible and Weight Carried: Weight possible is equal to your STR x 100. This is the number of Weight Units (WU) you can carry and 10 WU is equal to 1 pound. A coin will weight 1 WU and everything else should have a WU listed for it. Some solos will give you things without telling you what they weigh. Try to find something of comparable size and use your best judgment.

Calculate Combat Adds: When your character is fighting, it has a bonus for some high scores. To find out what this bonus is, Subtract 10 from each of your STR, DEX, SPD and LUCK scores. The resulting numbers (no matter if positive or negative) are then totaled and recorded as your combat adds.

Combat Challenge Rules (CC): Combat challenge is used to figure out a monster's MR in this game.

To calculate your CC use this formula: (number of dice for your weapon x 3.5) + all your personal adds + weapon adds + ½ your armor hits value.

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

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

The heroes must use the best weapon/weapons set for determining CC.

The Rules:

This Section covers the way things are used, resolving conflicts and all that sort of stuff.

Monster Rating (MR): The MR is a measure of both a monster's attack and health. For attack; they fight with a number of d6s equal to their MR divided by 10 (rounded down) then add 1. For example, your new fighter has a CC of 50 and the solo you're playing says you're being attacked by a Killer Frog (MR = .5 x CC). Half of your CC is 25 so the Frog has a MR of 25. Divide that by 10 (and round down) then add 1 will get you 3. So the Frog will be rolling 3d6 for its attack.

To determine the monster's combat adds, simply divide their MR in half (rounding down as usual). So the Hungry Killer Frog above will start the fight with 12 combat adds.

The number of dice will remain the same through the entire battle, but the adds will reduce as the monster's MR takes damage. Recalculate its adds after each round of battle in which it takes damage. For example, our fighter above lands a couple good hits and the Killer Frog now has a MR of 8. It's not going to last very long when all it can roll is 3d6 + 4 to generate hits for it's side.

Combat: Most of the people and things you will encounter in a solo are probably going to try to kill you. This is just the way things are, so here is how it works.

A round of combat is about 30 seconds. This is long enough to move quickly about the site and take a few swings. Roll and sum up your dice and total all adds from weapons, combat adds and other such. Then roll up the dice for your opponent, totaling their adds also. These are the hit totals for that round of combat.

Basic Damage: The difference between these two totals is basic damage. The side with the lower number, being the loser, takes this difference as basic damage. If they have any armor, basic damage is reduced by that amount before the remainder is taken off their CON or MR.

Spite Points: For any die rolled in combat, a 6 on the die is special. For each 6 rolled, a Spite Point is acquired. In most cases these Spite Points are turned in for damage that ignores all defenses and comes straight off the other sides CON or MR on a 1 for 1 basis. Sometimes these Spite Points are used for other effects, like a monster's special attack or a fighter's Combat Maneuver. (See Optional Rules for Combat Maneuver rules).

If the monster or fighter has a special Spite attack, these Spite Points can carry over from one round of battle to the next until enough are gathered to pull off their special attack. An example would be a goblin with bad breath. The entry would look like this (Spite 5/Bad Breath). Until the monster acquires 5 Spite Points, the effect that follows the entry will wait.

Spite indicates the fact that combat is dangerous and unpredictable. No armor is fool proof and even a dragon can have weak spots among their scales.

Combat Options:

Fighting Defensively: To fight defensively, you gain double your combat adds for that round. The drawback is that you cannot do any damage, in any manner, even gaining or cashing in Spite Points, while fighting defensively. The enemy will still inflict hits if any get over your total hits, along with gaining or spending Spite Points. They are still trying to kill you!

Missile Combat: During the first round of a battle, unless the entry says otherwise, you can usually take one free shot with a missile weapon or cast a close range spell on the enemy. Total your hits as usual then roll the monsters total. Whichever side does not have missile weapons will not be able to inflict any damage on the other side, similar to the above when fighting defensively. If both sides do have missile weapons, then don't worry about this and run the battle as normal until told otherwise, or you choose to close the distance and attack with a normal melee weapon.

Saving Rolls (SR): You will often be asked to make a quick SR. When making a SR roll 2d6 and if you roll a set of doubles roll again and add in the last total.

As long as you continue to roll doubles you can keep rolling and adding in. This is sometimes referred to as Doubles Add, Roll Over (DARO).

Once you have a die total, add the attribute score, skill or talent the SR calls for. To determine if you make this SR, compare your total to the target number asked for. For example, a pit trap just opened under Lucky Dave. Dave rolls his dice and comes up with a heart stopping pair of 1s (snake eyes) and with a breath of relief he picks up the dice and rolls again. His second total is 8, added to the original roll of 2 for a total of 10. The SR called for is a SR vs. LUCK and Lucky Dave has a LUCK score of 12. His total is now 22 and since the target was 20, he manages to jump clear of the pit trap.

The new solos will have a standard format for a SRs that will look like this: Make a 20-SR vs. LUCK, or Make a 25-SR vs. LUCK + Reflexes. Then notes on how to proceed will follow.

An older solo will use levels to determine your target number. Maybe a level 1 SR vs. LUCK (or really short-hand L1-SR vs. LK). To calculate your target number, multiply the level by 5 and add 15. So a L3-SR would be $3 \times 5 = 15 + 15$ for a total of 30 as your target number.

Skill Challenge (SC): A Skill Challenge is a protracted attempt at doing something with your skills. A solo entry for a SC would look something like this; $SC = .5 \times (CHR + Bluff)$ to convince a city guard to let you through a locked gate. Total your CHR score and Bluff ranks and this will be your MR score for the SC. Then multiply it by the number before (in this case the .5) to find out what you will be up against, this is signified as a MR score for your opponent. Now that you have two MR scores, proceed with a battle.

Neither side can use Spite Points as anything other than 1 for 1 Spite Damage. Armor damage absorption also will not apply. The first side to be reduced to zero MR will lose. Follow the entry's directions whether you win or lose the SC itself does not normally reduce your CON. In any matter, losing the SC itself does not reduce your CON in any matter, losing the SC can have dire repercussions. Read the entry to find out. Every time you start a new SC, the numbers will be a full and so there is no carryover of MR damage from one to the next.

Some Skill challenges will have a minimum for the enemy's side. Such a SC would look like this; $SC = .5 (DEX + Bluff) / 15$. The number at the end is the minimum possible for what you will go against. Only if your total is less than this number will the opponents MR equal this number.

Running Away from Battle: This can only be done if the entry gives you the option. Sometimes the entry will tell you some cost for running away (often some damage) and other times they demand a SR vs. SPD and if you fail you will be stuck in the fight for another round before you can try again. If the option is given but nothing else, running away is easy and you can just follow the directions to the new page.

Time Passage: Unless a solo tells you how much time passes, figure about 10 minutes for each room, location or intersection you enter. This is an honor thing, and you will have to make your best call if the solo says nothing.

Health & Death: Should any of your attributes be reduced to 0, your hero is either dead or as good as. Between adventure solos, these scores will return to their normal full value, but during play they will not recover on their own. Damage taken to STR, DEX, SPD, CON, INT, LK and CHR can be magically healed using magic items, potions or spells. Some solo entries will also inform you of any score's recovery. Unless told otherwise, no healing or recovery can increase a score beyond its original value. Some solos will give free permanent increases, but otherwise if an entry lets you go over your original value, this will go away between solos.

Advancement:

The measure of advancement is represented by Advancement Points (AP) which is sometimes called Experience Points (XP). As you defeat monsters, make SRs or SCs or reach various goals during the solo, you gain APs.

For every monster you fight, you gain AP equal to its MR. If you run away from the battle, you get no AP.

You gain AP equal to what you roll for every SR you partake in (before adding your skill, talent or attribute). Doesn't matter if you win or fail a SR, you get those AP just the same.

The AP you gain from a SC is just like a monster's MR, but you get them even if you fail (assuming you're still alive from any consequences).

Any AP gained from goals will be listed in the solo entries; these are like free points just for getting that far. These are often given at the end of the solo as a reward for surviving the whole thing.

Once you have completed a solo, you have this pool of AP that you can spend. If you need some cash, you can exchange 1 AP for 10 gold coins. Most of your AP pool will probably go towards raising your attribute scores though. The cost to do this is 10 times your current score to raise it one point. Each point must be bought before the next one can be obtained.

Mana Score: Every spell has a cost, a certain amount of Mana from the caster to change reality to their vision of what it should be. Each casting will reduce a mages pool of Mana points according to the cost of the spell.

Everyone, caster or not, has a Mana score equal to their INT + CHR + LUCK. A fighter will not have much use for this pool unless they pick up a magic item that lets them channel Mana into it to cast a spell.

Mana recovers during solo play at about 1 point per 10 minutes. Most solo game books are not good at telling you the passage of time. A good measure, then, is that every time you enter a new area, be it a room, or intersection, consider 10 minutes as having passed. Sometimes you will have to use your best judgment and go with that.

Calculate Magic Adds: Some spells use your magical adds rather than your Combat adds. Also, some monsters, like ghosts, will attack your mind rather than your body. For either of those you gain a bonus for High mental scores. Subtract 10 from your INT, CHR, SPD and LUCK. Record the total of that (no matter if they are positive or negative) as your magical adds.

Combat Maneuvers:

Under normal conditions your fighter attacks, rolls a couple of 6's among his dice and cheers that he gets to do a couple extra points of damage because of Spite.

Enter now a fighter with some Combat Maneuver training. He rolls the same number of dice and gets the same collection of 6s, but he instead pulls off a Crushing Foot strike by converting some of his Spite Points into a Combat Maneuver he has learned.

Combat Maneuvers are an optional extra for fighters, as part of their Weapon Training class feature. These are bought in town from various Dojos. Masters will accept payments to train students if their attributes meet their high standards of requirements.

Each maneuver is presented in a standard format. What follows explains each category listing.

Name: The first line of each maneuver description gives the name by which the maneuver is commonly known.

S/#: The number (#) following are the Spite Points needed to pull it off.

The type of damage you do with your weapon can give you a discount on the number of Spite Points needed to pull off the maneuver. Depending on the attribute of the maneuver required to learn it.

<u>Weapon Combat</u>	<u>Maneuver Attribute</u>
----------------------	---------------------------

Bludgeoning	STR
Slashing	DEX
Piercing	SPD

If your weapon does the proper type of damage you can reduce the Spite cost by 1 point, though a maneuver may not go below 1. (*Sorry, nothing is free.*)

M/: This number represents how many of your enemies this maneuver will effect. Some will only affect the fighter pulling it off.

STR/DEX/SPD: This will tell you which attribute you need to have to master the maneuver.

Level 1 Combat Maneuvers:

Cobra Strike	S/2
M/1 SPD	

With the speed of a striking cobra you add 1d6 to your hits total for this round.

Brash Surge	S/2
M/1 STR	

When you slip past your enemies defenses, you hit with that extra bit of power for 3 points of Spite damage.

Shield Bash	S/3
M/1 STR	

You must be using a shield to do this maneuver. With a powerful shove, you displace one opponent out of the next round of battle. It will not be able to generate attack hits against you, but you will not be able to harm it either.

Bell Ringer

S/4

M/1

STR

Foregoing this chance to hurt your opponent, you target his armor instead to knock some bit or plate of it aside and expose him to more damage next round. Reduce the targets armor hits by two for the next turn.

Level 2 Combat Maneuvers:**Create an Opening**

S/3

M/2

STR

You must be using a shield to do this maneuver. With a powerful swing of your shield, you shove two of your enemies out of the battle for one round. This is treated just like the Shield Bash Maneuver, but will affect two enemies.

Bristling Defense

S/5

M/Any

DEX

With a flurry of rapid stabs, you make your enemies pay dearly to damage you. For every 5 points of damage (not Spite damage) that the other side hits total is over yours, you do an extra point of Spite damage to their side.

Defensive Stance

S/2

M/None

SPD

Ducking and weaving you interpose your weapon before the other side attacks. This increases your armor hits by 2 for this round of battle only.

Level 3 Combat Maneuvers:**Crushing Foot**

S/2

M/1

STR

Spotting an opening, you slam your boot down on the target's in-step. That monster will lose a quarter of their adds the next round of battle as they hop about in pain.

Rhino Strike

S/2

M/1

STR

You surge forward and surprise your opponent. Deal 4 points of Spite damage.

Footwork Fastplay

S/3

M/None DEX

Dancing some fancy fast footwork gives you a bit of a breather. Regain 2 CON points, but reduce your hits total for this round by a quarter.

Hampering Flurry

S/4

M/1 STR

Taking an opening to strike, you clip your opponent's armor strap and force it to re-buckle or re-fasten it. Reduce one monster's armor hits by 4 for the next round of battle.

Level 4 Combat Maneuvers:**Comet Defense**

S/3

M/None SPD

Your blade flashes like a falling comet before your enemy. Deflecting and foiling a number of hits. Increase your armor hits by 4 for this round of battle.

Bedeveling Assault

S/5

M/None SPD

You are so fast with your weapon that it is almost like you could make two attacks. In fact, you are just that fast. Next round, roll double your weapon's dice, but do not double any adds, either personal or from your weapon.

Savage Parry

S/2

M/None DEX

The weave of your weapon bounces back your opponent's attacks. For every two of your Spite Points spent, you block one point of spite damage from your enemy.

Level 5 Combat Maneuvers:**Shield Spin**

S/3

M/3 or 4 STR

You must be using a shield to do this maneuver. Spinning in place with your shield extended pushes back your target enemies to give you some breathing space. Each monster you use this against is pushed out of the battle for the next round. They will not generate any attack hits for their side, but then you will not be able to harm them either.

Bloody the Battle

S/2

M/1

STR

The enemy did not see that one coming. Deal it 5 points of Spite damage.

Interposing Shield

S/3

M/None

SPD

You must be using a shield to do this maneuver. Your shield seems to be in two places at once. If you have any sort of ally on your side, they can increase their armor hits by the value of your shield for this round of battle, but you will lose a quarter of your adds to do this.

Level 6 Combat Maneuvers:**Diamond Shield Defense**

S/4

M/None

SPD

You must be using a shield for this maneuver. Combining your flashing weapon with quick movements of your shield will master your defenses. Increase your Armor hits by 10 for this round of battle.

Fighting Recovery

S/3

M/None

DEX

You know this tune and dance it better than your opponent. Recover 6 CON points.

Dazzling Display

S/4

M/All

STR

In an impressive display, you throw all your opponents off-balance. Reduce all your opponent's Armor hits by 4 for this round of battle.

This is the end of the abbreviated Tunnels & Trolls Solo Rules.

Tunnels & Trolls

Solo Rules Hero Sheet

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

Combat Adds

Magic Adds

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

Hits Taken

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

CC Score

Kindred Abilities

Armor

Hits	STR	Wt.
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Mana

Mana Spent

Skills

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

Rank

Spell

Duration	Area	Cost
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Adventure Points

Equipment

Character Sheet Work Space

This is a scary Halloween mini-solo called Killer Pumpkin. This solo was designed to be used with the T&T Rules.

SETTING: "As a hobby, I also cultivated an annual pumpkin patch, adding bits of magic potions here and there to help their growth. I was proud of my garden, and spoke about my magic pumpkins all around town, and of the Great Pumpkin that rules them all. I would relate the tale of how, every year on Hallowmas Eve, when the spiritual world encroaches on the substantial, the mightiest of gourds would rise to revel across Kaball (i.e. Trollworld) accompanied by his most ardent worshippers. My neighbors were understandably skeptical, even afraid; after all, no one had ever seen this creature, in my pumpkin patch or anywhere else. I vowed that I would summon him to my back garden, and set out to discover the method to do so."

CHARACTER: 4th-6th level (1 or 2 characters). Kindred type used in this solo (Any kin or type). Class type used in this solo (Any).

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