

The Ghosts of Knapsford Hollow



A DELUXE TUNNELS AND TROLLS™
SOLITAIRE ADVENTURE
by SID ORPIN



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SOLITAIRE ADVENTURE

WRITTEN BY
Sid Orpin

EDITED BY
Paul Velez

COVER ILLUSTRATION AND DESIGN
Jeff Freels

INTERIOR ILLUSTRATIONS
Sid Orpin & Jeff Freels



TAVERNMASTER
GAMES



PLAY TESTING BY

Isobel & William Orpin, Micah Atkinson,
Griffin & Sofia Velez

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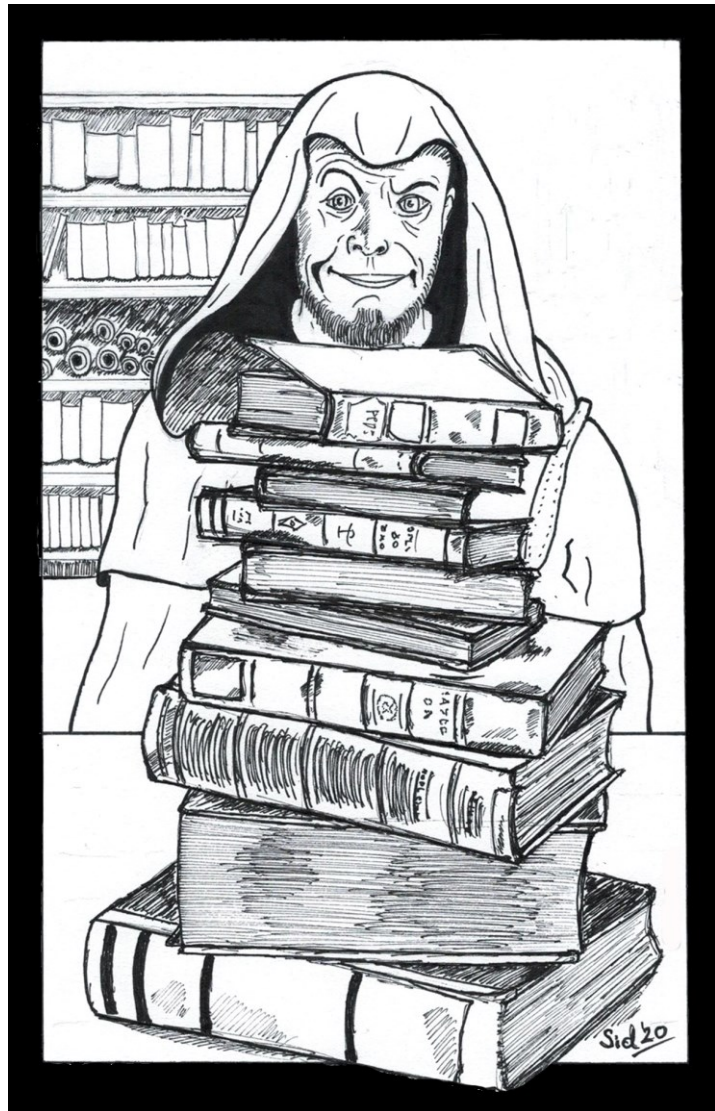
INTRODUCTION

The Hospice of the Brotherhood of the Integument of the Great Goddess Hoepht in Solihar is; a monastery; a hospital; a place of spiritual guidance and of charity. Less well known is its role as a seat of learning. And, central to the education it provides to foundling children, the sons of lesser nobles and grand mages from across the land of Atruria, is the 'Great Bibliotheca'. Some say, it is the largest library in the whole world of Talsus. Certainly, its dozen floors, hundreds of bookcases and thousands of shelves seem endless to new visitors to its echoing halls. Rumour has it that a copy of every book ever written can be found somewhere within its walls; a fact the Brother Librarians and the Prior Curator never denies with any real conviction.

It is not surprising, therefore, that occasionally one of the dusty tomes or ancient parchments housed therein is needed by less academically minded individuals. That is why you went there this night. Meffiss promised you good gold to bring him a particular scroll. He even told you exactly where to find it and how to pass unnoticed through the cloisters and to avoid the invisible guardians lurking in the dark wielding their whips enchanted with spells of immobility. You are beginning to wonder why the master thief didn't just fetch it himself and keep more of the fee? Well, he is now late for the handover. Very late indeed!

As you sit in the back room of the inn your thoughts are drawn inexorably to the roll of vellum in your pack. You cannot rid it from your mind. The image of it burns in your imagination and without realizing what you are doing you have the scroll holder open on the bench in front of you. Then, even though you have been warned specifically not to look at it, you unroll the document on the bench.

In spite of yourself, you cannot resist glancing at it. The strange glyphs and arcane symbols of a language you have never seen before un-jumble before your eyes. It actually makes sense to you. In an instant, you are swept along by the history inscribed therein...



The Ghosts of Knapsford Hollow is a solitaire adventure for use with the Tunnels & Trolls™ roleplaying system. It will work equally well with all modern editions of the Rules (5th Edition onwards) though it was written with the Deluxe Rules in mind. It is designed for level 1 to 2 characters with no more than 25 combat adds. It is quite a tough solo and complete novice characters stand little chance of surviving the challenges within. Warriors will probably fare best but magic users may make the attempt, though spell casting is limited to lower level spells for combat (Oh-Go-Away, TTYF, Unerring Blade & Vorpall Blade) and healing (Poor Baby). You need to visit the Magic Matrix towards the back of the book to see if any spell cast works as intended. Anyone from the roughly human-sized kindred or smaller may take on this adventure. Award Adventure Points (APs) for combat victories (MR for most monsters and total of STR, CON & CHR for those opponents with attributes), SRs and casting spells as is your normal practice: bonus APs are listed in individual paragraphs. As usual, only go to the paragraphs you are told to and keep a note of those you have visited, as you will sometimes be asked to retrace your steps.

Notes on 5th Edition Rules

Because of the inherent differences between 5th and 7th/Deluxe editions of the rules, here are some suggestions for how to handle the variations.

- For SRs involving WIZ substitute INT instead.
- For SRs involving SPD substitute DEX instead.
- Increase all MRs by 5.
- STR expended for any spell casting is regained at 1 point per 2 paragraphs visited.
- Any bonus AP awarded should be multiplied by 5.

Now, read on by turning to the next page...



A History of the Elf Wars

The Ghosts of Knapsford Hollow

Long ago, the local elf tribes were driven from their ancestral homes in the forests and on the plains along the banks of the Nimmemar River by men and dwarves bent on developing trade routes and farming communities. Many battles were fought between the settlers and the elves but none were as fierce as those around the small settlement of Knapsford Hollow. These were the sacred burial grounds of the tribesmen's ancestors and even after their defeat there were numerous tales of queer goings on and ghostly visitations. Many of the pioneers left unable to cope with such supernatural encounters and yet others were driven to madness often killing their kith and kin as well as themselves.

Knapsford Hollow has been completely abandoned for more than ten years but still occasionally, visitors to the area are found wandering in the wilderness after losing the trail. They tell tales of a headless horseman and of the undead rising from their ancient graves. Most regain their wits but a few never recover.

Every year, as the autumnal equinox approaches and the days grow shorter, the spirits from Knapsford roam further afield...

As the dark words pass before your eyes, telling the stories about the black days of the wars between the elf tribes and the settlers, you are suddenly there amongst the combatants. You hear the screams as limbs are amputated. You smell the blood that soaks the ground. You are engulfed by fear and then surrounded by utter darkness...

Now, go to paragraph 1 on the next page to start your adventure.

1

You are suddenly awake. You are lying on piles of animal furs inside a triangular wooden hut that has clearly been built to resemble the almost pyramidal tents favoured by the high plains' elf tribes. There are 3 leather flaps that act as doors to the north, southeast and southwest. Just enough light from a full moon is cast through the southeast door to allow you to see what else is inside. There is a crude clay pot set on a low stool near the north exit, which contains a fair number of coins: mostly silver but a few gold as well. Hanging on a leather thong from the centre of the roof there is a collection of small bones and feathers bound together by fine twine.

To take a close look at the clay pot, go to **55** or if the strange dangling ornament interests you, go to **75**. If you would like to search amongst the furs on the floor, go to **91**. To leave immediately, the north door leads to **31**, the southeast to **29** and the southwest to **24**.

2

Among the cracked pottery and discarded food, you find a single gemstone. Roll on the **Treasure Generator** at the back of the book to discover what exactly it is then return here.

There are more rubbish piles you could examine by going to **28** or you could return to **92** and make a new choice.

3

With your typical brand of incisive wit and logic you hit on asking your dead friend about the hamlet that bears his name. From this point onwards, you can barely get a word in edgewise as he lists all the petty happenings from more than a century ago. Just as you are about to stop listening, you pick up on the fact that the graveyard is on one side of Knapsford and that by heading east you should be able to escape from this nightmare. You earn a bonus 50 APs. Now, you may leave by going north to **92**, east to **50**, southwest to **11**, west to **24** or northwest to **40**.

4

The path climbs quite steeply until you find yourself on top of a ridge or small hill. In the clear moonlight, you can see the whole of the hollow in which Knapsford rests filled with dense mist rising from the river away to the south. Trails head off down into the gloom southwest to **113**, south to **92** and southeast to **44**.

5

In the presence of a god, your spirit shone. Increase each of the attributes you had successful SRs on by your level number or increase all of your other attributes by twice your level number.

6

You feel strangely energised. Increase your non-physical attributes (INT, WIZ, LK and CHR) by 2D6 in total. Distribute the points as evenly as you can. Now it is time to return to **63** and leave the clearing.

7

As you burrow amongst the furs, you disturb a viper from his place of rest and as a reward you are bitten. This does 1 point of immediate CON damage. You must also attempt to make a L1 SR on CON when you go to the next 6 different paragraphs and if you fail the roll, you take further CON damage equal to the number you missed by. If this kills you, eventually, go to **32** when it happens. Now go to **101** and decide what to do next.

8

The canoe is a sound little craft and you are soon paddling along at a reasonable lick with the banks of the watercourse passing quickly by. The river narrows and turns south and the water flows with increasing speed. Suddenly, you are struggling to control the canoe in the now strong current. You glance up to see that you are heading straight for a large waterwheel on the side of a low, stone building; presumably Knapsford's mill. There is a small wooden landing stage on the side of the millrace. You must act quickly to avoid being mangled in the waterwheel's machinery. If you decide to try to turn the canoe around and paddle back the way you have come against the current, go to **38**. If you think steering towards the landing stage will be easier, go to **68** while if you have at least 20 feet of rope with you, you could attempt to lasso one of the scrubby trees along the bank to arrest your forward progress at **49**.

9

You leap into a huge bramble and take 2 hits to CON from the large thorns growing from it. The bird swoops away in to the moonlight sky. You can now proceed along the path to **11**.

10

You are stuck in a burrow with a giant rabbit intent on eating you. Unfortunately, the space is so limited that you cannot get any of your weapons in to play against the nightmarish rodent. Soon, 6-inch long incisors are stabbing into your flesh and you can do nothing about it. You die a horrible, painful death. Now, go to **32**.

11

You are standing by a single-story, stone-built structure, which has a large water wheel thrashing away next to it. Through the single door leading in to the building, you can hear the sound of machinery clanking and hammering away. There is a faded sign hanging over the doorway, which reads:

The Mill at Knapsford Hollow
Triticus the Dwarf, Proprietor and Master Miller

In spite of the activity from within, it must have been many years since the mill ground any corn or wheat for the benefit of the local population. If you would like to see what is going on inside the old mill, you can head into the gloomy interior by going to **58**. Should you prefer to have a look around the outside of the mill, head to **115** while, if the constant whirring and crashing of water wheel and grinding machinery is just too much to allow you to hear yourself think, you can leave right away.

Routes from here head northwest along the path by the millrace to **24**, northeast to **29** or east to **110**.

12

You dodge the headless horseman and disappear off in to open country, go to **98**.



(6s) you must make a L1 SR on SPD to avoid that hit counting double. If you emerge the victor, go to **96**. If you are defeated, go to **32**.

14

There are 4 of the little creatures to get past and they are none too pleased that you feel it appropriate to flee from their presence. Make 4 L1 SRs on the average of your DEX and SPD. For any you fail, you got a bit too close to one of them and they slash at you with their thorn dagger scoring 1D6 + 1 points of damage. Armour protection counts at face value only. If you survive, move off north to **4**, east to **44**, south to **29** or west to **113**.

15

The complete destruction of Wilhelm of Knapsford's animated corpse earns you a paltry 10 APs. While you were satisfying your bloodlust on him, however, three other incumbents of this, the dead centre of the village, have arisen from their graves and are approaching you menacingly. To stand and fight, go to **42**. To make a run for it, go to **102**.

13

A strange creature approaches you at a tremendous speed. At first, all you can see is a dark, indistinct shadow moving between the trees but then it emerges into a pool of moonlight. It is 7 feet tall, at least, with very long limbs and a body that appears all ribs and too short for the rest of it. The head is the skull of a stag and the mouth is filled with dagger-like teeth while the black, soulless eyes shine with an utter hatred for all other living things. You will have to fight the Wendigo, an evil humanoid-eating spirit of the forests.

You could just get off a very quick missile attack with a dagger or sling before it closes for melee but not a bow or crossbow; it will take too long. You will need a L3 SR on DEX to hit such is the speed at which it is moving. If you are successful, go to **60**. Otherwise, you are now in the thick of battle, read on.

The Wendigo has a base MR of 40. If you have been cursed and are guilty of 'avarice', this is raised to 50. For each 'spite' hit the Wendigo rolls

16

You are outside a run-down wooden stable. To enter the building, go to **52**. Alternatively, you can follow paths away from here heading northeast to **50**, south to **56**, west to **11** and northwest to **29**.

17

The dark and the fog and the tangled paths become too much for you. You wander aimlessly in Wendigo Woods and by the time the sun has arisen, you are trapped there cursed for eternity to shuffle along the same paths. Imprisoned in the twilight lands, you are not truly dead, so you cannot be reincarnated, however, every Halloween, you may attempt to make a L5 SR on LK and if you succeed, you may go to **98**.

18

The dwarf is at your feet, utterly defeated. He waves you to an area of loose brickwork in the wall where something lays hidden. Go to **26** to find out what. He also slides a silver cloak pin of rather fine design over to you. It is enchanted and when worn will protect you from hits from elves or weapons of elf manufacture, up to 10 hit points over and above your armour every combat turn. The dwarf vanishes. Now return to the last part of **11** and leave here.

19

The headless horseman lies dead before you and as you look on his body starts to dissipate into the ether. You earn 100 APs and can loot what remains of his corpse. You get 2 rolls on the Treasure Generator, once for coins and once for gems. If you can make a L1SR on the average of your SPD and LK, you can grab his spear at **89**. Once you have done, you can head away from here to **98**.

20

You deal the serpent a killing blow and as its now limp body floats past you, you have the presence of mind to amputate its horn. It is a little over 8 inches long and has a very tight spiral structure. It would be a passable dagger, scoring 1D6 + 6 hits plus it can deliver a small amount of poison every time it scores a spite hit; halving the STR of the character that receives the hit, or reducing a MR by a quarter. Note, this effect is not cumulative so one hit or many; the outcome is exactly the same. Now, take your prize and 100 APs to **11**.

21

You need to make a L3 SR on DEX to hit. If you are successful, roll your damage and go to **69** to discover if you have dealt a killing blow. If you rolled at least 5 more than your target, go to **120**. If you missed entirely, go to **69**.

22

You have found a necklace made from a thin leather thong and the heartstone of one of the magnificent white deer that roam the woods hereabout. It is enchanted and will protect the wearer from the attack of ghosts and spirits here in Knapsford. It will absorb 10 hits on the first combat turn, 2 less on each subsequent combat turn until after 5 combat turns, whether in one fight or many, it will protect no more. This may go some way to helping you to escape from Knapsford Hollow. As a decorative item it is worth 40 GPs. Now go to **101** and decide what to do next.

23

You make a careful search of the foliage and other features of the shrub that the berries come from. After careful consideration, you really have no idea what sort of plant you're looking at. Whatever effects ingesting the fruit will have, you will just have to take your chance and swallow them. If you decide to do so, go to **35**, otherwise return to **63** and leave the clearing when you are done here.

24

You are standing next to a narrow watercourse, which is flowing reasonably quickly in a southeasterly direction. By the light of the full moon, you can make out a native-style canoe partially beached nearby. It appears to be sea-worthy; there are no leaks in its beech bark walls, and resting inside there is a sturdy, single-bladed paddle. In the distance, wild screeches pierce the silence of the night reminding you, if you needed any reminding, that you are in great peril if you stay in Knapsford Hollow much longer.

From here, you can jump into the canoe and paddle downstream by going to **124**. You could follow the path that goes alongside the river; it's quite overgrown with weeds, by going to **108** or you can head northeast to **40**.

25

Your muscles are screaming at you as you force your contest with the dwarf to go beyond the third (or fourth) combat round. As you brace yourself for further effort, there is a sudden glowing yellow light and your opponent has vanished. All that is left is a thin leather headband that he had been wearing. It isn't anything special to look at and wouldn't be worth more than a few coppers but if you'd like to put it on, go to **51**, otherwise leave the mill by going to the last sentence at **11** and deciding which direction you should head. Your STR or DEX has, as if by magic, returned to its pre-contest level.

26

You have found the miller's moneybox. It contains coins and gems. Go to the **Treasure Generator** at the end of this adventure and roll to see what you have found. Then return to the last part of **11** and leave here.

27

Contact with the creator deity has proved too much for you. You are physically and mentally shattered. Your body is released back to the world of the living but you have become one of the drooling, shuffling idiots that wander the streets unaware of the real world around them. Close the book, your adventure has ended.

28

You move on to a further pile of detritus to see if there is anything valuable or useful there but just as you approach your goal, you are interrupted. Go to the **Wandering Spirit Table** to discover who or what it is. If you survive the encounter, proceed to **41**.

29

The path has ended in an area of more open ground where the grass has become overgrown and in places it almost reaches chest height. Scattered amongst the grass, you can see a few headstones leaning over, their surfaces scarred and burned. There is an eerie stillness here that puts you on edge and makes you want to get away as soon as possible. There are paths leading away north, east, southwest, west and northwest.

If departing as soon as possible is your goal, go to **85**. If you would like to inspect the damaged headstones, head for **54** while if you would like to search amid the abundant undergrowth, go to **65**.

30

Use your DEX like a MR to generate dice and adds and treat your attempt to out-wiggle the ghostly dwarf like a fight between 2 MR rated combatants. Your opponent's DEX is $3D6 + 2$. Fight for 3 combat rounds unless you are an elf, in which case you must fight for 4 rounds. If at any time your DEX rating drops to 0 or less, go to **36** and if you manage to reduce the dwarf's DEX to 0 or less, go to **73**.

If the contest is still ongoing after 3 (or 4) full combat rounds, then head to **25**.

31

Your path leads you through increasingly dense woodland. The leafless trees silhouetted in the pale moonlight loom over you like giants. Above the sound of the breeze, you make out the occasional snap of twig and rustle of leaves due to furtive footfalls suggesting you are being followed. Do you decide to make a bolt for safety? If so, proceed to **88**. Perhaps turning to face your adversary would be a better idea; try this by heading to **13**. Finally, you could turn back the way you have come by going to **40**.



32

You have been killed and your spirit is now trapped here in the twilight world between the living and the great beyond. If you had a chance at reincarnation, you cannot use it. Still, you are now one of the ghosts of Knapsford Hollow, cursed to walk the lands of the living every All Hallows' Eve. Close the book, your adventure is over.

33

The paths out of the graveyard are north to **92**, east to **50**, southeast to **110**, southwest to **11**, west to **24** and northwest to **40**.

34

As you wander into the clearing, several small humanoid figures pop out from beneath the few scrubby bushes scattered here and there. They are about 12 inches high and built rather like leprechauns, though their faces are more like those of a lemur. They all skip jauntily towards you laughing and welcoming you in their high-pitched singsong voices. They do not appear to be armed with anything more dangerous than a smile.

What do you do now? Do you let these funny little people get up close to you at **107** or do you think it is safer to greet them with cold steel by going to **67**? Alternatively, you could try to dodge past them if you head to **14**.

35

The berries have a gritty texture but taste quite sweet and refreshing. Attempt L1 SRs on both your highest and lowest attributes. If you succeed at the higher and fail at the lower, increase both by 1 point permanently. If you succeed at both, increase both by 2 points permanently. If you fail at the higher and succeed at the lower, go to **6** while if you fail both rolls, go to **81**. Return to **63** and leave the clearing when you are done.

36

Despite your efforts, the dwarf forces your head in between 2 huge gears. In an instant your skull is crushed and your time on this mortal plane is ended. Go to **32**.

37

In a god's presence, you have suffered physical and mental anguish. Reduce the attribute that you failed the SR by the largest number by 1D6 + 1, permanently. However, you may increase the attribute you had success by the largest number by the same amount.

38

With a great effort, you manage to turn the prow of the canoe part way around but when the water current starts to strike you directly abeam, your strength really is tested. Attempt to make a L2 SR on STR. If you succeed, you get back upstream to a point where you can clamber out onto the overgrown path at **108**. If you fail, go to **99**.

39

Your foot slips into a large rabbit hole and before you can pull yourself out one of the giant rabbits catches hold of you in their front paws and tries to drag you in to their lair. If you can pull free by making a L1 STR SR, you can return to **61** and continue your journey across the village green, otherwise you should go to **10**.

40

You are back at the spot where the triangular hut stood but it has vanished leaving no sign that it was ever there. Paths head away north to **31**, southeast to **29** and southwest to **24**.

41

The clearing is now completely devoid of any of the rubbish or foliage that was there before. Leave here by going north to **4**, east to **44**, south to **29** or west to **113**.

42

You are in the thick of battle with 3 zombies of Knapsford's former inhabitants; they all appear to have been dwarves before they were transformed to their current state. They each have MRs of 16 plus they have 3 points of armour protection. They will be implacable in their attempts to kill you.

If you are the victor, take 50 APs and roll once on the Treasure Generator at the back of the book; they will only have coins on them. You may leave here by going north to **92**, east to **50**, southwest to **11**, west to **24** or northwest to **40**.

43

You feel like your sword hand (axe hand, spear hand etc...) has something like a pebble resting in the palm interfering with the strength of your grip. You must lose 1 STR-derived combat add for the rest of this adventure. Return to **107**.

44

You continue to head in a mainly easterly direction through the forest. There are many side-paths and the fog has become even thicker than before. When the moon is totally obscured by dark cloud, your progress is even further hampered. After heading down several dead ends, you begin to become disorientated and the very real possibility that you could get lost in these woods dawns on you.

Attempt to make 6 L1 SRs on the average of your LK and WIZ. If your number of successes is greater than your failures, go to **98**. If your number of failures is greater than your successes, go to **17**. If your successes and failures number the same, go to **77**.

45

As you fight on through the dense brush, you hear a thunderous noise from behind you. Turning, you espy a huge eagle; wingspan easily 12 feet, gliding straight at you with talons like daggers poised to strike. What do you do now? If you dive into the deepest part of the undergrowth, go to **9**. If you decide to kneel and pay homage to this magnificent creature, go to **78**. You could always try to fight the beast off, at **90**.

46

Just when you are beginning to think it is time to give up, you notice something shiny hidden amid some particularly thickly tangled grass. It takes you a few minutes to free it from where it lay hidden but once you have brushed off the mud, you see it is a fine topaz that, judging by the silver wire it is wrapped in, must have been part of the pommel of a sword or dagger. As a gem, it would be worth 50 GPs, but its main attribute is an enchantment that will allow any weapon it is attached to, to score double dice versus elves and their kin. You will need to visit a good weapon smith to get it professionally done if and when you escape Knapsford Hollow. Note it does not have to be a bladed weapon. Even if affixed to a hammer or bludgeon, that weapon will still get the attacking bonus.

Now, go to **33** to depart this place.

47

An audience with a god was both exhilarating and terrifying. Increase the attribute of the SR you failed by 1D6 + 1.

**48**

You have found a dagger made from bone or antler. Bound with iron and displaying a pattern of ovals worked into the handle, it is a beautiful as well as a functional object. It scores 2D6 + 2 in combat and can be thrown up to 15 yards if used as a missile. It has been enchanted to score double hits against ghosts and other spirits of the dead. Now go to **101** and decide what to do next.

49

You will need great skill to perform such a feat of lassoing while your canoe is careering towards the waterwheel at increasing speed. Attempt to make a L2 SR on DEX. If you succeed, you can slowly drag your vessel to the bank and climb onto the path at **108**. If you fail, go to **99**.

50

You are standing at the edge of an area of open ground on the east side of Knapsford Hollow. In the pale moonlight, the dense mist that covers the land glows an unearthly silver-blue colour. Amid the fog, you notice some movement and after a few moments you can see there are several rabbits hopping around. Closer scrutiny lets you realise that these rabbits are giants; at least the size of a small pony. Still, you don't feel too threatened until you hear a tremendous howl from behind you: a wolf or worse perhaps? The rabbits are clearly disturbed as they suddenly vanish in to the haze.

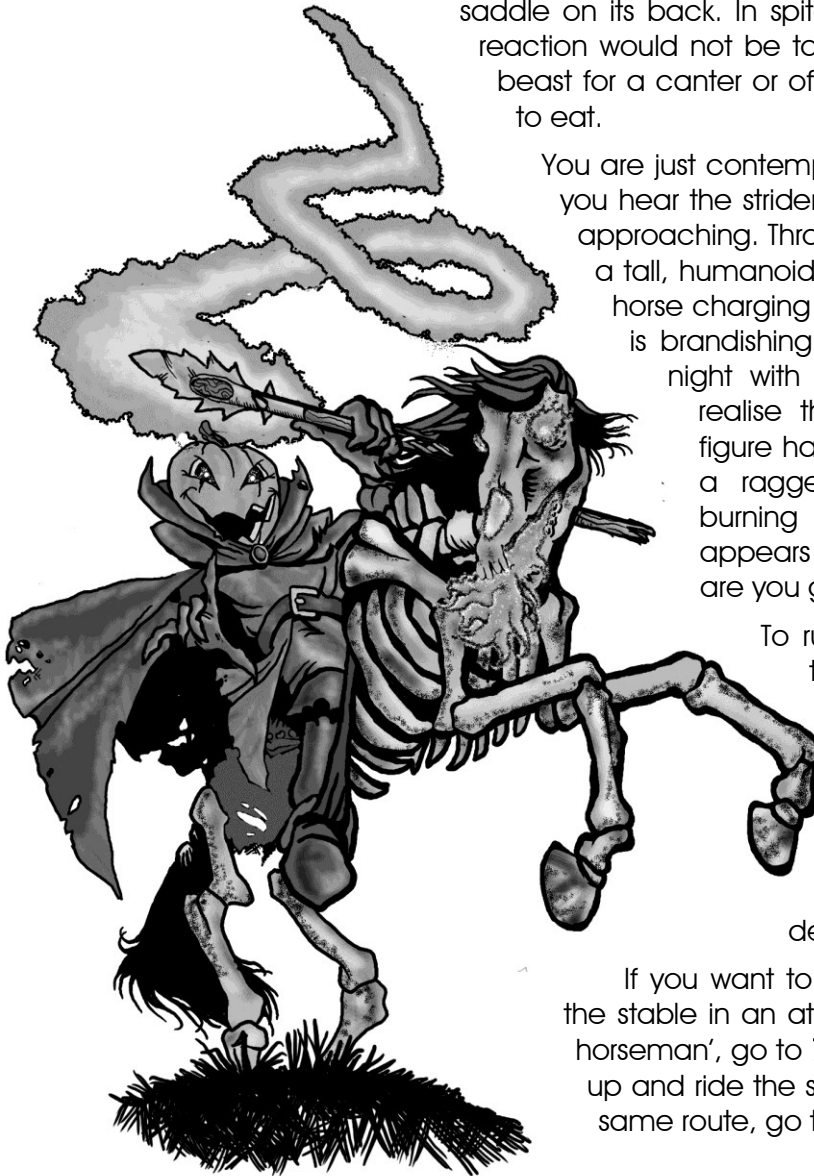
What do you do now? You could turn back west to **29** or southwest to **110** but you should head to **109** first. If you want to head east across the fog-laden ground, go to **82**.

51

You pop the headband on and it's the last thing you remember ever doing in waking life. Your spirit is subsumed by the evil enchantments woven about it. Go to **32**.

52

By the light of moon and stars that shines through substantial holes in the stable roof, you can see several stalls intended for horses. In one of these, you can make out the front end of the skeleton of a horse; the head moves from side to side and the creature clearly recognises your presence by giving a friendly whinny at your arrival. Strangely, the horse has an elaborate bridle of fine leather and silver filigree fitted with a similarly expensive-looking saddle on its back. In spite of such fine tack, your first reaction would not be to climb aboard and take the beast for a canter or offer up a handful of oats for it to eat.



You are just contemplating what to do next when you hear the strident sound of galloping hooves approaching. Through the open door, you espy a tall, humanoid figure riding a similar skeletal horse charging pell-mell in your direction. He is brandishing a long spear and filling the night with bloodcurdling screams. You realise that instead of a head, the figure has a large pumpkin that sports a ragged slash of a mouth and burning red embers for eyes. It appears that he is after you but how are you going to deal with him?

To rush forth and take him on in the open, go to **69** but attempt to make a L1 SR on SPD before you do and make a note of the result.

To slide into the shadows at the back of the stable in the hope of avoiding detection, go to **95**.

If you want to run out of the back door of the stable in an attempt to avoid the 'headless horseman', go to **70**, while if you want to mount up and ride the skeletal horse to safety via the same route, go to **74**.

53

You become troubled by a vivid memory of breaking a mirror and worrying about having bad luck. For the rest of this adventure you lose 1 LK-derived combat add. Return to **107**.

54

Crouching down next to the nearest gravestone, you brush away grass and moss to reveal the name carved there:

*Wilhelm
Roland Simmieon
Knapsford
Founding father of this vill.*

You stand up and find you are looking into the eyes of a pale-skinned, gaunt-faced man. A closer look reveals there are areas of skin missing from around the cheeks and temples and his garb is covered in soil with a few worms poking out from rips in the fabric. Even someone as slow on the uptake as you can see that this corpse is out of his grave. What do you do now? You could simply attack this member of the ranks of the undead by going to **93**. If you prefer, you can try to talk to him at **86** or you could just ignore him and continue to search the graveside, head to **65** to do so.

55

Up close, the pot is covered in numerous crude glyphs but is otherwise unremarkable. If you would like to take the coins, go to **83** or if you want to add to their number, go to **119**. You could ignore this and take a look elsewhere in the hut at **101**.

56

After you have taken only a few steps along your chosen path, you hear the strident sound of galloping hooves approaching. Beyond the stable building you espy a tall, humanoid figure riding a skeletal horse charging pell-mell in your direction. He is brandishing a long spear and filling the night with bloodcurdling screams. It is only at this point that you realise that instead of a head, the figure has a large pumpkin that sports a ragged slash of a mouth and burning red embers for eyes. With a complete lack of cover, your only option is to run for your life.

Over fairly open ground, you will need to be quick and agile to avoid being run down. Attempt L2 SRs on SPD, DEX and LK. If you succeed at all 3 rolls, go to **12**. If you have more successes than failures, go to **84**. If you have more failures than successes, go to **122** and if you fail all rolls, go to **111**.

57

You fall flat on your face and for a brief moment you are defenceless. One of the zombie dwarves gets to you as you are just getting back to your feet and inflicts his full combat damage on you; $MR\ 16 = 2D6 + 8$. Armour counts face value only. If you are still conscious, you can head to **33**, otherwise you will be zombie chow and should go to **32**.

58

The interior of the mill is a dark nightmare of a place. It is dusty and filled with the deafening roar of the mill's machinery turning at breakneck speed. Although there are no signs that anyone has been here in years, you have the uncomfortable feeling that you are being watched. A sudden change in pitch of the noise from the grinding apparatus makes you turn your head for a split second, then you feel strong hands on your back and arms try to fling you into the equipment. You resist the initial thrust but then find yourself being slowly bent headfirst towards the whirling gears. From the corner of your eye, you can see the ghostly form of a white-haired dwarf grinning insanely as he tries to push you ever closer to your doom. From between clenched teeth he gasps, "*Die, filthy outsider!*"

How are you going to avoid your grisly fate? If you try to use your strength to force the dwarf to let go, go to **105**. If you prefer to try to wriggle out of the ghoulish dwarf's grasp, go to **30**. Alternatively, you could try to fool your assailant in to thinking he is going to bring about your demise easily by heading to **94**. (Note: the 'Spirit Charm' has no effect on this character.)

59

You have outrun the headless horseman on your odd-looking but reliable animated horse skeleton. You receive a bonus 50 APs plus you now have your very own undead mount. Your beast never needs feeding or watering and never gets tired. He has a MR of 50, which will rise by 10 every time you go up in levels. He comes with his own expensive leather and silver filigree tack that is worth 300 GPs. Give him an appropriate name; I like "Slim" but come up with one of your own. Now, go to **98**.

60

Your missile strikes the creature square over the heart but it barely breaks stride in its attempt to run you down. You only get to count the dice your weapon scores but not its adds or your combat adds. Return to the last paragraph at **13**, reduce the Wendigo's MR by the appropriate amount, and begin the hand-to-hand.

61

You are trying to cross potentially uneven ground hidden in dense fog with the possibility that giant, carnivorous rabbits may attack you at any moment.

Attempt to make 5 L1 SRs on LK. For any you fail, you may pull yourself clear of danger by making a L2 SR on DEX. Failures of this roll, lead to **39**. For any of the LK SRs you fumble, you must go straight to **114**. If you manage to make the 5 LK SRs successfully, go to **98**, or if you survive any failures you may have had, your destination is also **98** but go to **64** first.

62

You are convinced that your dominant hand is the opposite one to the one it actually is. Even though you know this is nonsense, you must lose 1 STR- and 1 LK-derived combat add for the rest of this adventure. Return to **107**.

63

The low bushes have tatty variegated leaves; pale green and deep orange in colour, with clusters of small purple berries scattered here and there. Most of the fruit has been damaged; either eaten by scavenging animals or damaged by frost but there are enough viable ones to constitute roughly a mouthful for someone of your size. Dare you eat them in the hope that they will help in your bid to escape Knapsford Hollow? If so, go to **35**. If you feel more circumspection is called for, you could have a good look at plant and its immediate environment by heading to **23**. Alternatively, you could put them in your pocket for closer inspection later; make a note you have some berries from the 'Death-Fruit Shrub' and go to **23** as and when you have left this adventure.

To leave, go north to **4**, east to **44**, south to **29** or west to **113**.



64

You are face to face with a rabbit the size of a small pony and with 6-inch long fangs instead of incisors.

Your opponent has a MR of 38 and its thick fur is worth 4 points of armour protection. If you defeat this rodent menace, you receive 50 APs and should return to the paragraph that sent you here. If you are defeated, go to **32**.

65

You scabble around in the long tussocks of grass. Attempt to make a L2 SR on LK. If you succeed, go to **46**, otherwise you should go to **33** and depart.

66

You think your boots or shoes have been interfered with and they feel like they are full of something cold and greasy. It is an unpleasant sensation and means you lose 1 DEX-derived combat add for the rest of this adventure. In fact, your boots are fine and you will suffer this annoyance whether you wear anything on your feet or not. Return to **107**.

67

The Pagwadjinin, the little people of the forest, only want to be friendly. However, they are dangerous when roused. 4 of them will attack you just as you attack them. They each have a CON of 12, Combat adds of +7 and fight with thorn daggers that score 1D6 + 1 hits. In addition, when they attack en masse like this, you will need to make a L1 SR on SPD to avoid one of them scoring their hits undefended (i.e. only armour protection to stop CON damage). A pagwadijin who has his CON reduced to 4 or less, will flee. Defeating them earns you 60 APs but for every one of them that you kill, you lose 2 LK-derived combat adds for the rest of this adventure. If you are defeated, they will show you no mercy, go to **32**.

Now, if you are still in the land of the living, leave the clearing by heading north to **4**, east to **44**, south to **29** or west to **113**.

68

The water is flowing so quickly that you will get only one chance to guide your vessel to the landing stage. Attempt to make L1 SRs on STR and DEX. If you make both rolls successfully, you manage to moor up perfectly and can climb out to inspect the mill itself at **11**. If you fail one or other of the rolls, go to **103**. If you fail both of them, go to **99**.

69

The headless horseman bears down on you at an incredible rate. If you made your SPD SR successfully, you can just get off a single missile or spell before he is literally on top of you by going to **21**. Otherwise, read on.

In no time the ghastly creature is on you. He wields a spear that scores 6D6 +4 hits and has 35 combat adds. His CON is 30 and he is wearing light leather armour (3 points of protection). He also scores 5D6 of bonus damage for the effect of riding you down but will dismount after the first combat round. If, by some miracle, you defeat him, go to **19**.

70

You burst out of the back door of the stable only to discover the pumpkin-headed horseman has predicted your escape route. Over fairly open ground, you will need to be quick and agile to avoid being run down. Attempt L2 SRs on SPD, DEX and LK. If you succeed at all 3 rolls, go to **12**. If you have more successes than failures, go to **84**. If you have more failures than successes, go to **122** and if you fail all rolls, go to **111**.

71

Each pile of detritus appears to consist of just so much rubbish that is no good to anyone but close inspection may reveal something worth having. Attempt to make a L1 SR on LK. If you succeed, go to **2**. If you fail, you found nothing but you could inspect one of the other rubbish piles at **28** or return to **92** and make a new choice.

72

As you propel the canoe along; you are suddenly surrounded by hundreds of tiny, shiny, floating creatures. They project an aura of calm and healing around you that heals up to 1D6 + 4 points of CON damage. The Maymaygwayshi are water spirits that protect those who travel in their domain and have seen fit to help you this day. You can now moor at **11**.

73

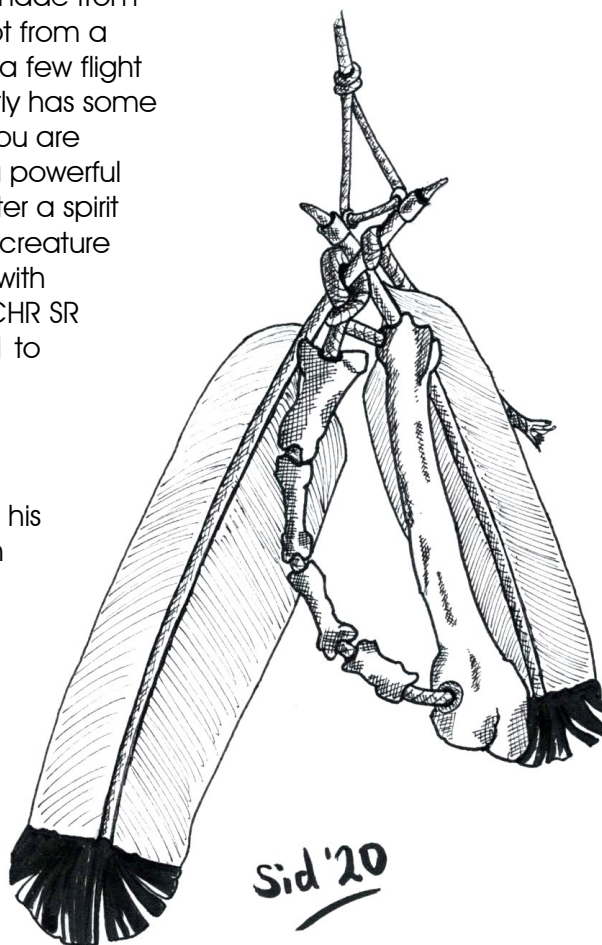
You manage to overcome the dwarf and turn the tables on him. Slowly you press him in to the great gears. There is a high-pitched moaning sound, though whether it's from the machinery grinding to a halt or the dwarf as he is crushed is unclear. By the time you have got your breath back and look for your opponent's remains, there is nothing to see. You earn 50 APs for defeating the spirit of Triticus the Dwarf. Your STR or DEX has, as if by magic, returned to its pre-contest level. Now head back outside and leave the mill by going to the last sentence at **11** and deciding which direction you should head in.

74

Without a second thought, you leap upon the skeletal beast and urge it out of the back door of the stable. The headless horseman clearly anticipates your move; he is not far behind as you strive to get your mount to gallop away. You will need to show considerable strength and agility to outride your unearthly opponent. Use the average of your STR and DEX (or an appropriate DEX-based equestrian talent) like a MR to generate dice and adds and treat your attempt to out-ride this mounted nightmare like a fight between 2 MR rated combatants. Your opponent's equestrian rating is $3D6 + 6$. Run this contest until one or other of you have inflicted enough damage to reduce one of your ratings to 0 or less. If you are the winner, go to **59**. If you lose, go to **100**.

75

Up close you can see that this object is made from multiple finger or toe bones (probably not from a humanoid source perhaps a bear), and a few flight feathers from some sort of eagle. It clearly has some spiritual significance. Make a note that you are carrying a 'Spirit Charm' with you. This is a powerful enchanted item. Whenever you encounter a spirit or ghost, you may reduce the MR of the creature you fight by 5, or if they are a character with attributes, you may attempt to make a CHR SR at their level to avoid combat. Go to **101** to decide what to do now.



76

You turn to face the dwarf who is now on his knees in front of you. He rewards you with a hate-filled stare and then a string of expletives about how he will not reveal where his treasure is hidden before the specter melts away. You have an inkling that he may have just glanced in the direction of where it might be before he vanished. Attempt to make a L2 SR on LK, if you succeed, go to **26**, otherwise you find nothing, return to the last part of **11** and leave.

77

Add up the numbers in all of your non-physical attributes: (INT, LK, WIZ & CHR). If the total is odd, go to **98**. If the total is even, go to **17**.

78

You instantly kneel before the great eagle. It pulls up from its approach and hovers over you. You are blessed by the Pinese. Increase your lowest attribute by a point permanently. Proceed to **11**.

79

You are visited by Bi-Bon, The Spirit of the North Wind. A tremendous gust of freezing wind passes over you. Roll a D3 and attempt to make a SR on CON at this level. If you are successful, you should return to the paragraph that sent you to the Wandering Spirit Table. If you fail the roll, the north wind freezes you to death, go to **32**.

80

Roll a D6. If you roll a "6", proceed directly to your chosen destination, otherwise go to **109**.

81

The mouthful of berries leaves a dry quality in your mouth and stains your teeth a dark purple colour, permanently. Your appearance is quite cool in a weird way. If you can pull off the look by acting casually and making a L1 CHR SR, you may increase that attribute by the amount on the dice when you make the roll. Now return to **63** and leave the clearing.

82

As you proceed through the mist, you cannot see where you are putting your feet. After a few steps you slip into a steep-sided hole but fortunately you manage to haul yourself clear without falling down it. You are just congratulating yourself on having avoided injury when one of the giant rabbits appears apparently from nowhere. Up close, it is not just a giant non-threatening rodent but a large muscled beast with demonic, green eyes and a mouth full of long, sharp and decidedly non-vegetarian teeth. As quickly as it appeared, the rabbit disappears but a loud thumping noise from nearby alerts other members of the community to your presence. Your simple stroll to the far side of this area has suddenly become a great deal more complicated. If you prefer to turn back towards the howling, you can about face and head back to the last part of **50** and make a new choice. To proceed into the mist-shrouded and rabbit-infested meadow ahead of you, go to **61**.

83

The pot contains silver and gold coins as an offering to the elf creator deity. Roll once for coins on the **Treasure Generator** at the end of the book to find out just how many. Taking the money is, therefore, sacrilege. You are cursed; reduce your CHR by 3 and make a note that you are guilty of 'avarice'. Go to **101** to decide what to do now.

84

You manage to dodge the horseman for prolonged periods but just as you think you've escaped his clutches he reappears. Go to **111**.

85

Before you can even start to run along your chosen path, a spirit emerges from the ground and moves swiftly in your direction. If you can successfully make a L2 SR on SPD, you manage to evade it, go to **33**. If you fail, go to the wandering spirit table to see who or what you meet. Survive this encounter and you may also go to **33**.

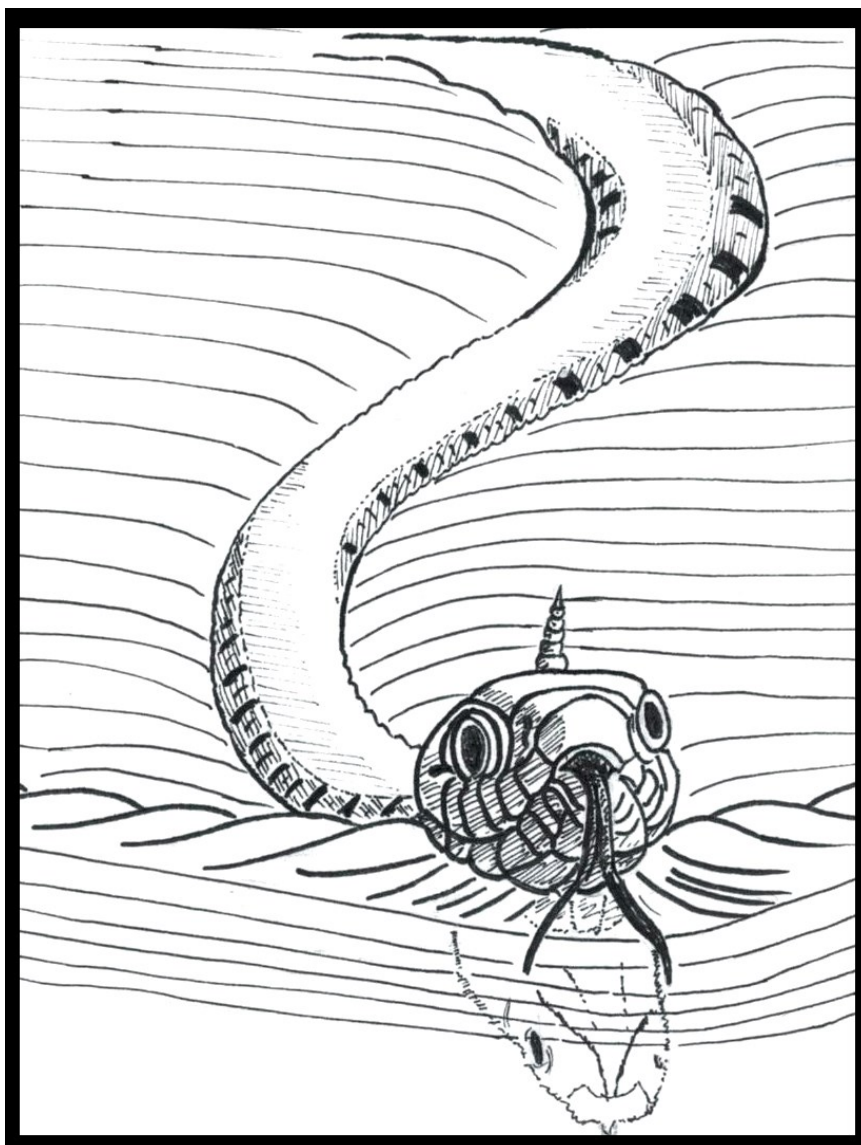
86

Your initial attempts to engage this animated corpse in polite conversation are met with the stoniest of silences. Attempt to make a L1SR on the average of your INT and CHR. If successful, go to **3**, otherwise return to **29** and make a new choice.

87

You are soon moving along in a more or less straight line when something strikes the canoe from below sending you flying into the water. Just as you make a splash landing you catch sight of a large snake-like beast at least 25 feet long with a large horn protruding from the centre of its forehead. In an instant, the serpent has turned and approaches you at speed. Your attention is drawn to its mouth full of dagger-like teeth. It seems unlikely that you could defeat the Mishiginubig in combat but perhaps you might be able to keep it at bay for a few combat turns and give yourself a chance to make it to the riverbank.

The Mishiginubig has a MR of 38 and any wounds it inflicts will deliver a poison that will halve your STR for the following combat turn. Because its mode of attack is to try to impale you on its horn, if you can dodge out of the way of it at the last moment, by making a L1 SR on DEX, you can avoid half of the great water demon's hits. You can only use short stabbing weapons like daggers, short swords and spears effectively in water, all other weapon types at half dice. If you are still alive after 3 combat turns, you manage to drag yourself from the water at **11**. If by some miracle you defeat the water demon, go to **20**.



88

You run headlong along the path, face and legs whipped by bare branches all the time listening intently for the creature that is on your trail. Attempt to make a L2 SR on SPD. If you are successful, you elude your pursuer go to **113**. If you fail, go to **13** while if you fumbled the roll, go to **104**.

89

You grab the horseman's spear just before he and his steed vanish entirely. It is 6 feet long and requires STR and DEX of 12 each to wield. If thrown, it has a range of 30 yards. It scores 6D6 + 4 hits in combat, which is doubled versus the undead (zombies, vampires, wights, ghouls, ghosts etc...). Now return to **19**.

90

You are attempting to fight off a huge eagle that is swooping at you and trying to grab your head in its dagger-like talons. The Pinese or Thunderbird, has a MR of 25 and due to the speed of its aerial attacks, is hard to land a blow on; you will have to make a L1 SR on DEX every combat turn to be able to score any hits, though your combat total may still be used to ward it off.



If you are still fighting after 5 combat turns, the great bird will fly away. You receive 40

APs for surviving or winning this battle. Return to the paragraph that sent you here when you have finished.

91

The furs are thickly piled and in places have some less than appealing stains on them. Attempt to make the highest-level LK SR you can. If you 'fumble' the roll, go to **7**. If you fail to make even a L1 roll, you find nothing; go to **101** to decide what to do next. If you succeed at L1, go to **48**. If you have success at L2, go to **22**. Should you succeed at higher than L2, you should go to both **48** and **22**.

92

You are in a clearing in the forest. There is a strange feel to the place and oddly the mist and fog that has curled around the ground everywhere else is entirely absent. If this is your first visit here, go to **34**, otherwise, read on. The clearing seems entirely empty at first glance but as you walk cautiously into the very centre, you notice that there are scattered piles of rubbish: torn clothing, broken pottery, the remnants of small bonfires and the like as well as a few scrubby bushes here and there. If you would like to explore one of these rubbish piles, go to **71**. If you would rather explore the foliage, head to **63** or you could leave by heading north to **4**, east to **44**, south to **29** or west to **113**.

93

The zombified corpse of the founding father of Knapsford Hollow puts up no resistance as you hack him to pieces, literally. You will need to score 100 hits to destroy him utterly. Roll your attack(s) and note how many combat turns it takes to deliver the coup de grace. When you have finished, go to **15**.

94

You have decided to use cunning and guile to best the insane spirit of Triticus the Miller. Attempt to make a L1 SR on your INT or CHR (or even an appropriate talent such as Roguery), whichever is the highest. If you fail, go to **36**. If you succeed, go to **106** and make a note of the amount you beat your target roll by before you do.

95

You slide into the shadows in the stable in an attempt to hide from the headless horseman. As he gallops past, he hurls a fiery ball through the open door, which lands at your feet. As it hits the floor, it bursts into coruscating blue flames. For an instant your entire being is only pain and then nothing. Go to **32**.

96

As you deal the killing blow to the Wendigo, you feel a tremendous surge of energy throughout your body. A part of the woodland spirit has merged with your being and you can now increase your SPD by 5. However, you have also been afflicted with a part of its cannibalistic tendencies so that immediately after you have taken part in battle, you will have an extreme urge to attack and feed on the unluckiest member of your party unless you can make a CON SR at the level of the character you want to attack. The urge will only last for one combat turn. This is a 5th level curse. Should you manage to cure the curse, you will also lose the SPD boost. Now, either go back to the paragraph that sent you to the Wandering Spirit Table or, if the Wendigo hunted you down in the woods, head further into the trees to **113**.

97

You bob and weave but to no avail, the headless horseman closes on you inexorably. You think he will shortly spear you on his lance, when he turns aside. Go to **111**.

98

You emerge from the valley and its tangled paths and clinging fogs into open country. The roseate fingers of a new dawn light your way. You have escaped from Knapsford Hollow. You receive a bonus 250 APs and live to adventure another day.

99

In the blink of an eye, your canoe is at the waterwheel and drawn beneath its churning blades with you in it. Your only chance of survival is to manage to swim beneath the metallic blades into the calm waters of the mill pool beyond. Attempt to make L2 SRs on STR and CON. If you fail either, go to **32**. If you make both successfully, by some superhuman feat you manage to survive and pull yourself from the water at **11** but you will only have retained smaller weapons such as daggers while all main weapons are lost.

100

In spite of your outstanding equestrian skills, the pumpkin-headed rider has closed with you. In the blink of an eye, he has stabbed you fatally with his spear. Go to **32**.

101

You turn back to look elsewhere in the hut only to find that the contents have all vanished. You had better head out into the moonlight by going either north to **31**, southeast to **29** or southwest to **24**.

102

Attempt a L1 SR on SPD. If you are successful, you evade your undead opponents and can leave by going to **33**. Zombies aren't all that quick, so you can head there even if you fail the roll unless you fumble, in which case, go to **57**.

103

Attempt to make a L1 SR on LK. Success means you make the landing stage but you're facing backwards and almost capsized; disembark at **11**. Failure takes you to **99**.

104

In your haste, you stumble and the creature stalking you sweeps by and rakes your side with one of its clawed hands. You take 3D6 worth of hits with only armour that protects your trunk counting as protection; i.e. no helmets, gauntlets, greaves or shields to be included. If you are still conscious, your adversary closes quickly for hand-to-hand, head to the last paragraph of **13**.

105

Use your STR like a MR to generate dice and adds and treat your attempt to out-muscle the ghostly dwarf like a fight between 2 MR rated combatants. Your opponent's STR is 3D6 + 6. Fight for 3 combat turns unless you are an elf, in which case you must fight for 4 rounds. If at any time your STR rating drops to 0 or less, go to **36** and if you manage to reduce the dwarf's STR to 0 or less, go to **73**. If the contest is still ongoing after 3 (or 4) full combat rounds, then head to **25**.

106

You go as limp as a bonefish and lull the dwarf in to thinking you are unconscious then, just as he lowers his guard for a fraction of a second, you slip from his grasp. You earn a bonus 50 APs for your quick thinking. Now, if you succeeded at the SR by hitting your target exactly, go to **121**. If you exceeded your target by between 1 and 5, go to **76** and if you were more than 5 above the number needed, go to **18**.

107

The Pagwadjinin are the little people of the forest and like nothing more than to greet visitors like you with a smile, a song and a feast in your honour. Before you know it, they have got a bonfire alight and have cooked you a fine meal, which helps to heal up to 1D6 of CON damage. If you haven't taken any hits to your CON yet, then your CON increases permanently by the same amount. While you enjoy your repast, the little people entertain you singing songs, dancing and telling you amusing stories.

You suddenly jerk awake sat in the middle of the clearing next to the dying embers of a small fire. What just happened seems like an odd waking dream. You had better get a move on and leave this dell by heading north to **4**, east to **44**, south to **29** or west to **113** but first roll a D6 and go to the paragraph listed below before returning here.

1 = **66** 2 = **118** 3 = **112**

4 = **43** 5 = **53** 6 = **62**

108

The path alongside the swift-flowing watercourse is so overgrown with weeds and brambles; some of them above head-height, that you can barely see the path at all in some places. What with the sound of the water bubbling past and the noise you make tramping through the undergrowth, you would probably not hear anyone or anything approaching until they were right on top of you. Make a L1 SR on LK. If you make the roll successfully, you proceed unmolested to **11**. If you fail, go to **45**.

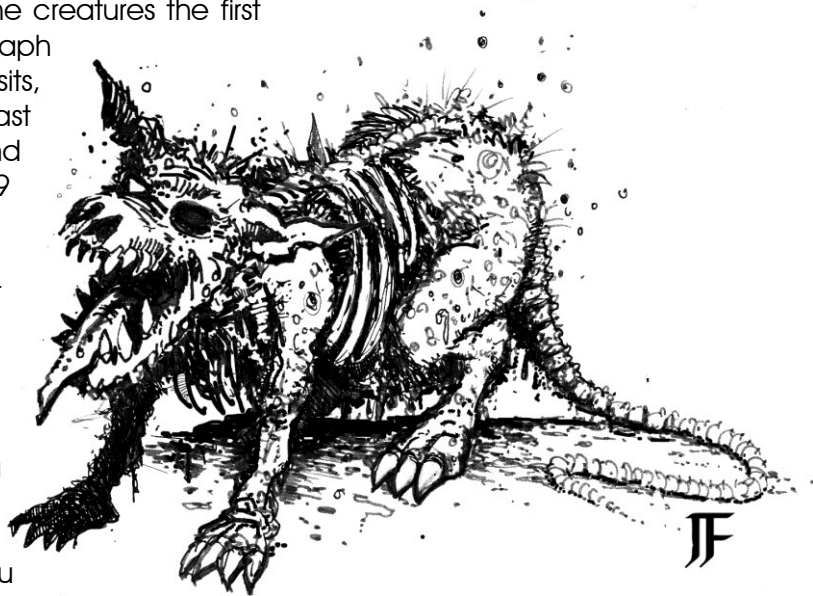


109

A soul-piercing howl from close by makes you jump and from the shadows a part-man, part-wolf creature emerges. You have only just enough time to ready yourself for its attack. The werewolf has a MR of 32. Only enchanted or silver weapons score full damage against it; normal armaments only score half hits. Fight for your very life. If you are the victor, you receive 50 APs and may continue on to your destination paragraph. If you are defeated, go to **32**.

110

The full moon moves out from behind clouds and illuminates a dilapidated wooden building: a barn or perhaps a stable. The noise of creatures scrabbling around just inside alerts you to their presence just in time for you to be prepared when several skeletal, undead-looking rats burst forth. They make straight for you and are clearly intent on tasting your blood. There are 4 of the creatures the first time you come to this paragraph but on any subsequent visits, there will be one more than last time (2nd visit 5, 3rd visit 6 and so forth). Each has a MR of 9 and any hits they inflict; be they spite or normal, will introduce a poison in to your system that will deprive you of your LK-derived combat adds for the following combat turn. If you are defeated, go to **32**. If you are the victor, you get 12 times the number of rats you fought in APs and you can proceed to **16**.



111

The Horseman runs you down mercilessly and you are trampled to death under the iron-shod hooves of his skeletal mount. Go to **32**.

112

You feel like a thousand tiny insects are crawling around in your undergarments even though a quick look reveals there is nothing there. The terrible stinging pruritus means you will lose 1 DEX- and 1 SPD-derived combat add for the rest of this adventure. Return to **107**.

113

You find yourself in a less densely wooded area. There is a fork in the path with one branch heading northeast to **4** and the other due east to **92**. You could also head into denser woodland to the south at **123**.

114

Your foot slips in to an invisible rabbit hole. SNAP! Your ankle breaks doing 6 points of direct CON damage. If this renders you unconscious, the giant rabbits will ensure it is a sleep from which you never wake, go to **32**. If you remain alert, you can return to **61** and continue to traverse the village green. If you have to engage in combat, however, your SPD is halved until you can spend a couple of months recuperating or you find a friendly mage to heal your wounds.

115

The outside of the mill appears unremarkable. Just as you are about to look in more detail, a Wandering Spirit appears. Go to the **Wandering Spirit Table** at the back of this adventure to discover who or what it is. Should you survive the encounter, return to the last part of **11** and leave here.

116

A magnificent deer, pale and almost luminous in the moonlight, springs into your path. Make a L2 SR on CHA. If you succeed, the white hart moves off and you may heal 2 points of CON damage. If you fail, it attacks.

MR 28. For each spite hit, roll an extra D6 of damage; those antlers are wickedly sharp!

117

A tiny portion of the spirit of the great creator deity has turned its eye on you. Frozen in the presence of a god every part of your essence is examined. Make SRs at your level on your physical attributes (STR, CON, DEX & SPD) if you are a warrior or specialist based on one of these and on your non-physical attributes (LK, INT, WIZ & CHR) if you are a magic user of any sort. Make a note of the numbers you roll. If you have 'honoured' the spirits elsewhere in this adventure, you may re-roll one failed SR.

If you fail all of these rolls, go to **27**. If you fail 2 or 3 rolls, go to **37**. If you fail only 1 roll, go to **47** and if you make all of these SRs successfully, go to **5**.

118

You feel like you have horrendous 'helmet hair' sticking up at all angles and making you feel uncomfortable even if you are not wearing a hat or helmet at all. The distraction means you lose 1 SPD-derived combat add for the rest of this adventure. Return to **107**.

119

You have added to the offerings to the elf creator deity. Make the highest-level CHR SR you can and then increase your CHR by this number plus 2. Note that you have 'honoured' the spirits. Go to **101** to decide what to do now.

120

You hit the rider right on his pumpkin, which explodes in a shower of orange tissue. His body falls from his mount and lays motionless on the ground. You have defeated the headless horseman. Go to **19**.

121

You turn to face the dwarf but he has already vanished. Return to the last part of **11** and leave here.

122

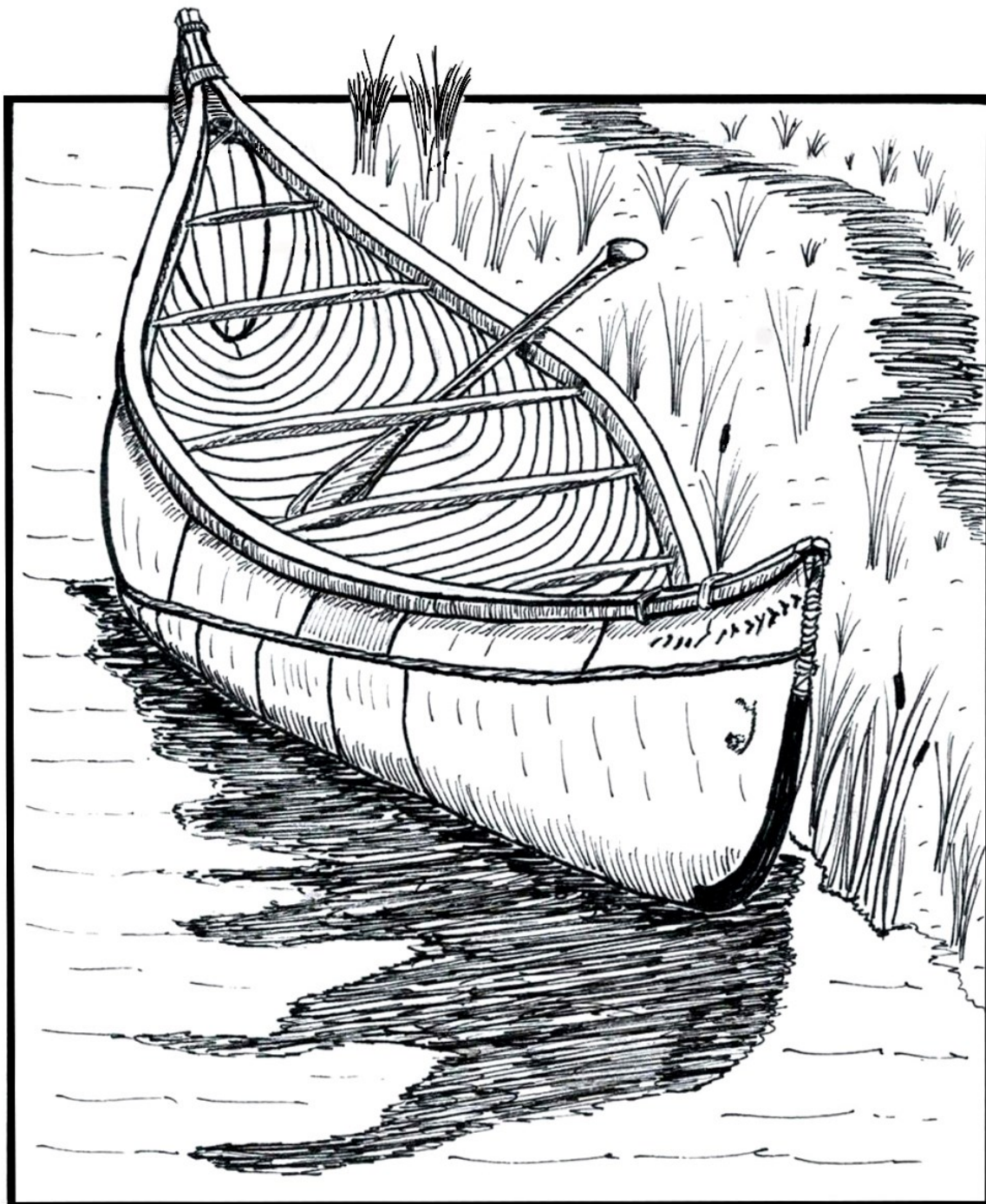
You bob and weave but to no avail, the headless horseman closes on you inexorably. You think he will shortly spear you on his lance, when he turns aside. Go to **111**.

123

The trees are more and more closely packed and you find your progress severely hampered. After wandering aimlessly for the better part of an hour, you emerge onto a clearer path. Roll a D6. If you rolled 1 or 2, go to **24**. If you rolled 3 or 4, go to **29** and if you rolled 5 or 6, go to **40**.

124

Attempt to make the highest-level SR on LK you can. If you fail, go to **87**. If you have success at L1, go to **8**. If you have success at L2 or higher, go to **72**.



Wandering Spirit Table

You have encountered one of the ghosts or spirits of Knapsford Hollow. Roll 2 D6 on the chart below to determine who or what you meet.

If you meet the ghost of one of the former inhabitants of these lands: dwarf, elf or human, you must fight them conventionally. For all other encounters, go to the paragraph indicated. If you survive your meeting, return to the paragraph that sent you here and continue your attempt to escape from these haunted lands. If you are defeated, you should go to **32**.

You will only meet each spirit once, so re-roll until you get an encounter you have yet to experience as and when necessary. The only exception is if you end up on the central square, which you can visit as often as you land there. If you have encountered all of the eight other spirits, every time you return here, you will go straight to **117**.

1 st D6 ↓	2 nd D6 ⇒	1 or 2	3 or 4	5 or 6
1 or 2		Level 2 Dwarf Ghost STR 22 CON 15 DEX 16 SPD 16 LK 13 INT 01 WIZ 10 CHR 01 ADDS +19, War Hammer (5D6)	White Hart Spirit of the Forests Paragraph 116	Pinese Spirit of the Skies Paragraph 90
3 or 4		Spirit of the North Wind Paragraph 79	Go to Paragraph 117	Level 2 Elf Ghost STR 15 CON 10 DEX 23 SPD 17 LK 17 INT 01 WIZ 14 CHR 01 ADDS +24, Short Spear (4D6)
5 or 6		Giant Jack Rabbit Spirit of the Plains Paragraph 64	Level 1 Human Ghost STR 17 CON 09 DEX 14 SPD 14 LK 17 INT 01 WIZ 07 CHR 1 ADDS +13, Sabre (4D6)	Wendigo Spirit of Retribution Paragraph 13

Treasure Generator

COINS

1 st D6	Coin	2 nd D6	Number
1	Copper	1 – 2	3D6
2 – 3	Silver	3 – 4	5D6
4 – 5	Gold	5	8D6
6	Mithril	6	10D6

GEMS

1 st D6	Gem	2 nd D6	Size
1	Sapphire (10 GP)	1 – 2	X4
2 – 3	Emerald (15 GP)	3 – 4	X8
4 – 5	Ruby (20 GP)	5	X10
6	Diamond (25 GP)	6	X20

Magic Matrix

SPELL ↓	PARAGRAPH ⇒	13	42	64	67	69	87	90	110	116	Other Ghosts
Oh-Go-Away		X	X	✓	✓	X	✓	✓	✓	X	✓
Take That You Fiend		X	✓	✓	X	1/2	X	X	✓	X	1/2
Unerring Blade		✓	✓	✓	✓	X	X	✓	✓	X	✓
Vorpall Blade		✓	✓	✓	✓	✓	X	✓	✓	X	✓

Spell Outcomes

X = Spell takes no effect. ST or WIZ still expended.

✓ = Spell takes full effect 1/2 = Spell scores half hits

Poor Baby

Whenever an attempt to cast a Poor Baby spell is made or a healing potion is taken, try to make a L1 SR on WIZ.

If successful, the spell/potion is entirely effective.

If failed, the effectiveness is reduced by the number the SR is failed by: for example if your PB should have healed 6 points of CON damage but you failed your WIZ SR by 2, it would only heal 4 CON points. It is possible, therefore, for such healing to cause further CON damage.

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The Ghosts of Knapsford Hollow



The Great Bibliotheca at the Hospice of the Brotherhood of the Integument of the Goddess Hoepht in Solihar houses everything ever written on the world of Atruria.

The scroll you stole from there this very evening is somewhat out of the ordinary in that you cannot resist reading it. The strange magics woven about it suddenly take you to a world of ghosts and wraiths from another time.

Trapped alone in this bizarre nightmare, you must battle your way past creatures of the undead and ancient spirits. You must escape from the village of Knapsford Hollow or be trapped there forever...

The Ghosts of Knapsford Hollow is a solitaire adventure for use with the Tunnels & Trolls roleplaying system and was written with the Deluxe rules in mind. It is designed for up to 2nd level characters with no more than 25 combat adds from the roughly human-sized or smaller kindreds. It is quite a tough solo and comparative novice characters stand little chance of surviving the challenges within. Warriors will probably fare best but magic users may make the attempt, though spell casting is limited to lower level spells for combat and healing.

