

YOU MIGHT HAVE PAID YOUR TAXES BUT THERE'S SOMETHING ELSE TO COME...

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Deathbed

A Tunnels & Trolls Solitaire Adventure

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Cover by Kanani Cowell and Mark Thornton

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Cast list

Weslynn Janoum, Tom Soyer,

Steamboat Bill & Dinghy Bob, Rufus,

Miss Piggy & Henry Hayseed, Chicken George,

Stewart Root, Looney Pearkes,

The Purvis Family, Jonathan Bell,

Angus Teak, Salidus Senex,

The Boggs Family, Harry & Sally,

Buster Bloodvessel, Kitty Galore,

Mensa, Densa, Khennsa, Triagensa,

Ursa & Gryllus, Knocker Naylor,

Offal Eddie, Qarleph,

Red, Jezabel, Salome, Bathsheba & Magdalena,

The Mind Munter, Ike Godsey & Poochy,

Cyril Fletcher, Hughie Jarzh,

Megil the Hunter, Shifty Shawcross,

Carla Cunningpork and not forgetting Bearcrack O'Ryan

Are You Sitting Comfortably? That's Good. Now We'll Begin...

Take APs for all saving rolls as you go as well as those proscribed in the text. And those for overcoming people encountered? You get their combined CON, CHR plus highest other attribute (roll 3d6 if no other attribute is given). There will be no opportunity to 'spend' APs until the end, if you ever make it that faaarrrrrr!

As always, with Tunnels and Trolls, you are meant to have fun and house rules are allowed – if it doesn't work for you, change it. For example, I haven't given those you encounter the chance to flee but you might be kinder than me! The main thing to take on board is that the mechanics for this particular game are quite different...

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

Adventuring has been good to you. You have a very nice house in a very nice part of town. It has guards, even so. You have a reputation that makes petty thieves think thrice. The major league enemies you've made over the years (the ones that still live or weren't that way in the first place) know that you have powerful friends, stout defences, cunning traps and (generally) luck on your side. You have particularly savage watchdogs and then there's the magic...You don't often get hassled.

So the big, soft bed you now lie down upon has become a haven for you, a place to restore body and soul, to dream those dreams that will be tomorrow's reality. So it has been and so shall it be. The sandman holds the lantern to show that all is well and you follow the tambourine man through evening's empire towards that jingle-jangle morning.

Zzzzzzzzwzzzzzzzz

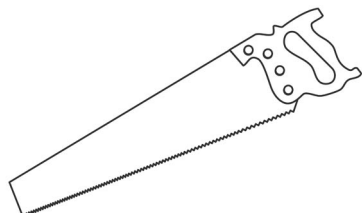
Something disturbs you. Your panther like senses have not been dulled by good living. Your brain processes information rapidly. Not rapidly enough, as it happens. Not this night. Not any night to come. Roll 1d6 and go to <10>.

<1>

Well, what would you expect the sawyer to be called? OK, let's do it! Tom lies sleeping in his crib against the far wall. You know he's called to Tom Soyer because there is a sign hanging from the foot of the crib saying 'Tom Soya'. He could be a bean of course but if you would prefer him that way, please go purchase 'World of Beans' by the wonderful Jeff Freels via DriveThru RPG.

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It looks like Tom is sound asleep, cuddling his beloved stuffed bear, 'Piglet'. There are lots of saws hanging up round the place – all looking razor sharp. Tom gets 3d6 (TARO) for CHR, SPD and DEX. He gets the 2d6 (DARO) for CON. If you fail to scare him to death, he will try to grab a big saw and carve you up. He needs to make a L1 SR on SPD to do that. With the weapon he gets 2d6 plus 2, without 1d6 plus 2. He will fight ferociously and give chase. If you triumph, go back to <13>; if Tom sawyers you up like a salami or you can't get away, it's off to <12>.



<2>

The river is the 'why' of Hunt Center's existence. Not so far from the great city of Khazan, there are fewer boats passing on mooring these days because of the renewed activities of the vampire Lord of Castle Greybat and his minions, scarcely more than a day's navigation downstream.



The boatyard handles repairs and manages moorings – there is no such thing as a free berth. There are two night watchmen dozing by a smouldering brazier outside the small office. The main doors to the workshop are open wide. Steamboat Bill and Dinghy Bob both get 2d6 (DARO) for CHR, SPD and DEX with 3d6 (TARO) for CON. If they get the chance to fight they will pick up oars (2d6) and try to paddle you good. They will give chase.

If you deal with Bill 'n' Bob go back to <23>, if you get busted up or the boaties seize you, go to <12>.

<3>

Taking in the homes of those who for whatever reason have settled here in Hunt Center, you see that most homes are just rude shacks. There are a handful of solid log cabins and two residences have a second floor and have a yard that is fenced in. If you would like to enter one of the poor shacks, go to <9>; if you decide to enter one of the log cabins, go to <29>; if you attempt to break into one of the grander homes, go to <19>.

When you are ready to move on from this part of the village go to <17>.

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<4>

Red's Place is very popular for lots of bad reasons. The ale is often sour but then it's a long way to the next inn if you've been barred from the Big Buck. It's cheap and dirty just like its patrons. If you had ever ventured in when you were still breathing air, you would certainly not have seen any customers not strictly human.

There are a few drunks sleeping in pools of beer and other less saleable liquids on the floor. It is as least rat free as rodents have higher standards. There is the proverbial snowball's chance in hell of waking the drunks up and by now the serving wenches are out for the count too. The eponymous Red does not sleep here as he is affluent enough to own one of the grandest homes in Hunt Center. No, you are going to need to find his right hand man, his brother, the only man he trusts.

Rufus sleeps in the cellars. As you make your way down the stairs you make out chains and rings set in the wall. Rufus sleeps in a dungeon. He's alone this night because he has been running his weekly coin count. There are piles of coppers and stacks of silver. Not much gold in Red's establishment. The landlord is asleep in a pile of furs, all with the head still attached – bear, wolf, puma.

Rufus gets 4d6 for CHR (QARO), 3d6 (TARO) for CON and 2d6 for SPD and DEX (no DARO). He will defend himself and gets 1d6 plus 8 with his bare hands but by the second round of a fight he will draw a kris (2d6 +3) which does magical harm to ghosts and the like. If he is hurt and not killed in the subsequent round he will below for help. A L1 SR on DEX and then a L2 SR on SPD will be needed to disengage from Rufus and escape from Red's Place before others come to his aid. If you exterminate Rufus go back to <13>; if you fail go to <12>.

<5>

Here's how it all works. You must scare people to death. You do this by cornering them and making a higher level saving roll on CHR than they manage. If you do this, you then attempt a L1 SR on LK – if you make it, your CHR is one less i.e. the negative is greater. If you fail to beat them on CHR, attempt the LK SR – if you do not make it your CHR is one more i.e. the negative is smaller. A tie is failing to beat your opponent!

Every time you scare someone to death you gain 1d6 CON from your victim. If your CON ever rises to zero or a positive value go straight to <30>.

If you fail to scare someone to death, you can resort to attacking them and physically killing them. If you fail to kill them, something bad may happen to you. **You consult <25> if ever you attack someone physically.** Your other option is to run away. Again, if you fail a bad thing could happen to you. **Consult <12> if you flee and fail to escape,** as you must do to carry on. This also applies if you fail to kill your intended victims in three rounds.

You have to make a higher SR on SPD to escape. Even if you succeed in getting away, your CHR is one more i.e. the negative is smaller – you are less scary: this is a form of cowardice, even if it was prudent. You are less imposing now that you know you have a yellow streak. However, you can avoid this loss of scariness if you make a L1 SR on INT or WIZ (you choose which one).

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You may successfully disengage from a fight you are losing if you manage a higher SR on DEX than your opponent – then the SPD getaway rules apply. Ghosts and vampires don't need to make DEX SRs as they are or can become incorporeal.

You may take weapons and possessions from anyone you extinguish but your own are still at home with your corpse!

If you lose a fight, what then? You are not alive, you have a negative CON! If your CON ever reaches double the negative you started with, the thread that has kept you connected to Trollworld is severed – go to <14>. Your starting negative CON can get greater (ie more negative) without causing you grief – but if it reaches a negative twice where it started that's when you go to <14>.

As for ghosts, it is hard to take damage. C'est la vie (ou le mort, peut-etre?). On the flip side, ghosts are the least scariest of the death-forms you might receive...

Now go to <7>.

<6>

Roll 1d6 to decide which farmhouse you are going to force your supernatural powers upon. You cannot terrorise any place a second time. When you are finished menacing farmlets go to <23>. They are not particularly well made dwellings, with the thatch looking patchy. Whatever you are, it is not going to be a problem getting inside. They all have open doors so the animals that get special care can come and go as they will, perhaps to promote greater cleanliness than would otherwise be so. Roll that dice –

1. The sleeping area is dominated by a massive sow and her piglets. The farmer and his family have rather less room. Thoughts of bacon do not distract you.



They have a combined man and beast CHR that you must shake up using 3d6 (TARO applies). You may attempt to induce a fatal hearts attack by waking them all up and doing your big scary dude act. If you make a higher SR on CHR than they do, you succeed. You gain APs

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equal to their CHR as well those for the SR. Miss Piggy and Henry Hayseed fight with a combined 3d6. **Check out <5>** to remind yourself of the advantages of success.

If you don't scare them to death, you must either **fight or flee (see <25>)**. The farmer has SPD of 7, the sow 9 and they both get 2d6 (nor DARO) for DEX and CON – they are the only one that will chase. No APs for killing them. If you give them the broken heart treatment, slay them or successfully leg it, go back to the top of <6> and decide what to do next. If you are terminated, go to <14>.

2. This is the home of Chicken George, the village's poultry king (he only got into this line of work in the expectation (unmet) of hosting hen parties). George and his birds are closely knit, one egging the other on with the result being a mess feathers, broken eggs and dust. Yesterday, you would have quailed but now you don't even care.

George has 3d6 (TARO) for CHR and 2d6 (no DARO) for DEX and CON. See (1) above for the mechanics. He gets just 1d6 minus 2 if he has to fight – flap more like – and he has never chased anything in his life and you are no exception.

3. This farmhouse is ramshackle – it clearly lacks a domestic engineer. The poor slob who digs his plot here is a turnip farmer, as evidenced by the mounds of root vegetables from floor to ceiling. Why, he's even sleeping on a bed of turnips with his ale glass in one hand and his pipe in the other.

Stewart Root gets 2d6 (no DARO) for CHR, CON, SPD and DEX – see (1) above for how to work this through. He will chase you and throw turnips if you flee (L1 DEX to dodge or 1d6 damage – those vegetables pack a punch and his DEX is better with a turnip in his hand); he fights with a mattock (2d6) if it comes to that.

4. The farmhouse is deserted. It looks as though no one has lived here for a long time. Dust cakes the window panes and cobwebs fill the corners. You hear a creak from the kitchen and the cellar door opens. A grey faced, shaggy, stooped man with yellow teeth and uncut, curved nails rises up and glares at you. Looney Pearkes is not pleased to have a visitor! He went quite mad years ago drinking his own poteen. This illegal and ill-advised moonshine made from turnips rots the brain but the insanity also warps the victim in other ways...he is strong, tough and scary! Pearkes gets 4d6 for CHR (no QARO) and tooth and claw gets 4d6 in a fight. He gets 3d6 (TARO) for SPD – he will pursue with vicious intent! He gets 2d6 (no DARO) for CON and DEX.

5. As you enter you find a sleeping family. The Purvis' have a combined 'scare' CHR of 2d6 (DARO). Treat effective DEX and CON as 2d6 (DARO) also. There are 3 children and the father and mother. They look poor from the humble, meagre possessions but the house is scrupulously clean. If you don't end their pitiful existence with your frightfulness, they will not pursue you if you flee. If you choose to fight them, they get a combined 2d6 in their hungry, tired and downtrodden state.

6. This is the farmhouse of Jonathan Bell. He doesn't put his trust in the old ways – he's a modern man of agriculture and he sleeps with a blunderbuss propped up against his bed.

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What's more he's a light sleeper and wakes, instantly alert, as you enter. He gets 3d6 for CHR, and CON (both TARO) and if you don't bring on that cardiac arrest immediately, he's going to squeeze that trigger with relish (the gun does 6d6 damage but you first have to roll 2d6 – double one means the over-powered under-engineered deathtrap explodes, killing the holder, while 1 and 2 means it misfires flatulently, embarrassing the bearer awfully). He's going to need a L2 SR on DEX to hit and his DEX is 4d6 (QARO). He fights with the gun as a club (2d6) and will chase hard - SPD is 3d6 (TARO).

<7>



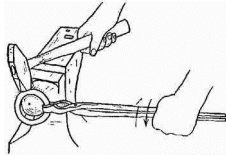
You stand on the edge of Hunt Center. There are farmlands surrounding the village and the homes of some of the tradesmen providing services essential to the entire settlement. The hills ranged about the hamlet are thickly wooded and the great river rolls beneath it on its journey from Khazan inland. If you would like to explore this area, go to <23>; if you prefer to make your way to the houses of those who live and work here, go to <17>; if you would like to make your way to Main Street, go to <27>.

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<8>

The blacksmith is a brawny fellow named Angus Teak. How tough do you think he is? Think tree trunk-tough. He sleeps with his back to his anvil, no soft town comforts for Gus. He gets 3d6 (TARO) CHR and will fight with his 4d6 hammer (and 6 adds). He also gets 3d6 (TARO) for SPD, CON and DEX.

He will fight if you don't stop his heart and he will run you down if he can. Go back to <13> if you end it for Gus and to <12> if he does for you.



<9>

The door is not locked. Why should it be? There is nothing worth stealing here unless you are undead and it is life-energy you have come for. The crude dwelling has just one room – who sleeps here depends on which house you have entered. They all look pretty much the same. You can roll 1d6 to find out what you find. Tick them off as you do your worst as you don't get to terrorise the same place twice. When you want to look elsewhere for victims go to <3>.

1. An old man lies snoring loudly on a straw pallet with a dog at his feet. The dog seems to be gnawing on the old man's toes, without any great appetite.

The geriatric is not the sort to leap out of bed and give you a hiding. Salidus Senex has a CHR that you must shake up using 2d6 (DARO applies). You may attempt to induce a fatal heart attack by waking him up and doing your big fright night act. If you make a higher SR on CHR than he does, you succeed. You gain APs equal to his CHR as well those for the SR. He fights with 1d6 and no adds but the dog will defend its master and gets 1d6 too. (The dog just whimpers and lies, erm, *doggo*, if you kill his master; it does not chase you if you flee.) **Check out <5>** to remind yourself of the advantages of success.

If you don't scare him to death, you must either **fight or flee (see <25>)**. The old buffer has SPD of 1d6. He gets the same for DEX and CON. No APs for killing him. If you give him the cardiac arrest treatment, kill him or successfully flee, go back to the top of <9> and decide what to do next. If you are terminated, go to <14>.

2. A family of six sleep together on an old mattress on the floor, spilling straw from its guts.

See (1) above for who this all works. The Boggs' family are soundly asleep. As there's a bunch of them, they get 3d6 for family CHR (TARO applies) – same for CON and DEX. If you don't scare them all to Hades and choose to fight, they get 3d6 and no adds. They will not chase you but rather cling to one another.

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3. A man and woman are wrapped around each other on a narrow single bed while another older, larger man is tossing and turning on a similar bed along side it.

See (1) above for who this all works. The couple are snoring competitively and sit up with a start as you wake them. They get 2d6 for CHR, CON and DEX (all DARO) between them and 1d6 period in a fight. Harry and Sally are not chasers, at least not since they started dating many years ago. The other man is a bonus. Buster Bloodvessel gets the same stats as Harry and Sally and is not able to give chase but he has a nasty temper and gets 2d6 with his walking stick if it comes to a fight. Roll 1d6 – 1,2 or 3 means the couple wake first, 4 or 5 and the large codger wakes before the other two, roll 6 and they're all awake together.

4. The room is filled with cats. There are at least twenty felines here along with an old woman asleep in a rocking chair.

See (1) above for who this all works. Kitty Galore gets 3d6 for CHR (no TARO) and 1d6 for CON. She will neither fight nor pursue. The cats will do both however, Regardless of your success or failure at terrorising the old lady, the moggies will seek to mob you. They get a gang 3d6 in combat and the cat pack gets 3d6 (DARO) for SPD and DEX – if they make a higher level SR than you if you are fleeing, they will leap on you.

5. Four men in bunk beds are to be found here. From the spears and knives and furs in the room, the men are hunters. (1) above will tell you the mechanics of scaring, fighting and fleeing.

These men have a group CHR of 4d6 (QARO) and get 1d6 +4 in a fight without their weapons. CON and DEX are both 4d6 (QARO) collectively. If you don't finish them off in one round, anyone uninjured will be able to get a a2d6 +3 knife. Perversely, they are all named after dwarves the village has had trouble with – the names were awarded as titles for particularly nasty assaults on dwarves. Mensa, Densa, Khennsa and Triagensa each get 3d6 (DARO) for SPD and if one catches you, the others will be there like a flash.

6. A woman has her back to you, rocking a crib and cooing softly while a man and a boy lie beneath a pile of rough woollen blankets on the floor. (1) above gives the action mechanics.

Ursa has 2d6 CHR, the man 3d6 (DARO); the boy and the baby have 1d6. Her husband, Gryllus, will chase with 3d6 SPD (DARO) and fights with a short sword (3d6 +2). He has DEX and CON 3d6 (no DARO).

<10>

Consult the table below. It will tell you what killed you. No saving rolls, no arguments. You are dead.

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- 1 A nasty little leprechaun, wink winging his way past your defences, armed with a rusty breadknife dipped in dragon's venom did the dirty deed.



- 2 A man you once taught a lesson to in a bar fight who just became a mega-powerful *Hammerfiend* in a solo dungeon, gaining high level spells like the Blow Me To that got him, knitting needle in hand, to your bedside, is the guilty party.



- 3 Psychotic Psyam has had you in his sights for some time. He has watched and waited then watched and waited some more. He has mapped your movements - and where you go to, when and what for. Now he has given you what for. The cloth he favours reduces even the strongest to catatonic helplessness in nano seconds. What he does afterwards is something

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only the coroner has to know.

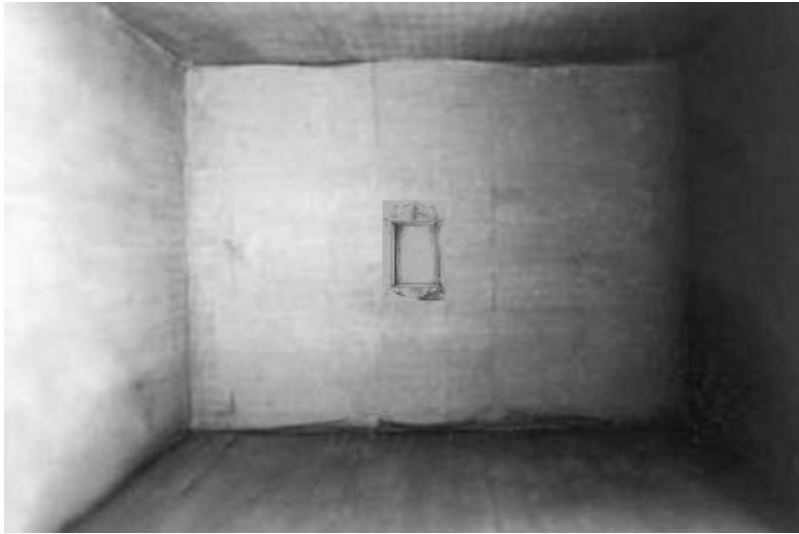


- | | |
|---|---|
| 4 | Madame Phantome is able to slip through solid objects unnoticed. It is hard to stop Phanny. You don't know her but she felt slighted years back when you jilted her in favour of Trampy Vampy, the belle of Buffalo Castle, even though Phanny was the one who grabbed your hand when you tried to walk that narrow beam across the bottomless chasm in Trollstone Caverns without a rope to secure you. You cad! You deserve the scalpel work she inflicts on you and the ensuing blood loss... |
| 5 | If only you hadn't sacked your maid. OK, so she wasn't as efficient as the new spell you developed and sold to the Wizards' Guild for a not so small fortune; sure, she skimmed on the cleaning over the mantelpiece where you keep your magical knick knacks but she really needed the money after her husband ran out on her, her aged parents became incontinent and the bun in the oven turned out to be triplets...justifiable homicide, probably – she was driven in desperation to strangling you just so she could drain your blood and sell it to the highest bidding vampire... |
| 6 | Well, no one did it to you. What you heard was your fervid little imagination, nothing more, nothing less. What killed you was the pulse stew you cooked up and consumed on a health fad – no one could have lived through atmosphere you could and should have cut (badly) with a knife. |

Now you know who or what sealed your fate, wiping you off the face of the planet, and how it was done. But how do you know? Kinda proves that death isn't the end of everything, don't you think? You feel intense, immense pain; everything goes red, then white and then black; silence roars in your brain like monster waves pounding a beach in winter. And then it goes white again and you feel very, very thirsty. Instinctively, you struggle to open your eyes.

When you manage this gargantuan feat, you see a mirror before you. What do you see in the mirror? Roll 1d6 and go to <20>.

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<11>

The village cobbler, Knocker Naylor, is not asleep. As you enter, you see a man with his back to you, throwing darts at pictures of elves on the wall. The elves have been defaced with beards, moustaches, glasses, scars, antennae, wild hair – his imagination is not his long suit.

Knocker pivots when you enter. He is finely tuned to anything not just like him entering his little world. You are not like him any more than elves are. He gets 3d6 (no TARO) for CHR and will throw three darts at you. He's a good shot when he's aiming at vermin, which to him is anything non-human. The darts get 2d6 each and you need progressively higher DEX SRs to dodge them (ie L1-L3). His heart will hold out until he has thrown the three darts. Then he will fight with a 2d6 awl (no adds). He will chase and scream and spit and curse. His SPD, CON and DEX are all 3d6 (no TARO). If you rid the planet of Knocker Naylor return to <13>. If he is too much for you, go to <12>.



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<12>

Failure to kill or flee

Whether you attempted murder or you were turning tail, the result was the same. Failure. Your evil intentions have undone you and the alarm has been raised. The people of Hunt Center emerge from their homes, wide awake to the danger and determined to exterminate it. Hunters and farmers, merchants and millers, they are armed and united in their common purpose – to rid the village of you.

There is no hope of fighting them all. A vampire would be overwhelmed, a ghost driven to dissolution, a zombie dismembered. You might yet escape. The situation is desperate. You need to make a L1 SR on LK to elude your current assailant. If you fail go to <14>.

If you made it, you tore loose and see hands reaching for you, weapons thrusting to end your undeath. Make a L1 SR on DEX to take evasive action. If you fail go to <14>.

If you made it, your gyrations worked. You are out of the grasp of everyone right now. But you have to get away, Make a L1 SR on INT. If you fail go to <14>.

If you made it, you spot a possible escape route. It will not be easy. More villagers are getting in on the action all the time. They scent blood. Yours! (Even if you have none.) Make a L1 SR on SPD. If you fail go to <14>.

If you made it, you rocket through a gap between two buildings and bolt for the cover of the woods. You have found speed from desperation that you did not dream you had. You have breathing space but they are not giving up on making a painful example of you. Two men leap from behind the trees and seek to hold you. Make a L1 SR on STR. If you fail go to <14>.

If you made it, you throw them off with malevolent force. Your hear skulls cracking against timber but you do not look back. Then you hear a cry behind you. Someone knows *Take That You Fiend!* Make a L1 SR on WIZ. If you fail go to <14>.

If you made it, the spell fizzles and fails. You have got away from everyone. Hunt Center is in the dustbin of the past! You have failed Weslynn though. There is no prospect of an immediate return to life. You need a Games Master to give you another opportunity. Will that chance ever come?

Take 500 APs – you may need the boost. I cannot wish you luck or even good health in the state you are in but perhaps you will not need it.

<13>

Main Street does not take long to survey. At either end there is a tavern, The one closest to the river is called Red's Place judging by the badly painted sign. Go to <4> if you enter this building. At the far end of the street is the larger, better built Big Buck Tavern. There is a large black boar's head above the door, protected by a wooden roof jutting out. Go to <18> to go inside. There are some other buildings with signs that you could try to get inside – the apothecary (go to <28>), the general store

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(go to <21>), the blacksmith (go to <8>), the cobbler (go to <11>), the sawyer (go to <1>) and the fletcher (go to <22>).

When you wish to leave Main Street go to <27>.

<14>

This has become hopeless. You are so totally dead, dude. In as much as you won't come back to life, anyhow. You won't find a nice soft grave to slip into either – there will be no peace for the wicked. You are destined to stay undead unless you are 1) burned to cinders 2) dis-spelled by some flash wizard 3) given an old-fashoined seeing to i.e. for a vampire, stake through the heart treatment, for a zombie, skull pancaked, etc 4) you get exorcised 5) a kindly GM takes pity on your blackened soul and supersedes the fate herein decreed.

You have let Weslynn down but that really does not concern you now.

Your CON and your CHR may continue to go down depending on the terror you bring down on the living. Enjoy your unlimited licence to deal death and destruction – you may add the epithet "Inc' to your name as a dis-honourific title.

<15>

It's your choice but Weslynn sighs heavily. 'That is disappointing.' She bares her teeth and moves closer. 'No, I don't want blood from you. I shall leave you.' That she does. After some hours, the mirror vanishes and a door appears in its place. The door swings open and you see in front of you the place that once was home. An insatiable urge to take blood, to terrify, to kill comes over you. Go out into the world and be feared...

<16>

You, in your present state, are not bothered by what you encounter here but you know that a short while ago you would have flinched. The tanning works is located away from the river and the prevailing winds determined its placement long ago. A vital service but an olfactory offence, the stink from the hides and the great vats of tanning solution keep most well away.

There is but one man here tonight, the same fellow who toils in the day. He has apprentices but they are not inured yet and lodge still with their families. The tanner has no family. No woman has been found willing to share this life. He does have a name but no one uses it so we shall call him Offal Eddie. He gets 3d6 (TARO) for CHR and CON and 2d6(DARO) for DEX and SPD.

He has wickedly sharp flensing knives (4d6 +3) and he will attempt to flay you undead and add your juices to his big vat of nastiness if he can. If Eddie exits go to <23> but if you drop a clanger go to <12>.

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<17>

You stand in the dark night in the residential area surrounding Main Street. Most of the homes are little more than shacks but there are some sturdy log cabins and two buildings have a second story and fenced gardens. If you would like to enter one of these homes, go to <3>; if you would like to head out to the farmlands ranged about the village, go to <7>; if you decide to head towards Main Street, go to <27>.



<18>

The Big Buck Tavern is the classier of the two alehouses in Hunt Center. It lost its landlady recently but that was no bad thing if you had knowledge what her role had been and for whom...



The new owner, Blotar, is also a riverboat captain. It was his sister than Weslynn shafted – literally. There are travellers staying upstairs as paying guests and there are staff quarters too. You are drawn to the only carpeted passage upstairs, one leading to a door with an elaborate brass handle shaped as a wolf's head.

As you try the handle (unless you simply pass through the door itself or underneath it), you feel twin pricks in your index finger. It is as well that you are undead because the poison does not affect you

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and the attempt to draw a small quantity of blood is irrelevant to you. This is the chamber of Qarleph, the new manager of the Big Buck Tavern. Qarleph is a vampire.

When you make your presence known, Qarleph rises and smiles, showing sharp fangs, tinged red from his recent meal. You could just go. He won't try to stop you. Is it possible to scare a vampire to death? You can try...he gets 5d6 (QARO) for CHR. If you fight, he gets 3d6 plus 30 without weapons. He gets 4d6 for CON, DEX and SPD (QARO).

If you just leave or you do end his time on Trollworld go back to <13>. If you fight and fail to overcome the vampire go to <12>.

<19>

There are just two residences with any pretence at grandeur in Hunt Center and, to give a unmistakable clue as to how the money is spent here, they are owned by the landlords of the village's two taverns. Trusted staff sleep as custodians of the hostelries with serving girls tending to the needs of those travellers and locals who spend the night within. The two proprietors are above such demands now. Roll 1d6 to see which one of the two homes you enter. The doors are securely locked and barred. Ghosts will have no problems passing through the walls and vampires are able to turn to mist and find a means of ingress. Should you succeed in frightening those dwelling within to such a degree that they give up the ghost, so to speak, you will have to reason to go inside a second time. When you are ready to leave, go to <3>. Roll 1d6:

1-3

This is where Red lives. Red is so called because of the colour of his hair and the nature of his neck. He collects trophies and gruesome ones at that. He has a cabinet with elven ears pinned to the wood and another with goblin ears. The third cabinet is a motley assortment of ears as it is only elves and goblins that are to be found living in proximity to Hunt Center. Red is superstitious and believes the taking of ears both reduces the collective awareness of these kindreds as well as enhancing that of himself and the humans living around Hunt Center.

Red gets 4d6 for CHR and CON (QARO) and 3d6 for DEX and SPD (TARO). If you can't scare him to death, he will fight with enchanted knuckledusters (which come in very handy when you run a rough house tavern) – these get 3d6 each. He won't give chase – he doesn't have to since he has a magic rope (called Loopey) which will entangled anyone missing a L2 SR on DEX (you can rely on sheer speed if you make a L2 SR on SPD). If you do for Red go to <3>; if Red does for you go to <14>; if you get caught by Loopey or the fight just drags on go to <13>.

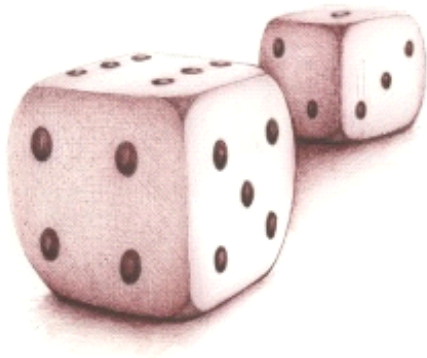
4-6

This used to be the home of Shannazan. She was killed by Weslynn, whom you now know. She was the one who ended Weslynn's life so they are all square in the great game of life and death. Now this is the sometime home of Shannazan's brother, Blotar, the riverboat captain. Blotar is away on business this night but his mistresses are abed. This is an arrangement that suits them all, as Blotar is not the sort to want a wife and neither is he a man any woman would want every night.

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There are four women here, Jezabel, Salome, Bathsheba and Magdalena. Each gets 3d6 (no TARO) for CHR and 2d6 (no DARO) for DEX, SPD and CON. They get a combined 4d6 in a scrap and will not give chase. In their favour, Blotar has left Shannazan's Mind Munter here for their protection. The Mind Munter is a creature that saps INT from intruders. It has no physical form but it can be sensed. It drains 1d6 INT from any intruder failing a L1 SR on INT. The SR must be attempted each round the intruder is in its presence.

If you don't get taken down by the Munter and you can handle four mistresses go back to <3>; if you are aced go to <14> and if you get caught in a fight that goes on too long for you to escape go to <12>.



<20>

Consult the table below. It will tell you not just what you see in the mirror but what you have become.

- | | |
|---|---|
| 1 | You see a ghost. It is a classic 'white sheet', no legs, dark eye slits ghost. You have no STR and your CON is negative 21. CHR is negative 13. Your WIZ is 4d6 (QARO). Apart from that, your attributes are unchanged. |
|---|---|



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- 2 What you see is a skull. No flesh, nothing but bone. Being a creature of pure khremm, you have no WIZ of your own. You have 1/2 LK and your CON is negative 28. CHR is negative 14. Apart from that, your attributes are unchanged.



- 3 Looking back at you is a drooling, greasy skinned, ghoul with long talons and straggly hair. Your LK is just 2d6 (DARO) and your CON is negative 35. Your STR is multiplied by 1.5. CHR is negative 15. Apart from that, your attributes are unchanged.



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- 4 In the mirror you see a creature with grey-green flesh. You are aware of a rotting odour. Your LK is just 2d6 (DARO). Your CON is negative 42 and your CHR is negative 16. Your STR is multiplied by 2 but your SPD, WIZ and DEX are halved. Only your INT is unchanged.



- 5 Reflected back is creature wound is yellowing bandages, frayed at the edges, leaking dust. You have half DEX and SPD and your CON is negative 49. Your STR is doubled. CHR is negative 17. Only your INT, LK and WIZ are unchanged.



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- 6 Staring at you is a pale skinned face with pronounced canines. Surely there should be no reflection? Ah, this is Trollworld - you need have no fear of sunlight, crosses or garlic. You have no WIZ for you are a creature of khremm in essence. Your STR, DEX and SPD are boosted by a factor of 1.5. Your CON is negative 56 and your CHR is negative 18. Only your INT and LK are unchanged.



Now you can turn you head. Your brain should be going through overload, taking in both crossing the threshold to death and a transformation of monstrous implication. Instead, it has to focus on the being now walking round from your left to stand between you and the mirror. It is a woman, that much is plain, and an attractive one to boot. She is dressed in a flowing grey cloak and has crimson lips which contrast violently with her translucent complexion. Her teeth protrude from those succulent lips as fangs. She smiles gently and speaks:

"I cannot regret your death for without it you would not have come to me. I have a task for you. That surely cannot be unreasonable for we all have to work for our living after some fashion. Perhaps I should rather have said 'unliving' for you are technically neither dead nor alive, just as is so for me. You have a form and you are sentient. Be content with that for now.

If you agree to help me, I shall take the pain that will grow the longer you remain here away. You will find this is a wise course. I wish you to obtain vengeance for me since I am not permitted to do this for myself. It may yet be that some other will do the same for you, if you burn with the need for revenge, as I do.

My name is Weslynn Janoum and I was a wine trader and am now, as I was before, a vampire, as you will have surmised. You see, my kind can die too for we are mortal, if long lived, but we can be given enduring undead life. That has not happened to me and I pray that this form which now cloaks you is but temporary. We shall see.

I died betrayed, in a pitiful mudpile named Hunt Center, on a river between Khazan and the vampire castle, Greybat. It should not have been so but it was. Two of my companions also

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died there, as did my killer. My companions were mourned sufficiently to give them new life, not so me.

Now I want you to teach the savage bigots of that place the meaning of real horror, to taste terror in every waking moment. You will frighten to death enough villagers so that the wretched place will be shunned and spoken of in tales to frighten children.

Your only hope of returning to the land of the living, in a state close to the one you were in before Death gripped you, is to accept this work. Should you refuse, you will be released to do evil to those you love. If you do well, you will be restored; if you fail me, your death shall be eternal and empty."

Weslynn gives you one minute to decide. **If you will do as she asks, go to <5>; if you feel you must decline, go to <15>.**

<21>

Ike Godsee's General Store is easy to find and old Ike is snoring his head off. He's a pushover (2d6 (no DARO) for CHR and SPD and only 2d6 in a fight using his billy club from under the counter. But he has a hound dog and that old hound dog wants to gnaw you good and greasy. Poochy gets 3d6 for CHR (TARO) and that's true for SPD as well. He gets 3d6 at close quarters. If it comes to a fight and Ike's still with us, he'll join in on the second round. Poochy loooves to give chase. They both have 2d6 (DARO) for CON and Poochy gets 3d6 (no DARO) for DEX but Ike only gets 2d6 (no DARO). Off to <12> if you don't make the grade here and <13> if you get the job done.



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<22>

The fletcher is a busy man in Hunt Center because these buggers are always trying to shoot something – deer, ducks, elves, minotaurs, goblins but especially elves. So Cyril is still awake and at work when you call. He gets 3d6 (no TARO) for CHR, CON, DEX and SPD. He will not fight very hard (1d6) and won't chase at all but he does have a surprise for the unwary.

Make a L1 SR on INT. If you fail, you set off a trip wire and an arrow comes hissing at you from the wall opposite the door. It does 4d6 damage. If you cause Cyril's ticker to stop tocking return to <13>; if you fail to murder him or flee then go to <12>.



<23>

In the light of the moon, as it breaks through the night's cloud cover, you mark a number of farmlets and some service businesses with the owners' cabins nearby. To break in to a farmhouse, go to <6>; to intrude on the tanner's sleep, go to <16>; to disturb the dreams of the miller, go to <26>; if you want to bust your way into the boatyard down by the river, go to <2>.

When you want to head into the village go to <27>.

<24>

Here are some possibilities for you. You don't even have to shake a dice, just choose.

- Go prey on travellers to Khaboom, the biggest city on Khaghtch'an, the Kraken Continent – hang out just outside the great wall circling the city and its forest
- Force another election in Stoneydaze by taking out the newly elected mayor (see *Rotten Borough – Election Special* at DriveThru RPG)
- Downsize and wreak havoc from the inside (see *Pressure Drop* also at DriveThru)
- Tangle with Strangebrew, the Potions Master, or support the Mayor against Strangebrew (see *Deception: Strangebrew's Chambers of the Unknown*, with a great cover by Grumlahk (Jeff Freels), soon to be at DriveThru)

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- Go play with Fire Giants – see *Ice Exile* in *Trollzine #6* at DriveThru
- Write to Khenn Arth via *trollhalla.com* and implore him for an early re-issue of *Monsters! Monsters!*

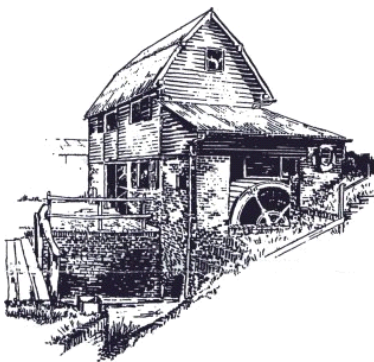
<25>

Consult the Attack Chart below to see how your type of unliving death fares:

1. Ghost – you attack with an icy mental touch; each round, anyone failing a L2 SR on INT takes 1d6 damage to CON; you are not harmed by unenchanted weapons; a group of 4+1d6 living sentient beings will dissipate a ghost in 2 rounds if it does not leave
2. Skeleton – bones act as armour (6 protection); attack is 3d6 without weapons
3. Ghoul – undead flesh absorbs first 2 points of damage; eating flesh (i.e. a limb of a human sized creature) restores 1d6 CON (scale up or down for non-human creatures); attack is 3d6 without weapons
4. Zombie – only head hits or dismemberment damages (failing L1 DEX indicates such damage; 1 or 2 is head damage (deduct from CON), 3-6 indicates a limb is severed and attack is then halved); attack without a weapon is 4d6
5. Mummy – vulnerable to fire (fail L1 LK and burning is complete in one round otherwise action required to extinguish flames); attack without weapons is 5d6
6. Vampire – if they cause CON reduction, vampires can choose to infect and if WIZ, INT, LK and CHR total more than victim they will enslave; damage regeneration is at 2d6 per round; without weapons attack is 3d6

<26>

Making use of the great power of the river, the village is served by a watermill with a huge wheel turned incessantly by the churning flow of water. The buildings here house grain supplies with sacks stacked to the rafters at this time of year.



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The dark, satanic Mick Mills is sleeping outside in front of the big wheel, which is quite still now. Mick Mills used to be a sportsman and his wife, Mrs. Mills, played the piano. No one has seen Mrs. Mills for years now but as you advance you can hear musical tinkling coming up from the river.

Mick stirs at your approach and is muttering something strange under his breath in his sleep. He has 3d6 (TARO) for CHR and CON, 2d6 (DARO) for SPD and DEX. He fights with a billhook if he has to – this gets 4d6. He will not leave his mill so there can be no chase. If you do not frighten this ominous individual out of his wits in the first round, his incantation will summon Mrs. Mills from her watery grave.



She will arise, dripping and covered with weeds, to advance on you. Her CHR and CON are 4d6 (QARO) and she gets 5d6 in battle. Her SPD and DEX are 2d6 (no DARO) and she will pursue with single minded intent.

If you triumph or flee, return to <23>. See <25> for fight mechanics; go to <12> if you attempt to flee but get caught.

<27>

Hunt Center is a small village, lying on the banks of the Khazan river. It is surrounded by forests and farmlands. Life here is hard. The population is no more than 200. Travellers will find basic amenities but nothing is likely to tempt them to stay for more than a night's rest. If you would like to explore the business area, Main Street, which runs through the centre of the residential quarter, go to <13>; if you prefer to head straight for the homes of those who live here, go to <17>; if you want to make your way to the outlying areas where the farms and some of the traders live, go to <7>.

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<28>

The apothecary is an old bespectacled chap, name of Hughie Jarzh. Hughie sleeps in a hammock in the shop surrounded by jars – jars with every colour fluid in, jars with pickled bits of body from mostly indeterminate creatures but some of them may not have come from too far away, jars with powders and jars with cream. They are a few with gases.

Potions has 3d6 CHR (TARO). He gets 2d6 (no DARO) for SPD, CON and DEX with just 1d6 for combat. He really could not give chase as he is a dodderly old codger. Normal rules for ending his long life, killing him in cold blood or doing a runner. You know you go to <13> if you are successful here and to <12> if things go to custard.

There's an extra element to cope with in though. You must make a L1 SR on DEX. If you fail, either you knock jars over or he flails around and is to blame. Knocking jars over is not good. There is a 50/50 chance of an almighty explosion involving highly toxic and corrosive substances. Roll 1d6 – odd means the jars fall and break – Khaboom! Roll 2d6 (no DARO). That's how many d6 damage you must take of the big bang happens.

<29>

There are four sturdy cabins in Hunt Center. These places have doors that are locked. If you are a ghost or a vampire you can pass through wither the solid walls or through the cracks under the doors. Otherwise you have to break down a door or smash a window. Tick them off as you enter them as you can scare to death the same folk a second time! Roll 1d6 to determine what you find when you do your breaking and entering routine. When you are finished here, return to <3>.

1. This is the home of the ranger, Megil. You see his great hunting bows on the wall alongside racks of arrows. There are knives and a great sword set on pegs on another wall. Megil lies huddled under blankets with a green feathered bird on a perch beside the fire, with its head under its wing.

He gets 4d6 (QARO) for CHR and CON and 5d6 (QARO) for DEX and SPD. If you fail to kill him with your fright show, he will fight fiercely with his tomahawk (3d6 +6) which he keeps under his pillow (he has a nastily scarred left ear and a holey pillow). He will chase as determinedly as he will fight.

Nipper has a screech that does decibel damage (Megil wears earplugs). If you miss a L1 SR on WIZ your CON drops by 2 each round for a maximum of 3 rounds – Megil was not expecting the undead!

If you triumph, go to the top of this paragraph, if you fail go to <14> if you are terminated or <12> if fight or flight fails.

2. You have entered the home of Hunt Center's only dungeon delver, Shifty Shawcross. You see a variety of weapons and armour in an open cupboard, carefully stored and in good condition. Shifty is actually a pretty awful delver – he has survived by the skin of his teeth

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and the Poor Babying of wizard pals; he has set off countless traps and run away from many a monster. He has even developed an income stream by camping outside dungeon doors with stockpiles of supplies with which to provision braver party members on longer trips.

But he does have a magic ring.

Shifty is a deep sleeper – he finds he worries a lot less when he is in the Land of Nod. You may well wake him and scare him to death before he can use the ring. He gets only 2d6 (no DARO) for CHR, CON and SPD but 5d6 for DEX and LK (it is the combination of these two attributes that have kept him alive thus far). Of course, he will not give chase and he will only fight in a very token 1d6 plus 8 fashion.

If you don't scare shifty out of his life forces straightaway, the ring doth then come into play. It conjures up an Angel Delight. This pink, light fluffy creature emanates good in quantities to make even the vaguely noble nauseous. It has the power to make anyone in its presence give up their wicked ways. This might well be a Damascus Road moment for you, epiphany time! If you fail a L1 SR on WIZ, you let go of your evil intentions and see the many errors of your ways. You slope off to a very remote corner of Khaghtch'an and live the unlife of a hermit, making sure you never bother a living soul again, counting and rearranging grains of sand endlessly without complaint.

3. There are mirrors adorning every wall. There are large mirrors in gilt frames and small circular mirrors set in carved wood, there are concave mirrors and convex mirrors. Clearly an extremely vain person is in residence here or perhaps a very security conscious soul. Then again, there are magic mirrors...

The owner is a young woman called Carla Cunnimpork. Carla never sleeps. She is so vain she probably thinks this solo's about her. She rarely leaves home, believing that she is able to lead multiple lives and travel astrally via her mirror selves.

Carla is deluded. She journeys nowhere except in her mind and in that restricted sense she ranges far and wide. She is ranging now and does not see her except in her mirrors. Will you still try to startle her off her mortal coil or will you leave this strange woman to her even stranger multiple worlds? If you prefer to leave go back to the top of this section – otherwise, read on, McDuff.

You feel weird. Your astral and ethereal selves have separated and enter mirror-world. You see them attempting to terrorise Carla. Carla has seen many terrors in the dark corners of this reflected universe that arises from the blackest depths of her soul. She is not easy to scare - her CHR is 6d6(SARO). If you don't succeed in giving her an undreamed of horror to contend with, you will only escape the mirror world by making a L2 SR on WIZ. Each round you fail, your CON get worse by 1d6. If you are damaged to the point of double starting negative CON, go to <14>. If you make the SR, you may go to the top of this section and – for surviving this experience – you may take 100 APs and add 1d6 to WIZ.

4. Upon entering this cabin you see that you are dealing with another hunter. There are bear skins on the floor and elk heads on the walls. An entire stuffed boar stands in the middle of

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the main room, tusks festooned with hats. What an undignified fate for piggy boy – a glorified hatrack!

Bearcrack O’Ryan is the man who lives here. He is a veteran trapper and tracker but his success has made him soft or his sixth sense would have alerted him to an intruder – you! As it is, he snores and belches, no doubt dreaming of even bigger meals tomorrow. He has seen some terrible sights so you will have to press the metal to the floor now.

Bearcrack, who doesn’t believe in pyjamas, gets 3d6 (TARO) for CHR and DEX and 2d6 (no DARO) for SPD. He gets 5d6 (QARO) for CON because he is a blubbery boy and the bearskins he is swaddled in give him 4 protection. He won’t give chase but he will fight and gets 4d6 with his sawtooth sword, which is always close at hand. You can go to the top of this section if you dispatch him and go to <14> if he pushes your CON down to critical level or to <12> if bash or beat it failed you.

5. Treat this as a roll of 1.

6. Treat this as a roll of 2.

<30>

Congratulations! You have terrorised your way back from death! You find yourself back in that plain room where you first encountered your undead self with Weslynn ready to greet you.

‘You have done very well. These rednecks will rue the day they were born with bigoted brains and wooden hearts. I think now I may know peace. There is one thing I am permitted to do for you before we part. You may choose to be born again or you may elect to remain undead.’

If you prefer your current existence, you will continue to have a fluctuating CHR, as you scare mortals to death or fail so to do. You will not ‘un-die’ no matter how negative your CON becomes and it will not go above negative 1 now. Go to <24> to find your next adventure.

If you are keen to regain your earthly body and perchance extract revenge (and teeth) from your murderer, to rejoin the bosom of your family and eat junk food again, so be it. You will awake in your bed as if it had all been but a dream. But wait! There is more.

You will retain the ability, should you choose to use it, to scare others to death by pulling a hideous death mask face. Your CHR will rise when you use this power successfully and it will decrease if you make the attempt and fail.

You may take 500 APs for you experience of life on the other side of the great divide.

Weslynn comes close and holds you, her lips pressing briefly against yours. How sweet – an affectionate and grateful dead vampire. You feel a little prick against your lower lip and when you bring your hand up to touch it, you see a tiny spot of crimson when you look at your fingertip.

Maybe there’s a sequel to come...