

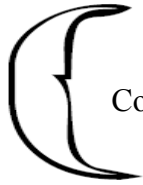
Trick or Treat

A TUNNELS & TROLLS HALLOWEEN SOLO

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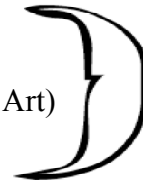
BY MARK THORNTON



By Mark Thornton

Covers & Art by Stanley Ditko (Door art by Mr. Clip Art)

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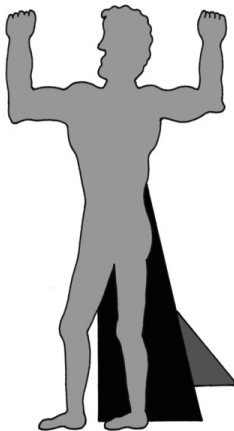


Cold Calling on Death Row



GAME MECHANICS

Basically T&T rules apply; assumption is no magic but up to you; a single L1 humanoid PC is what this is set up for but if you want to trash it, go ahead, if you want to gang up, fine, if you want to be a dragon or a space cadet, your call; you choose between 5.5 and 7.5 critical fumbles.



Your principal options to get what you want are:

- The quick grab (SPD)
- Agile tripping up (DEX)
- Brute force overpowering (STR)
- Going in with weapons drawn (combat rules)
- Mental trickery (INT)
- Charm (CHR)

Your principal options to get out of trouble are dumb luck or magical intervention from on high (LK or WIZ).

You will find the two matrices you need to either succeed or escape (or not...) at the very end of this short Tunnels & Trolls solitaire adventure.

Your mission is to get goodies from every house in the street, in any order you like, or to die in the attempt. **If you get treats from all 12 houses on *Midnight Alley*, go to 13N.**

As ever, we must give **thanks**, in particular order, to Ken St. Andre, the inestimable Trollgod, Liz Danforth, whom the Muses accompany, Rick Loomis, the Flying Buffalo himself, AR Holmes, a boozier of great distinction, Mad Roy Cram, the original anarchic alchemist, Chet Cox, a tireless punster for whom the pen is most definitely mightier than the sword and Charlie O'Brien, who has the greatest stable of PCs the Trollworld has ever known. I am further inclined to give credit where credit is due to Robert E. Howard, Stan Lee, Jack Kirby and Steve Ditko, Frank Richards, Rik Mayall, Adrian Edmondson and Nigel Planer, Bob Dylan, Joe Strummer and John Lydon, Sophocles, Euripides and Aeschylus, JK Rowling, Tony Benn, Michael Foot and Neil Kinnock, Eric Cantona, George Best and Bryan Robson, Geoff Boycott and David Gower, Robert Graves and George MacDonald Fraser.

INTRODUCTION

Shiny, happy faces everywhere, people out on the streets with their children, arms laden with baskets waiting to be filled with lollies, children decked out in skeleton costumes, witches' hats, demon masks, white sheets and hoods with ragged eyeholes cut into them – you name it, all the midnight spirits and creatures from beyond the grave are represented by the eager youngsters over-excited by the prospect of sugar.



There is one street that should never be visited on such a night as *Halloween*; it should never be visited at all. A dark, gloomy street where the wind whispers of death and mists ward off the sun ray's even in summer. No one knows who lives there and no one wants to, just so long as the residents keep themselves to themselves. No houses are ever on the market and it would be impossible to imagine any buyers were a property to become available. Even the rats and crows stay away.

Why then are you on this street? Bravado, the need to impress? Drunk? It is conceit and greed that draws many a delver to their death in a dungeon but perhaps you have a younger brother who looks up to you or a sweetheart who needs to see your virility.

Whatever. You are in *Midnight Alley* now and the moon has hidden behind the clouds and the stray dogs have begun to howl. The fog clusters behind you, impenetrable, blocking out the rest of the town, closing off any thought of retreat.

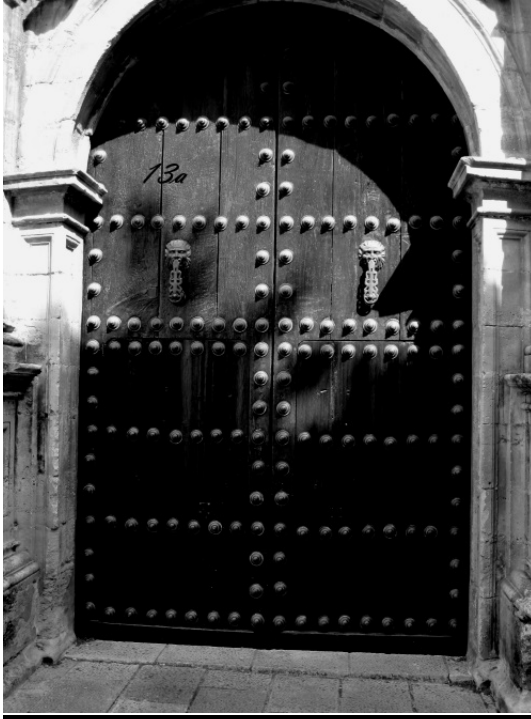
There are houses on each side of the street, all set back from the pavement, all bounded by iron railings and gothic gates. The architect had a particular vision in mind. As the moon peers from a break in the clouds, you can see that there are just six houses on each side of this street. The numbering is strange: 13A, 13B, 13C all the way up to 13L. A groan from the ground snaps your attention away from the houses and you see the road is starting to crack... There is no history of seismic trouble here – what can it mean? Then lights go on, one by one along both sides of the street. Eerie, dancing shadows flicker in each window, not staying still long enough to give meaning to their elusive forms. You can do nothing but watch and wait (13M) unless you decide to do what you came for and set about trick or treating (choose a letter section from A-L and go there).



Trick or Treat Section



13A – Lizzie Borden’s Boarding House



The door is opened by a woman of some thirty years or so dressed in a prim, Victorian dress of dark linen. She is holding a bag of candies in one hand, while the other is behind her back. She has a strange gleam in her eye and a faint smile creases her face as she looks down at you from her doorstep.

If you want to grab the goodies, decide if you **Grab, Stunt, Force, Fight, Trick or Charm**, go to *Trick or Treat Matrix* and make the required saving rolls before going to the section directed by the *Matrix*.

13B – AH DeSalvo



The door is opened by a grim looking man with a dark, brooding countenance. He has a pink fluffy candy in one hand, while the other twitches compulsively.

If you want to grab the goodies, decide if you **Grab, Stunt, Force, Fight, Trick or Charm**, go to ***Trick or Treat Matrix*** and make the required saving rolls before going to the section directed by the ***Matrix***.

13C – N Machiavelli



The door is opened by a man with beady eyes, an incisive gaze and neatly manicured hands holding a velvet bag towards you.

If you want to grab the goodies, decide if you **Grab, Stunt, Force, Fight, Trick or Charm**, go to *Trick or Treat Matrix* and make the required saving rolls before going to the section directed by the *Matrix*.



13D – L Borgia



The door is opened by a plumpish woman in an elaborate medieval gown holding a rosy, red apple in one hand while the other fist is closed.

If you want to grab the goodies, decide if you **Grab, Stunt, Force, Fight, Trick or Charm**, go to *Trick or Treat Matrix* and make the required saving rolls before going to the section directed by the *Matrix*.



13E – Dr. Crippen



The door is opened by a small man with a walrus moustache and round glasses, carrying a plate of chocolates in one hand, while the other is behind his back.

If you want to grab the goodies, decide if you **Grab, Stunt, Force, Fight, Trick or Charm**, go to *Trick or Treat Matrix* and make the required saving rolls before going to the section directed by the *Matrix*.

13F – D & D Nielsen

The door is opened by an unprepossessing man with a stoop. He is holding a box full of toffees. Behind him stands another man, looking poised to spring.

If you want to grab the goodies, decide if you **Grab, Stunt, Force, Fight, Trick or Charm**, go to *Trick or Treat Matrix* and make the required saving rolls before going to the section directed by the *Matrix*.



13G – P Sutcliffe, Esq.

The door is opened by a man with a neat beard holding a tray of sugar mice. His smile is inviting.

If you want to grab the goodies, decide if you **Grab, Stunt, Force, Fight, Trick or Charm**, go to *Trick or Treat Matrix* and make the required saving rolls before going to the section directed by the *Matrix*.

13H – Jack's Place



The door is opened by a figure in a dark cloak, his face covered by a top hat with a sturdy brim. He is holding out a licorice treat with one hand while the other is shielded from view.

If you want to grab the goodies, decide if you **Grab, Stunt, Force, Fight, Trick or Charm**, go to *Trick or Treat Matrix* and make the required saving rolls before going to the section directed by the *Matrix*.



13I – OJ Simpson

The door is opened by a man with a football tucked under one arm, offering a cool glass of orange juice with the other.

If you want to grab the goodies, decide if you **Grab, Stunt, Force, Fight, Trick or Charm**, go to ***Trick or Treat Matrix*** and make the required saving rolls before going to the section directed by the ***Matrix***.

13J – C Manson

The door is opened by a very hairy individual with a flock of young women behind him. He offers you a bag of popcorn.

If you want to grab the goodies, decide if you **Grab, Stunt, Force, Fight, Trick or Charm**, go to ***Trick or Treat Matrix*** and make the required saving rolls before going to the section directed by the ***Matrix***.

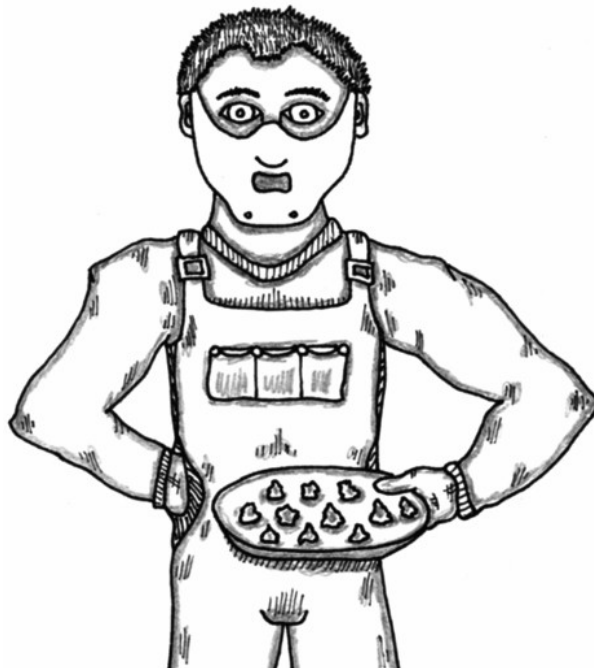


13K – Marquis de Sade



The door is opened by an aristocratic man in a wig you might expect to see a judge wearing. He offers you a plate of bon bons while holding a cord I his left hand.

If you want to grab the goodies, decide if you **Grab, Stunt, Force, Fight, Trick or Charm**, go to *Trick or Treat Matrix* and make the required saving rolls before going to the section directed by the *Matrix*.

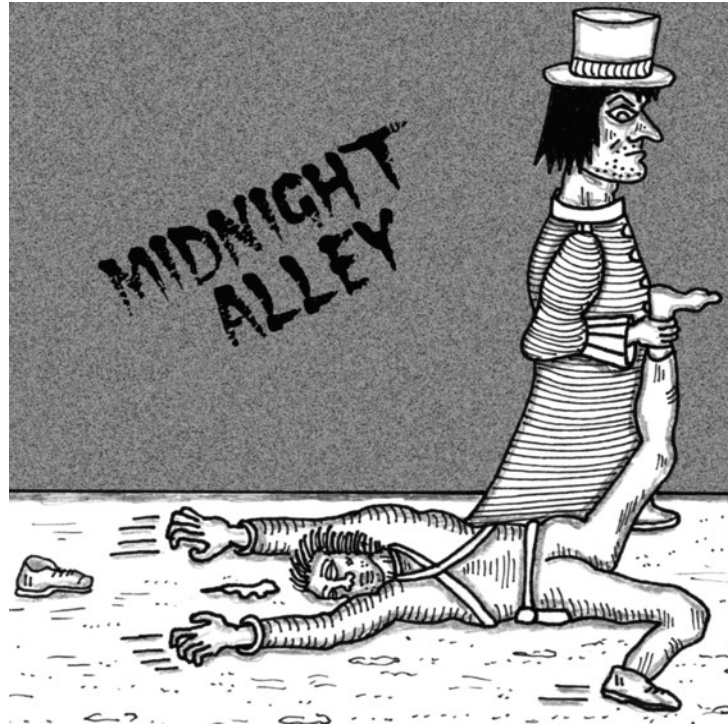


13L – H Lecter

A man in a hockey mask opens the door. He is holding a plate of sweet meats in his left hand while his other hand is deep within the pocket of his drab overalls.

If you want to grab the goodies, decide if you **Grab, Stunt, Force, Fight, Trick or Charm**, go to *Trick or Treat Matrix* and make the required saving rolls before going to the section directed by the *Matrix*.

13M – As you wait and watch, the doors to every house in the street open simultaneously and a pack of homicidal lunatics rush out towards you. They soon have you surrounded and this is not a *Halloween* you will remember fondly. In fact, you will not remember it at all. Although the psychotic fiends that descend upon you attack each other with as much bloodthirsty frenzy as they direct at you, there is no escape and you are butchered so thoroughly that even the most diligent coroner would find no evidence that you ever existed... (Perhaps you didn't and this was all just a bad dream...)



13N – *Congratulations!* You have done the well nigh impossible and not only survived a visit to every house in *Midnight Alley* but come away with a souvenir from every murdering monster living there. You may take **1,000 APs** and you are hence forth immune to the *Horrors of Halloween*, able to cast them from you with a mere gesture or word. The new month dawns and the world is a safer place for your feats of heroism!

P₂

You can go back next year... but all saving rolls are one level higher, each householder's best two attributes are 1d6 higher and your reward for success is doubled!





Trick Not Treat Section!



13A – The woman makes a lethal swing at you with the chopper she carries to deal with those who dare come to her doorstep! Decide if dumb luck (LK) or magical intervention is your best hope and go to the ***Turn Tail Yellow Bellied Quitter Matrix***.

13B – The man makes a grab for you with his hands, aiming to close them about your neck and clamp them tight until your tongue bulges and your eyes pop out of their sockets! Decide if dumb luck (LK) or magical intervention is your best hope and go to the ***Turn Tail Yellow Bellied Quitter Matrix***.

13C – The man pushes a button to his left and a pit opens up beneath you filled with carnivorous plants! Decide if dumb luck (LK) or magical intervention is your best hope and go to the ***Turn Tail Yellow Bellied Quitter Matrix***.

13D – The woman makes a stab at you with as a syringe! Decide if dumb luck (LK) or magical intervention is your best hope and go to the ***Turn Tail Yellow Bellied Quitter Matrix***.

13E – The man pulls a lever and the ground opens beneath you and you begin sliding towards a bath of acid! Decide if dumb luck (LK) or magical intervention is your best hope and go to the ***Turn Tail Yellow Bellied Quitter Matrix***.

13F – The two men leap at you in unison, knives glinting in the demonic light pulsing from their eyes! Decide if dumb luck (LK) or magical intervention is your best hope and go to the ***Turn Tail Yellow Bellied Quitter Matrix***.

13G – The man swings a clawhammer at you with deadly intent! Decide if dumb luck (LK) or magical intervention is your best hope and go to the ***Turn Tail Yellow Bellied Quitter Matrix***.

13H – The man stabs for your kidneys with a sharpened chisel! Decide if dumb luck (LK) or magical intervention is your best hope and go to the ***Turn Tail Yellow Bellied Quitter Matrix***.

13I – The man tries to stuff the football down your throat with an athletic bound! Decide if dumb luck (LK) or magical intervention is your best hope and go to the ***Turn Tail Yellow Bellied Quitter Matrix***.

13J – The man stares at you with hypnotic eyes, popping a pill under your tongue and ordering you to swallow! Decide if dumb luck (LK) or magical intervention is your best hope and go to the ***Turn Tail Yellow Bellied Quitter Matrix***.

13K – The man tries to cover your mouth with a rag with an overpowering whiff of chloroform! Decide if dumb luck (LK) or magical intervention is your best hope and go to the ***Turn Tail Yellow Bellied Quitter Matrix***.

13L – The man rips his mask off and lunges at you with bared teeth! Decide if dumb luck (LK) or magical intervention is your best hope and go to the ***Turn Tail Yellow Bellied Quitter Matrix***.



Here Comes A Chopper Section!



13A – Whatever you tried did not work and now the woman swings an axe your way with deadly intent! You are done for, split in two like an old rotten log.

13B – Whatever you tried did not work and now the man breaks your windpipe and casts you aside like the spent force you are.

13C – Whatever you tried did not work and now the man sneers nastily as his plant collection grows more vigorous yet as it eats you piece by bloody piece.

13D – Whatever you tried did not work and now the woman watches, arms folded in grim satisfaction, as you sink to your knees and the poison first paralyses you and then rots you from within.

13E – Whatever you tried did not work and now the man smiles smugly as your body bubbles madly as the acid breaks you down, cell by cell.

13F – Whatever you tried did not work and now the two men take turns in severing limbs to add to their collection of grisly mementoes of unwary callers to their dark door.

13G – Whatever you tried did not work and now the man is wrenching his clawhammer from your skull, dislodging fragments of bone and brain as he dances a jig of ecstasy.

13H – Whatever you tried did not work and now the man carves out your organs and takes them off into the depths of his house, leaving your still writhing corpse, hot and gushing blood over his shiny doorstep.

13I – Whatever you tried did not work and now the football lodges fast in your larynx as the man shrugs like it was someone else who did the dark deed.

13J – Whatever you tried did not work and now the man starts humming Beatles' songs as he covers your body with cuts and leaves you to bleed out while he times your death for his records.

13K – Whatever you tried did not work and now the man drags you inside to his torture chamber where he sets about a prolonged and sadistic set of experiments designed to allow you the longest life possible when measured against the maximum amount of pain deliverable.

13L – Whatever you tried did not work and now the man carries you carefully inside to slice wafer thin slivers from you which he eats delicately, washed down with a nice Chianti, refrigerating most of you for future dinner parties.



Trick or Treat Matrix



	Grab (SPD)	Stunt (DEX)	Force (STR)	Fight	Trick (INT)	Charm (CHR)
13A	1	1	2	D or D	1	2
13B	2	1	2	D or D	1	1
13C	2	1	1	D or D	2	2
13D	1	2	1	D or D	2	2
13E	2	1	1	D or D	2	2
13F	1	2	2	D or D	1	1
13G	2	2	1	D or D	2	1
13H	1	2	1	D or D	2	1
13I	2	2	1	D or D	1	2
13J	2	1	2	D or D	1	1
13K	1	1	2	D or D	2	2
13L	1	2	2	D or D	1	1

OPTIONAL RULE

Roll 1d6 before you make your move for the treats. If you roll odds, go ahead and see if you pull it off; if you roll evens, the householder sees it coming and goes straight for the kill – you are in combat (D or D)!

D or D: the *Do or Die!* Section for combat is at the very back. If you do not win after two rounds of fighting, you must better your opponent's attempt to outmanoeuvre or fox you – that means not being bettered on a saving roll on their best attribute out of **STR, INT, LK, DEX and SPD** – fail and your opponent gets a free strike!

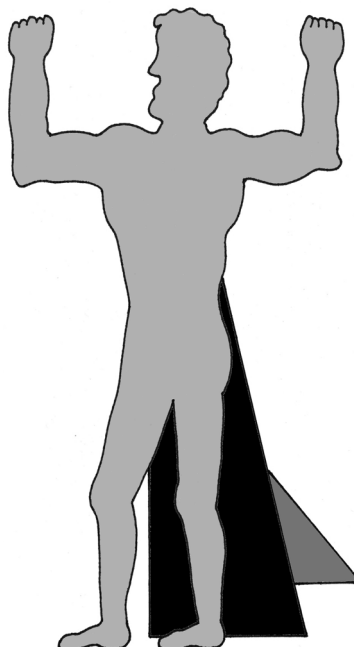
If you succeed in your attempt, good for you! Eat your goodies, **add 1 permanently to your CON**, take 50 APs and go to another house. If you fail, go to the *Trick Not Treat!* section.



S E Turn Tail Yellow Bellied Quitter Matrix

	Luck	Wild Magic
13A	1	2
13B	2	1
13C	1	2
13D	1	2
13E	2	1
13F	2	1
13G	1	2
13H	2	1
13I	1	2
13J	1	2
13K	2	1
13L	2	1

If you succeed in your attempt, go to another house on the street; if you fail, go to the *Here Comes A Chopper!* section.





13A – Lizzie Borden: **STR** - 15 **WIZ** - 12 **INT** - 12 **LK** - 14 **CON** – 10 **DEX** - 11 **CHR** - 11 **SPD** - 10 **ADDS** - +3. **Fights with:** Headman's axe (4d6 +4).

13B – The Boston Strangler: **STR** - 28 **WIZ** - 11 **INT** - 10 **LK** - 9 **CON** – 16 **DEX** - 14 **CHR** - 10 **SPD** - 12 **ADDS** - +18. **Fights with:** Bare hands (1d6).

13C – Machivelli: **STR** - 10 **WIZ** - 12 **INT** -20 **LK** - 18 **CON** – 11 **DEX** - 12 **CHR** - 17 **SPD** - 13 **ADDS** - +7. **Fights with:** Stiletto (2d6 -2).

13D – Lucretia Borgia: **STR** - 10 **WIZ** - 11 **INT** - 15 **LK** - 16 **CON** – 9 **DEX** - 14 **CHR** - 16 **SPD** - 13 **ADDS** - +7. **Fights with:** Syringe (1d6 +2).

13E – Crippen: **STR** - 9 **WIZ** - 12 **INT** - 15 **LK** - 10 **CON** – 9 **DEX** - 16 **CHR** - 13 **SPD** - 10 **ADDS** - +4. **Fights with:** Scalpel (2d6).

13F – The Nielsen Boys: **STR** – 10/13 **INT** – 13/10 **LK** – 10/11 **CON** – 9/14 **DEX** – 13/12 **CHR** – 14/11 **SPD** – 10/12 **ADDS** - +1/+1. **Fight with:** Meat cleavers (3d6 each).

13G – The Yorkshire Ripper: **STR** - 12 **WIZ** - 9 **INT** - 11 **LK** - 15 **CON** – 11 **DEX** - 13 **CHR** - 13 **SPD** - 14 **ADDS** - +6. **Fights with:** Clawhammer (2d6).

13H – Jack the Ripper: **STR** - 13 **WIZ** - 15 **INT** - 14 **LK** - 17 **CON** – 12 **DEX** - 14 **CHR** - 13 **SPD** -15 **ADDS** - +11. **Fights with:** Sharpened chisel (2d6).

13I – Orange Juice Simpson: **STR** - 14 **WIZ** - 9 **INT** - 11 **LK** - 13 **CON** – 14 **DEX** - 15 **CHR** - 16 **SPD** - 17 **ADDS** - +11. **Fights with:** Bare hands (1d6).

13J – Charles Manson: **STR** - 14 **WIZ** - 16 **INT** - 15 **LK** - 12 **CON** – 11 **DEX** - 12 **CHR** - 18 **SPD** - 11 **ADDS** - +2. **Fights with:** Machete (3d6).

13K – The Marquis de Sade: **STR** - 10 **WIZ** - 18 **INT** - 20 **LK** - 14 **CON** – 11 **DEX** - 13 **CHR** - 15 **SPD** - 11 **ADDS** - +3. **Fights with:** Rapier (3d6).

13L – Hannibal the Cannibal: **STR** - 14 **WIZ** - 12 **INT** - 17 **LK** - 16 **CON** – 13 **DEX** - 13 **CHR** - 15 **SPD** - 15 **ADDS** - +10. **Fights with:** Carving knife (2d6 +2).



THERE IS ONE STREET THAT SHOULD NEVER BE VISITED ON SUCH A NIGHT AS HALLOWEEN. IT SHOULD NEVER BE VISITED AT ALL. A DARK, GLOOMY STREET WHERE THE WIND WHISPERS OF DEATH AND MISTS WARD OFF THE SUN RAYS EVEN IN SUMMER. NO ONE KNOWS WHO LIVES THERE AND NO ONE WANTS TO. JUST SO LONG AS THE RESIDENTS KEEP THEMSELVES TO THEMSELVES. NO HOUSES ARE EVER ON THE MARKET AND IT WOULD BE IMPOSSIBLE TO IMAGINE ANY BUYERS WERE A PROPERTY TO BECOME AVAILABLE. EVEN THE RATS AND CROWS STAY AWAY.



Trick
or
Treat