

Huckleberries and Tentacles

For Tunnels and Trolls

By John F. Sasso

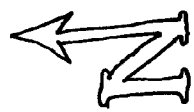
IGS Game Master Adventure #1
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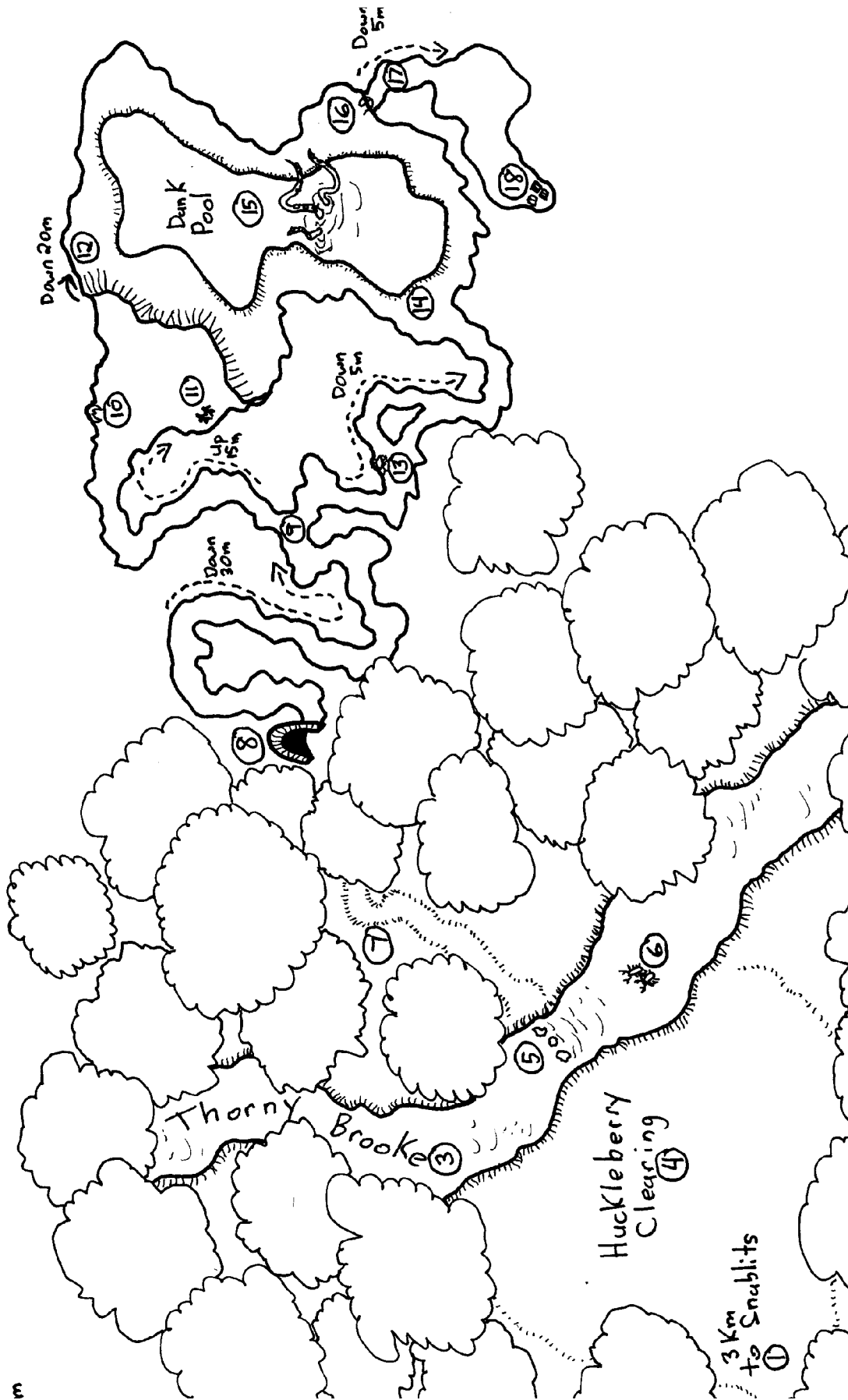
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Smudgy Gorge



Introduction:

This is the first in a series of Game Master adventures for Tunnels and Trolls. It is designed for three to six low-powered characters, or one to two high-powered ones.

Rules, more adventures, and other information can be found at our web site:
<http://www.igsgames.com>

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Adventure Suggestions

This adventure can be adapted to any Game Master's continuing fantasy campaign. These are a few possible suggestions:

- The party are hired by the local herders' guild to find the gargoyle that has been terrorizing their flocks. It was last seen heading toward the gorge carrying a sheep.
- Parslock, the Lady of the town, hires the party to find her niece, who disappeared while fishing in the stream.
- The party are following a formousi whom they are convinced knows where she is going. Formousi like marching, and they like holes in the ground.

Map Descriptions

1. Snablits

The town of Snablits is 55 kilometers from Zarko, the capital of Myseria. It has a population of 183, mostly humans. It is a quiet backwoods town in the hills that caters to farmers, herders, and prospectors. There is a pub, a small inn, a general store, an apothecary, a fortune teller, a temple to Frogurt, a guardhouse, and a farmer's market every Frogursday.

2. Smudgy Gorge

Three kilometers from Snablits is Smudgy Gorge, nestled in the foothills of the mountains. It is a forested area, with an old path leading from Snablits to the cave. A level 1 skill roll on Int (Tracking) is required to not get lost.

3. Thorny Brook

A stream called Thorny Brook runs through the gorge, flowing to the Southeast. During Malrog season it is 3 meters across at its narrowest and no less than 1 meter deep. The stream floods to twice that size during Snake season, and dries up to half that size during Gorilla and Rat seasons. The stream can be crossed on foot without much difficulty, except during the Snake season flood.

4. Huckleberry Clearing

The path opens into a clearing right before the stream. In the clearing are dozens of huckleberry bushes and scattered endives. The state of the vegetation depends on the season. A skilled hunter can easily catch a few wild chickens in the nearby woods.

5. Slippery Rocks

There are three stepping stones that may be used to cross the stream. The path leads into the woods on the far side. Any character crossing via the rocks must make a level 1 roll on Dex. If the roll is missed, the character falls into the stream. The character takes no damage from the fall, but the Giant Crawfish will attack.

6. Giant Crawfish

If any characters step or fall into the stream, they will be attacked by 1d3+1 Giant Crawfish. Each will fight until it is down to one half monster rating, at which point it will retreat downstream. If captured and cooked, giant crawfish make good eating, especially with onions and berries.

7. Deep Woods

The path ends about 20 meters into the deep woods on the other side of the stream. The area is full of thistles, brambles, and gopher holes.

8. Cave Entrance

A level 1 roll on Luck is required for a character wandering around in the deep woods to find the cave entrance. It is large enough for a human to enter by stooping. The cave passage inside averages 3 meters across and 3 meters high. The passage meanders down into the rock. After 40 meters there is a split in the tunnel. At this point the tunnel is 30 meters underground.

9. Split in the Tunnel

To the left the tunnel goes up 15 meters to the Gargoyle Cave. To the right the tunnel goes down 5 meters to the pool.

10. Gargoyle Cave

The Gargoyle will sneak attack the lead character from the shadows. If that character does not succeed at a level 1 roll on Luck, the Gargoyle gets a free attack. If the roll is a success, the character must still fight the first round of combat alone. After the first round regular combat applies. The cave is not large enough for the Gargoyle to gain any flying advantage. It will fight to the death.

After the combat, any character that was scratched or wounded by the gargoyle character must attempt a level 1 saving roll on Con. If the roll is missed, then the character contracts a random disease.

11. Dead Bodies

There are a dozen dead humans as well as other creatures in various states of mutilation and decay in a corner of the cave. If searched, the characters will find 26 silver samolians, 86 copper pazuzas, a usable scimitar, and a pick axe.

12. Ledge

The cave opens on a ledge which drops down 20 meters into a larger cave with a pool of water. A character may climb down the ledge on a level 2 roll on Dex, or level 1 if the party has rope and other climbing equipment. If unsuccessful, then the character takes the difference in wounds from the fall.

13. Hidden Crawfish

Each character must attempt a level 1 roll on Luck to not accidentally step on a lone Giant Crawfish. The Crawfish gets a free attack against the character who misses the roll, or misses the roll by the most. If everyone makes the roll, then the Crawfish is spotted before it can attack.

14. Large Cave

This large cave contains a pool of water which is black and putrid-smelling. The floor, walls, and ceiling are covered with a centimeter of faintly glowing fungus. There is a ledge which goes up 20 meters to the Gargoyle Cave. A character may climb up the ledge on a level 2 roll on Dex, or level 1 if the party has rope and other climbing equipment. If unsuccessful, then the character takes the difference in wounds from the fall.

If any character makes noise or wanders around the edge of the pool, the Tentacled Terror will send out probing tentacles. All characters in the area must attempt level 1 skill rolls on Spd, Luck, or Dex, whichever is highest, to escape the tentacles. If any character misses the roll, then that character is grabbed, pulled into the pool, and eaten by the Tentacled Terror.

15. Tentacled Terror

If any character enters the pool, the Tentacled Terror will grab and eat the character. The Terror is a gigantic cave monster which is too large to be killed by the characters. After a minute of flailing about, the Terror will go back to sleep.

16. Hidden Passage

A level 1 Luck roll is required to find a secret passage hidden behind the fungus on the wall.

17. Poison Spores

This passage is covered in fungus which releases a yellow cloud of poisonous spores if trodden on. A level 1 roll on Int (Plant Lore) will alert a character to the danger. It is possible to leap over the fungus patch with a level 1 Dex roll. The spores will dissipate after 10 minutes. If the characters run in because they are being harassed by probing tentacles, then the spores cannot be avoided.

Any character caught in the cloud of spores must attempt a level 2 roll on Con from poison. If missed, the character takes the difference in wounds.

18. Treasure Chests

In the farthest corner of the cave are three old, rotted treasure chests. They may be opened with a little bashing with a hand axe or similar implement. Inside the first chest are rotted silk clothing and a swarm of little centipedes. In the second chest are 143 gold talents, 210 silver samolians, 12 copper pazuzas, and 3 gems worth 400 gold, 200 gold, and 50 gold. The third chest contains three books in various states of decay. The contents of the books are left to the discretion of the Game Master.

Wandering Monsters

Roll a d6 every d6 hours. On a roll of a 1, there is an encounter. Roll another d6 and consult the following table.

1d6 Roll	Encounter	Monster Rating	Notes
1	1d6+1 Wolves	8	will attack a lone adventurer
2	Giant Weasel	36	hunting
3	Puma	24	will hunt dog or horse
4	Brown Bear	48	loves huckleberries
5	1d3+1 Half Orcs	18	robbers with sabres
6	Huckleberry Horror	80	loves huckleberries

The Wolves will follow the party and attempt to pick off a lone adventurer.

The Giant Weasel will run off with the first downed character or creature.

The Puma will stalk the party and wait for an opportunity to kill a dog or horse.

The Brown Bear will attack the party unless they offer it berries.

The Half Orcs will pretend to be friendly. At an opportune moment they will try to rob the party.

The Huckleberry Horror is a gigantic blue hound. It is rarely seen, and many believe it to be a myth. It will ignore the party unless provoked. It has a voracious appetite for huckleberries. If the party has any huckleberries on them, it will attack in order to get the berries.

Creature Statistics

Creature	Monster Rating	Notes
Giant Crawfish	12	shell acts as 4 points of armor, tasty if cooked
Gargoyle	40	skin acts as 12 points of armor, can fly, see in the dark

Giant Crawfish are shrimp-like crustaceans that weigh about 12 kilograms. They fight with large pincers.

The Gargoyle is an aggressive monster with broad wings. It can fly even though it is composed of living stone.