

# PUMPKIN PERIL

By Malcolm SW Wilson

These rules are for the excellent **Tunnel Goons** by **Nate Treme**. You can find Tunnel Goons at [natetreme.itch.io/tunnelgoons](http://natetreme.itch.io/tunnelgoons) and you totes should.

## Creatures and Characters

**Wisps. DS 6 + d6.** Two wisps can combine together when threatened by adding their DS together to create a single, larger wisp.

**Carpenter Gnome. DS 8.** Treat every Carpenter Gnome in the conflict as a single entity. For every additional three Carpenter Gnomes working together, increase their DS by 1.

**Bag Man. DS10.** A **Swarm of Confused Centipedes (DS6)** is created when they are destroyed.

**The Moose With Threatening Energy. DS 2d6.** Reroll the Moose's DS every time he acts.

**Trash Bandit. DS 6.** Treat their DS as 2 higher if they are ganging up on someone, and 2 less in a straight fight.

**Missus Fox and Missus Cat. DS 10.** Missus Fox can cast Growth, and Missus Cat can cast Engulf.

## Spells

**Commune. DS 6.** Speak with the spirits of nature. If they are helpful, they can share knowledge of the surrounding area.

**Engulf. DS 8.** The earth opens wide at a desired point, creating a pit or swallowing up whoever stands there.

**Growth. DS 8.** Plants explode in size, forming barriers, platforms, walls, or gripping traps as desired.

**Fireball. DS 10.** Hits d6 targets you choose and one target the referee chooses with a DS 6+d6 hit.

## Goon Creation Tables

### You are:

- 1 - **Human Child.** (1B, Pants with Pockets)
- 2 - **Carpenter Gnome.** (1E, Oversized Saw)
- 3 - **Fox** (1S, Cozy Den)
- 4 - **Hare** (1B, Shiny Medal)
- 5 - **Raccoon** (1S, Bag of Trinkets)
- 6 - **Ghost** (1E, Second Sight)

### You do:

- 1 - **Old Magic.** (1E, Bag of Runestones)
- 2 - **Carpentry.** (1B, Bag of Nails)
- 3 - **Petty Thievery.** (1S, Bag of Coins)
- 4 - **Hunting.** (1S, Bow and arrows)
- 5 - **New Magic** (1E, Spellbook)
- 6 - **Forestry** (1B, Axe)

### You know:

- 1 - **The Forest** (Knowledge of paths and roads)
- 2 - **The Rivers** (Fishscale cloak)
- 3 - **The Hills** (Sturdy boots)
- 4 - **The Earth** (Everburning lantern)
- 5 - **The Towns** (Friends in many places)
- 6 - **Yourself** (1 Health Point)