

DELUXE TUNNELS & TROLLS

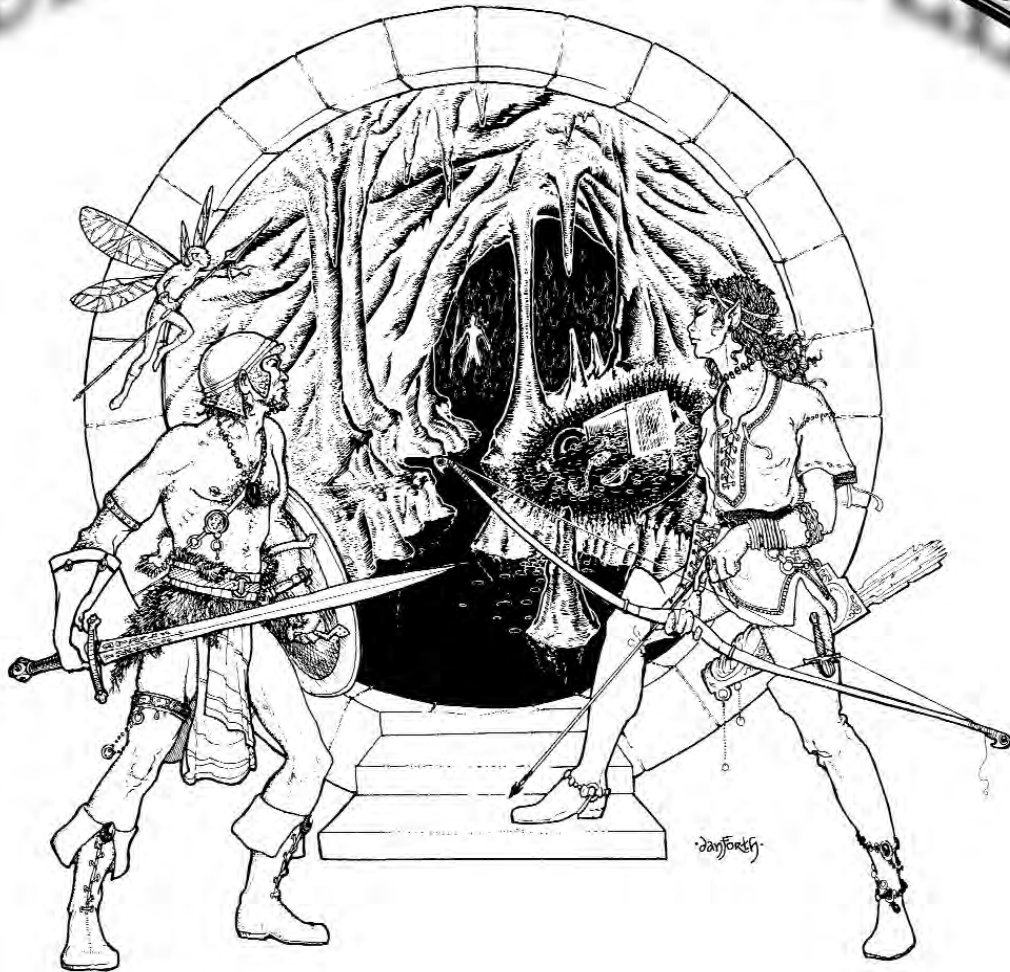
Ken St. Andre's
Fantasy Role-Playing Game



Danforth.
2015.

ST. ANDRE ♦ DANFORTH ♦ CROMPTON ♦ PETERS

DELUXE TUNNELS & TROLLS™



**A Fantasy Role-Playing Game by Ken St Andre,
Liz Danforth, and James "Bear" Peters**

**Illustrations by Rob Carver, Steve Crompton,
Liz Danforth & Stephan Peregrine
Additional material by Bear Peters, & Brian Penn**



Published by Flying Buffalo



DELUXE

TUNNELS & TROLLS

A game by Ken St Andre

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*This book is dedicated, with thanks, to Patrice Geille who inspired us
and to the memory of those who are gone but not forgotten
Tim McCausland, Michael Jackson, and Jason Sato*

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1.0 Introduction to dT&T

Fantasy gaming and role-playing games have changed over the almost four decades since T&T was first developed. This edition retains many of the early “old school” conventions of the genre, in part because that is what makes T&T recognizably the game that it is. Expect that going in. But in addition, certain mechanics from interim editions have been carried forward, with some entirely new content as well. I expect a game to change or die, because nothing is ever perfect—but we hope that this edition will prove to be a lasting, definitive version of the game for years to come.

One of the old school conventions is the basic concept of the game. Here, people of many backgrounds and kindreds are imagined to live in an alternate world where fantasy is alive and magic works—a world with similarities to the many fantasy worlds of fiction and literature. Some of these people choose a life of adventure and derring-do, and are the characters run by the players of the game.

For games to be played face to face, someone in a group has to have an adventure for the characters to dare to undertake. Ideally, this “Game Master” will create a situation for the players to explore, or the GM might purchase or adapt a previously-published adventure. Tunnels & Trolls also has solitaire adventures for those unable to gather groups for play, or when playtime is limited.

Brave men and women arm themselves and venture out exploring deep tunnels or exotic locales at risk of body and soul to seek treasure and experience. Those who survive and return from such expeditions increase in experience and wealth, attaining power and fame.

A fantasy role-playing game like T&T is not about winning and losing like a game of cribbage or chess. Fantasy games like this are, at their best, cooperative storytelling and the joint effort of give and take between player(s) and the GM. The purpose of the

game is to share a challenging, enjoyable experience where everyone has fun.

To play the game, several things have to be done ahead of actual play. This outline supposes there is a group that intends to play together.

Someone in the group must create or buy an adventure. Whether that person digs a dungeon or tunnel-complex, or devises a cross-country excursion, they must stock the adventure with challenges and rewards in the form of monsters, magic, and treasure. This Game Master has godlike powers over his or her own scenario, but is expected to be fair to the other players. The Game Master will not play as a character inside their own dungeon (knowing all the secrets), but will still run the non-player characters who populate it.

An existing game module can streamline and quicken this process for a GM, who should feel free to use and adapt it to their own purposes. If no one in the group has been a Game Master before, then a published adventure is definitely the way to learn the ropes.

Meanwhile, players will create and name the fantasy characters (called PCs for “player characters”) who will explore the dungeon or adventure. They will pick what type of character they wish to play, choosing among different species (called *kindreds*), and different backgrounds determining the character’s capabilities. Players equip their characters with arms and provisions to give their heroes a chance of going out adventuring and coming back alive.

This might be done independently of the GM, or with GM approval and cooperation, particularly if the GM envisions a long-running campaign of linked adventures. Players might even work together to optimize the makeup of the adventuring party. Ultimately, every player should create a character they will have fun playing. ■

1.1 A word about the organization of the rules

The rulebook that follows provides instructions for all the above, and for much else besides. If you look at the Table of Contents, you will see the book is organized into three “tomes”. For the rules of the game, read the Basic Game and Elaborations. For insight into specifics about Ken’s world, you will find what you seek in the Trollworld tome.

This reflects on the nature of this game: the flexibility to select the features of the game that make the most sense to you and your group, and that result in the most fun for your style of play. Some players like rules with great specificity, variety, and detail; others just want to roll into the adventure and don’t want the mechanics to hinder their imagination. (In truth, most people probably fall somewhere in between). Think of your choices as modular, but recognize that the final results may differ from group to group.

The Basic Game (**Sections 1-11**) contains the core rules, including some of the material previously included in “Natural Developments” of earlier editions. Everything you must know to play a game of Tunnels & Trolls is here, and most of these rules have stood the test of time. This section puts a premium on playing human characters and their non-human associates comfortable in normal human society.

The 2nd tome, the Elaborations (**Sections 12-17**), gives you new options or alternative rules that enrich

the game. Many were first introduced in later editions, or championed in player forums online. Cherry-pick those things that augment the features you enjoy in the game, and ignore what doesn’t.

The final tome, **Trollworld**, provides some details of the way the world existed for the original players back in the day, additional developments made by Ken and others in the intervening years, and some entirely new material created just for this edition.

—◆—

You will also see SIDEBARS throughout the book, pulled out in a gray box. These will typically offer an explanation of a mechanic, an example, a bit of background, and/or an alternative option to either simplify or expand on the mechanic under discussion.

Finally, a convention adopted during the editing of these rules is that when you read first person singular in a statement, it means Ken St. Andre is speaking directly. Statements with “we” most likely represent a collaborative statement between Ken and the game developer Liz Danforth, and possibly including information or input from Bear Peters and/or Steve Crompton. ■



2.0 Playing the game

Tunnels & Trolls is a game of limited information. Individual players cannot see the whole board or dungeon map. Only the GM knows what is on the map, and tells the players what they can see and observe around them. In turn, players tell the GM what actions they take, what special search procedures they use, and anything else that may be relevant to the situation. It is a vital skill in fantasy gaming to be able to envision one's surroundings. Players might sketch their own maps as they go, and should feel free to ask the GM to draw out what the immediate environment looks like. Some GMs and players like to have everything set up with miniatures to clarify situations and to short-circuit possible misunderstandings. (See **Section 16.1** in the Elaborations for ideas on how to use miniatures in a T&T game).

Characters and players speak for themselves, declaring their own actions and decisions. This may come after group discussion if cooperative tactics are necessary. Speech might be role-played in the character's own "voice" or it may be simply spoken as normal conversation. In the end a player is responsible for his or her own character and what that character does.

If there is any doubt about how the party is arrayed or what they would do, the GM can query each player separately for each character. If the GM wants spontaneous reactions for each player or character, he may ask them to write out their next set of orders and give it to him without consulting any other player. The occasional use of such devices keeps the players on their toes and adds a bit of suspense and surprise to the game.



It is recommended that the GM keep the number of players in the group rather small—perhaps two or up to five players with a couple of characters apiece. With too many players, everyone tries to talk at once, potentially degenerating a session into a shouting match. (That can be fun with the right group, but is generally a bad idea.) If a GM deals with more than three players, it may be necessary to limit the number of characters being played at one time, or to invoke some formal procedure to determine who gets to talk when. The Game Master should never allow one player to dominate play, even if that person has the best character.

The game is most enjoyable when everyone participates.

Run more than one character?

The rationale behind players running more than one character on any given adventure is that characters might die. If that happens, a player might be sidelined for the rest of the adventure.

A GM who would rather deal with fewer player-characters (PCs) should consider making less deadly adventures, or provide the means for characters to pull through a nasty scrape with healing potions or magics, or a timely rescue.

Pro tip: the GM's power to kill characters is unlimited. The power to scare the players half to death is the real skill! Don't confuse the two.

3.0 Creating Characters

In order to play T&T, you need one or more characters to be your adventurous hero or heroes. These are called *player characters*, typically abbreviated PC.

Each character is defined by eight *prime attributes*—four physical attributes and four mental—that define the character’s innate abilities and make the game’s mechanics work. The physical attributes are Strength, Constitution, Dexterity, and Speed; and the internal or mental aspects are Intelligence, Wizardry, Luck, and Charisma. This step of the character creation process is semi-random, with the attribute values determined by rolling dice. You will select other details that round out and individualize the character later, things like name, gender, kindred, character type, equipment and more.

Pre-formatted character sheets may be found in these rules at the end of this section, (page 12), and online, or you can make your own on a piece of paper, a 3 × 5 card, or using an electronic interface device or i-thingy of your choice. The exact form of the character record is not important, because it is just a way of organizing the information for easy play. Finally, get your hands on a number of regular six-sided dice—at least three.

Start with a basic blank character card something like this:

NAME: _____

Type: _____ **Level:** _____ **Gender:** _____

Kindred: _____ **Ht:** _____

Wt: _____ **Hair:** _____

STR: _____ **CON:** _____ **DEX:** _____ **SPD:** _____

IQ: _____ **WIZ:** _____ **LK:** _____ **CHR:** _____

Combat Adds: _____

WT Poss: _____

Equipment:

Money: _____

Spells: _____

Magic: _____

About dice in T&T

When T&T was first created, polydice (those with more or less than six sides) were very uncommon. Although polydice are available everywhere today, we still prefer to use traditional six-sided dice, which results in a simple bell curve for attributes.

Statistically, people tend toward the average, and exceptional attributes are notable for being rarer.

The three six-sided dice (abbreviated 3d6 in these rules) roll values between 3 and 18, with 9-12 being most common. There are lots of optional modifications to those bell curve attributes deeper in the rules.

3.1 Prime Attributes

If you are creating your first character for T&T, you may find it helpful to roll up the character as the prime attributes are described in the paragraphs below.

For purposes of explanation, we will create a human female called Feir, daughter of Terror. The character could just as easily have been male and called Fred the Gardener or Conan the Barbarian (no relation to that other Conan the Barbarian). Humans are the default “norm” against which other denizens of this fantasy world are compared, and their regular attributes are unmodified—simply the numbers you roll up.



To determine the prime attributes of a new character, roll three six-sided dice (3d6), add up their values, and write that total next to the first attribute on your list. Repeat this once for each attribute. These numbers may change later.

If you roll a triple for any of the attributes, mark that attribute with an asterisk. Any attribute for which you roll a triple gives you the option to make the character a specialist, which is a particular type of character described in Section 3.34. For the moment, simply make note of any triples you roll, and come back to it later.

STRENGTH (abbreviated STR) is the ability to exert force—lifting, shoving, pushing, etc. Strength can be a limiting factor in what weapons or

shields a character can use. (Attribute requirements are listed in the Weapons Tables, beginning in **Section 4.1**.) Strength also determines how much stuff the character can lug around.

Feir rolled a STR of 13. Within certain other limitations, Feir can use any weapon tirelessly as long as the strength requirement of the weapon is 13 or less. If her strength falls to 0 for any reason, she is unconscious and unable to do anything but breathe.

CONSTITUTION (abbreviated CON) is the general measure of a character's health. It is also the measure of endurance and how much punishment the body can absorb before dying. Hits taken in combat are subtracted from constitution. If CON ever goes to 0, the character is unconscious and dying. At that point, CON will go down by one point per combat round. First aid or magical healing can save the character's life during this time. However, if CON reaches -10, the character is dead.

Constitution may be used as a general measure of toughness or resistance to external forces, such as susceptibility to disease. Should Feir be exposed to a common disease (say the equivalent of measles), an easy saving roll on CON could be used to determine if she catches it. (The saving roll mechanic is explained in **Section 5.0**).

Feir has a CON of 13. She's healthy and sturdy but not exceptional.

DEXTERITY (abbreviated DEX) refers to both manual dexterity and physical agility. Many weapons have minimum dexterity requirements.

Marksmanship with missile weapons is determined by one's dexterity. Spellcasters need the dexterity of nimble fingers to manipulate magical forces.

Feir is quite ordinary with a DEX of 10. If she pursues magical knowledge, her DEX is high enough to allow her to learn to cast any first-level magic spell. Physically, Feir is no acrobat, but she has a reasonable chance to succeed at a minor challenge that depends on basic bodily coordination.

Matching attributes to a character

Generally, attributes get assigned by dice rolls that go straight through from beginning to end. Working with whatever the dice give you is a good role-playing challenge. But if you have a character concept in mind when you start to roll up your character, you might want to partially control the results. You can do this in one of two easy ways.

To keep some randomness, you may choose what attribute gets what rolls. Some rolls will be high and some will be low. Generally speaking, warriors should have high strength and constitution values; wizards tend to have high intelligence and wizardry; while rogues have high luck and dexterity. You can mix this up any way you like, of course.

The other option is to arbitrarily assign attribute numbers from a pool of points. An average first level human character has 84 points to work with, spread among the eight prime attributes. If you decide in advance that you want a smart character, a strong character, or someone who is lucky or charming—this is a convenient way to make that happen.

SPEED (abbreviated SPD) is more a measure of reflex speed and reaction time than absolute velocity (although there is some relationship). A good speed reflex enhances your combat ability. It is useful for dodging, reacting to an ambush, escaping from close combat, and anywhere else that a good reaction time would factor into the situation. Speed governs the “short twitch” muscles of a character, and comes into play whether they are sprinting out of danger (hence the relationship to velocity) or throwing themselves out of reach of an exploding trap.

With a SPD of 7, Feir isn't very swift or sprightly.

INTELLIGENCE (abbreviated IQ in these rules, or sometimes INT elsewhere) is the measure of a character's ability to reason clearly, solve problems, remember well, analyze situations, and so on. Spellcasters of all kinds have to be mentally sharp.

Feir has an intelligence of 12—smarter than many but plenty of people can outwit her.

WIZARDRY (abbreviated WIZ) is the measure of how much *kremm* (magical potency, also called *mana*) that the character can store and channel for purposes of working magic.

With a low rating of 8, Feir is not a good candidate to become a full-time professional magician, although limited spellcasting is within her reach.

Due to magic or misfortune during the course of an adventure, any of the prime attributes might go to zero. Usually this renders the character unconscious and unable to act, with the exception of wizardry. When WIZ goes to zero, it simply means spellcasters are helpless to cast any magic.

LUCK (abbreviated LK) measures the workings of blind chance. This attribute governs whether your character is in the right (or wrong) place at a critical time, or if you can get in a telling

blow at the right moment. A lucky character is less likely to trip a trap, more likely to make the best guess, and more apt to win at games of chance. Luck helps in combat, both melee and spellcasting.

With a luck of 17, Feir is exceptionally lucky for a beginning first-level character.

CHARISMA (abbreviated CHR) is the measure of one's personal attractiveness and force of personality. It is not the same as personal beauty, although there is often a high correlation. However, an extremely ugly or shockingly horrible-looking monster might have a high charisma attribute to account for its fearsome personality.

With a charisma of 12, Feir is considered reasonably good-looking and appears to be quite capable of taking care of herself.



3.2 Personal Adds

Attributes are more than simple numbers—they interact with each other to influence a character’s effectiveness in combat. This gives characters their *personal adds*, sometimes called *combat adds*.

When fighting, a character receives a bonus if STR, LK, DEX and/or SPD are above average. This reflects a character that can hit harder, get in a lucky blow, land that blow to good advantage, or act quickly in the thick of a fight. Statistically, an exceptional value is any number above 12. The character receives a bonus of one point for each specified attribute point over 12.

Feir gets +1 to her personal adds for her strength of 13. Her luck of 17 gives her +5. None of the other relevant attributes are above average. Therefore, her total personal adds are +6. How these adds affect her effectiveness in a fight will be explained in **Section 8.0, Combat**. ■

Changes to combat adds

Combat adds in Deluxe T&T have changed in two ways. In earlier editions, any attribute lower than 9 was a detriment to personal adds, a negative, but that impairment has been removed. Clumsiness, weakness, or slowness caused by having low attributes will be taken into account when the character tries to make saving rolls using those low attributes. Feir’s slow speed of 7 does not lessen her combat ability.

In addition, we have done away with separate missile adds, which put a premium on DEX and LK but gave no benefit for STR and SPD. Having a second formula for combat adds does not improve the game’s speed or ease of play, and the internal justification is insufficient. A heavier bow requires more strength to draw, for example, and a heavier gunne must be held steady, so STR remains a factor. Speed as a reflection of reaction time is spotting the right microsecond to shoot and being able to do so to get the best result—even if using something like a crossbow—so it too remains a factor.

If an existing solitaire or GM adventure refers to missile adds, use the character’s regular personal adds.

What is a “Saving Roll”?



When you are instructed to “make a saving roll”, roll two dice to check your abilities against the hand of fate. The GM (or your written adventure) will tell you what attribute to use for the roll and at what level.

Let’s say it’s LK for now; luck rolls are very common, although ANY attribute might be called for.

Level	What you need to roll (the number “to hit”)
1st.....	20 - current LK value
2nd.....	25 - current LK value
3rd.....	30 - current LK value
4th.....	35 - current LK value
5th.....	40 - current LK value
etc.....	etc.

Here is your formula: (Level × 5) + 15 = the minimum number you must roll to succeed.

Roll two dice.

If you roll 3 (1+2), you have automatically missed the roll, regardless of the value you needed. This is a fumble, and such a catastrophic failure means something bad should happen.

If the dice do NOT show the same value, add them and that is your result.

If the dice DO show the same value (doubles), add them up, and roll both dice again.

Keep rolling and adding everything together for as long as you roll doubles consecutively. When you throw the dice and do NOT get doubles, add in that last roll and make a grand total. That is your result.

If the result is equal to, or greater than, your to-hit number, you made your saving roll.

*If the result is less than your to-hit number, you missed it. For a more detailed explanation on Saving Rolls, see **Section 5.0**).*

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET



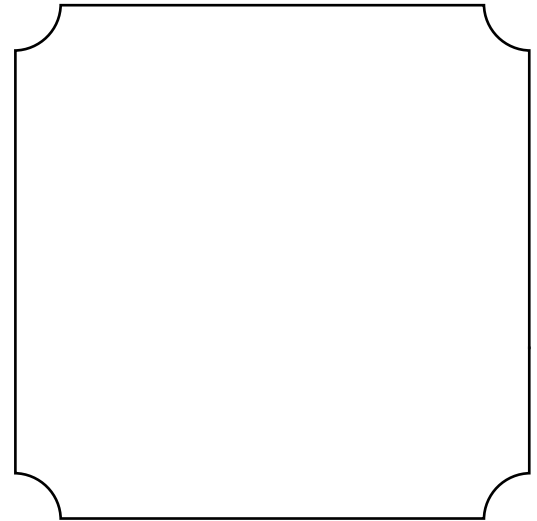
NAME: _____

KINDRED: _____ LEVEL: _____

CHARACTER TYPE: _____

GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____



Character portrait

**ADVENTURE
POINTS:**

TALENTS:

PRIME ATTRIBUTES:

AT FULL HEALTH	<i>Physical</i>	CURRENT STATUS	AT FULL HEALTH	<i>Mental</i>	CURRENT STATUS
<input style="width: 50px; height: 30px;" type="text"/>	STR Strength*	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>	LK Luck*	<input style="width: 50px; height: 30px;" type="text"/>
<input style="width: 50px; height: 30px;" type="text"/>	CON Constitution	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>	IQ Intelligence	<input style="width: 50px; height: 30px;" type="text"/>
<input style="width: 50px; height: 30px;" type="text"/>	DEX Dexterity*	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>	WIZ Wizardry	<input style="width: 50px; height: 30px;" type="text"/>
<input style="width: 50px; height: 30px;" type="text"/>	SPD Speed*	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>	CHA Charisma	<input style="width: 50px; height: 30px;" type="text"/>

PERSONAL / COMBAT ADDS:

+

**Your character receives
a BONUS of one point for
each of the following
attributes over 12:
STR, LK, DEX & SPD.*

WEAPONS:

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____

SPELLS/MAGIC ITEMS:

3.3 Character Types

First, a word about character type as a game mechanic. While classless games have their merits, we have elected to keep the familiar warriors, wizards, and rogues found in the game. Many games call such character categories “classes”; we call them *character types*. These categories are a keystone feature uniting this edition with earlier versions, and they reflect the familiar tropes of fantasy fiction. As a mechanic to individualize characters beyond their basic types, Deluxe T&T uses *talents* (discussed in **Section 6.0**).

The Three Basic Character Types

Where do they come from, these warriors, wizards, and rogues? In the end, the best answer became “it’s about their background.” For some characters, it could be formal training. A military brat might go through boot camp-like training to develop a warrior’s skills. Others learn by swapping tricks of the trade with experienced veterans. Wizards may have an advanced academic education, or they might have been raised by an itinerant shaman whose boyfriend runs the local Wizards Guild. Rogues typically learn their crafty ways in the School of Hard Knocks. Other rogues are to the manor born, with every advantage, but failed at their studies from laziness or dislike of their teachers.

There are countless variations on these basic themes. A native aptitude for magic (or lack thereof) plays into it, but otherwise training and/or background account for why characters know what they know. You freely invent this background for your characters, or discover it as you play them.

It should be noted here that not every person in the world falls into these categories. Even in a fantasy world, most people live relatively unremarkable lives as nothing more than non-player characters: shopkeepers, horse trainers, or house servants. However, the lead actors on stage in a fantasy role-playing game are our heroes, and those are the adventuresome characters focused on here.

What’s more, some of the playable kindreds (about which more later) are more magically-inclined than others, and others wouldn’t know the

first thing about manipulating reality with spells that didn’t come pre-packaged in a magical dornick or doohickey. More about the playable kindreds begins in **Section 3.40**.

3.31 Warriors

Warriors are skilled fighters. Whether raised in a warrior culture or drafted into some military order, the warriors-to-be became well acquainted with the care and handling of all manner of weapons and armor. As a freelance adventurer, they can wield any weapon with deadly efficiency.



Warriors are based on archetypal characters such as Robert E. Howard’s Conan the Barbarian or on the Arthurian Sir Lancelot. They understand force best, subtlety least. Gimli from Tolkien’s *The Lord of the Rings* is a perfect example of a dwarvish warrior. Other warrior templates include Roland, Siegfried, Cuchulain, Attila, Tarzan, and Bruce Lee.

A Warrior’s Specific Skill: Weapon Bonus

Warriors train with their weapons to be both proficient and efficient, able to eke out every iota of damage possible, based on his or her character level. *Warriors roll one extra d6 per character level on any melee weapon they are using.* They do not get this

bonus on ranged and projectile weapons (bows, gunnes) but they may use it with shields that have an offensive capability (like a bladed or spiked shield).

Thus, a sword with a listed rating of $3d6 + 3$ becomes a $4d6 + 3$ weapon in the hands of a level 1 warrior and a $6d6 + 3$ weapon in the hands of a level 3 warrior. If the level 3 warrior is dual-wielding those swords, each sword will get $6d6 + 3$.

Playtester feedback suggested that a full extra d6 per level was too overpowering, especially at higher levels. The rule was modified to permit this bonus only for melee weapons, but for those who still feel this is too much, we recommend only allowing an extra +2 points per weapon, per character level instead of a full 1d6 for every level.

A Warrior's Specific Skill: Armor Bonus

How should armor be selected and fitted, then be reinforced, repaired, and deployed in combat? The warrior knows, and they excel in the proper care and use of armor. *All warriors MAY have up to twice the basic protection from any equipped armor and shields*—but at the expense of added wear and tear on the equipment.

Thus, a warrior wearing a full suit of chain mail armor (11 points) and carrying a heater shield (5 points) has at least 16 or as much as 32 points of armor protection when in combat. However, if the warrior takes extra damage, the armor will begin to break down according to the wear-and-tear ablation rules on page 51.

A Warrior's Specific Detriment: No Innate Magical Ability

Warriors lack the intellectual skills and talent needed to wield magic. They may not lack intelligence or wizardry but, like being color-blind, spell-casting is simply beyond their capacity. They recognize the value of magic and magical artifacts, although they may disdain the use of magic as something suspect and duplicitous. Some warriors acquire magical objects, and they can usually make use of such an artifact as long as it does not require them to manipulate magical *kremm* or *mana* personally.

3.32 Wizards

Wizards are also called magic-users, magicians, enchanters, mages, adepts, sorcerers, witches, shamans, thaumaturges, and many other things depending upon place, time, and culture (some of which can't be written down in a wholesome document like this). What all of them have in common is both the ability and the training to tap into the forces of magic and to manipulate them with their psychic powers to alter reality.



The spellcaster template posits a child possesses an innate talent for magic. Once discovered (through systematic testing as is found in the Empire of Khazan or simple circumstance) the youth begins his or her education in wizardry. He might be impressed into service with the Wizard's Guild (perhaps to control a dangerous talent if left untrained). Her parents might indenture her to a powerful magus, or she elects to pursue a life of cloistered academic. However the proto-wizard comes by their knowledge, its acquisition is the focus of some years of their young lives. In the end, magic becomes their best weapon and surest means of protection.



Wizards are modeled on the Arthurian Merlin and Nimuë, Tolkien's Gandalf, or Jack Vance's Iuconnu. Harry Potter is a more recent magus that readers will be familiar with, and his years at Hogwarts typify the kind of extended training spellcasters undergo.

A Wizard's Specific Skill: Spell training

Wizards start out knowing all the first-level spells in this section of the rulebook. The Common Spellbook begins in **Section 9.5**. Some of these spells were first discovered or invented by non-human kindreds, but all are now the common property of virtually all active magicians and the pervasive Wizards Guild. There is no separate fee for wizards to acquire these initial spells—they learned them in the process of becoming trained.

Wizardry is a demanding calling, placing a premium on the prime attributes of intellect (IQ), dexterity (DEX), and wizardry (WIZ). Spellcasting is controlled by the mind of the magician, so intelligence is of great importance, as is the manual dexterity to shape and direct the forces of magic. Wizardry is the attribute that powers spells, so it is advisable for a first-level magician to have a pretty good WIZ to begin with.

First-level spells require a minimum IQ and DEX of 10 to learn and to cast. Higher level spells require higher IQ and DEX attributes, and generally cost more WIZ.

A Wizard's Specific Skill: Magical proficiency

Increasing familiarity with one's magic translates to greater efficiency using the kremm /mana required to cast. *As a wizard advances in character level, he or she casts lower level spells at a reduced WIZ cost.* To determine the actual cost reduction, subtract the character's level from the level of the spell to be cast. A third-level character casting a second-level spell gets a -1 reduction in cost. If the spell had a base cost of 6, it will only require the wizard to expend 5 points of WIZ.

All spells require some energy to get the ball rolling. Therefore, no spell may be reduced to a cost of less than 1 WIZ in this manner.

As wizards continue their progression, they

learn how to invent original spells, usually after reaching an IQ of 25 or more. Players moving between groups should get the approval of the session's game master before claiming to know spells not given in the T&T rules.

In another perk to gaining experience out in the world, magicians can pursue advanced studies with the Wizards Guild, spending adventure points (discussed in **Section 3.6**) to improve their understanding of magic. Once per level, they can invest 300 adventure points to become an Adept in a particular school of magic. This allows spells within that school of magic to be cast more easily: a flat -3 cost to cast spells from that school. (All other restrictions still apply.) The Schools of Magic are discussed in **Section 9.4**.

A Wizard's Specific Skill: Focus affinity

A young wizard trains to be able to focus his will through an object such as a staff, wand, piece of jewelry, or other item when casting spells. *Such a device reduces the cost of the spell by an amount equal to the magician's own level.* The benefit of a focus works in addition to the level advantage described above.

For example: a level-one wizard using a staff as her focus subtracts 1 point from the final cost of her favorite first-level spell. A fourth-level mage casting a first-level spell while using a staff could subtract 4 points for the focus and 3 points for his level advantage.

As above, no spell can be cast for less than 1 WIZ.

A Wizard's Specific Detriment: Limited melee combat skill

With their focus on schools of learning and scholarly efforts, wizards rarely receive much arms training and are limited to the most basic of weapons. *Magicians may only use weapons that do 2d6 in regular combat damage, plus the weapon's inherent adds.* (There is not much difference between handling a simple 2d6 dagger and a 2d6 + 5 katar.) This generally restricts them to daggers and staves, but the type of weapon is not important in itself. When fighting with a 2d6 weapon, wizards

do get their personal adds.

That said, a wizard can physically pick up and use larger weapons if his STR and DEX permits—an axe or mace, perhaps—but he won't use it effectively. *Wizards do not get their personal adds when meleeing with any weapon having more than a 2d6 base damage.* They get only the weapon's inherent damage in dice and adds.

Wizards can typically fight with magic and a weapon in the same combat round. This is discussed in more depth in the **Magic Section (9.0)**.

3.33 Rogues

In T&T, “rogue” is a catch-all term that describes a character with a desire to become an adventurer, but who lacks (or actively circumvented) formal training in either wizardly ways or military boot camp. “Rogue” does not mean “thief” in Tunnels & Trolls—it simply denotes a character with the inherent capacity needed to wield magic who was never fully trained. They can use both weapons and magic, but get no special advantages in either.

While the term is sometimes treated as shorthand for “rogue wizard” operating outside the formal structure of the Wizards Guild, this is not universal. Rogues may simply be ne'er-do-wells, someone whose upbringing led them to the edges of their society's structured norms. Despite having the innate ability, a rogue might have fallen short of the necessary intelligence or dexterity to join the Wizards Guild. They might be a noble's lazy child who would not apply themselves to their studies, and so got thrown out of school. A rogue may have grown up in a backwater settlement unable to find a teacher, or too poor to afford the Wizards Guild tuition. What knowledge they possess, they get on their own.

The details below describe all rogues up to 7th level. At 7th level, they have a life-changing choice available, at which time they may elect to remain “a rogue” or they can pursue studies that let them become more like a regular wizard or warrior without losing that special something that made them rogues in the first place.

Rogues are loosely modeled on Fritz Leiber's

Grey Mouser or Jack Vance's Cugel the Clever. More recent examples might be Robin Hobb's Fitz Chivalry Farseer or Patrick Rothfuss's Kvothe. Rich or poor, rogues can rely on both magic and weapons to serve them, but even more so, they get by on their wits and luck. Characters rolled up with high luck scores make good rogues.



A Rogue's Specific Skill: Magical attunement

Rogues have the capacity to learn magic. Without a wizard's training, young rogues never find magic as easy as it is for true wizards, but they can potentially learn any spell for which they have the required IQ and DEX.

A rogue may start out knowing any one spell for which he or she has the required IQ and DEX. It does not have to be a first-level spell. Rogues must always pay the full listed WIZ cost of any spells that they cast. Unlike wizards, they do not reduce a spell's casting



cost by their character level, nor can they use wands or other devices to reduce the casting cost. They can cast spells they already know at higher levels if they have the attributes to support it. Higher-level spells are not different spells (as other editions have suggested), once the fundamental principles are understood.

The Wizards Guild will not teach spells to rogues for any fee (although see more below). Rogues have to find other ways to acquire their spells, and back-alley wizards or the shadowy Rogues Guilds often charge a usurious markup. Rogues cannot invent new spells. Like warriors, however, they can use magical widgets and dornicks they acquire in the course of their adventures. Unlike warriors, they can utilize their WIZ attribute to power these items (at the GM's discretion, as always).

Like wizards, rogues can use magic and a melee weapon in the same combat round. They can enchant their dagger, for example, and wade into battle in the same round.

A Rogue's Specific Skill: Talented

Rogues are pretty adaptable by nature. *Rogues get one extra talent immediately, at the time they are rolled up.* (Talents are discussed in detail in **Section 6.0.**)

In addition, if they choose certain typically rogue-like talents (suggestions are starred in the talents list), they can continue to take them as one more "free" talent at every other (even-numbered) level in addition to their more ordinary talents. These are treated exactly the same as all other talents, but rogues get extras.

A Rogue's Specific Ability: Flexibility of Type

By the time a rogue reaches 7th level, we expect that they have been around the block a few times. They know how warriors benefit from greater understanding of their martial skills. They understand that magicians benefit from deeper studies of their magical crafts. Some rogues will decide to buckle down and focus on one or the other of these pursuits. Others will decide they like their lifestyle just as it is.

At 7th level, a rogue has the one-time option to specialize as a warrior or wizard, gaining the abilities of those classes without completely forgetting the knowledge or abilities he or she has acquired to date. In

effect, these characters become the warrior-wizards of yore. Making the shift is not a requirement, but simply an option. However, if chosen, it is permanent.

Specifically, this means:

A new warrior-rogue would have the warrior's armor bonus and the weapons bonus, but would retain the ability to cast those spells he or she has learned up to that time. They cannot learn to cast any new magic thereafter, and they can no longer get the rogues' additional talents at each level. This is the only sub-variety of "warrior" that can expend WIZ because these characters were not "born magic-blind." (It should go without saying that loading up a rogue with every spell in the book, but only when they're inches away from becoming 7th level, is kind of stacking the deck unfairly. Not that we're going to chain you down with a rule: just be reasonable.)

A new magician-rogue would have the ability to use focus objects, to cast magic more easily for being higher level, to invent spells, and to benefit from specializing in particular schools of magic. They gain admittance to Wizards Guild secrets. They retain the ability to get their weapon adds for weapons greater than 2d6. They can no longer get the rogues' additional talents at each level. (Some ultraconservative Wizards Guilds use the derogatory term "rogue wizard" for these characters, and refuse to sell them spells on principle. However, most guilds accept reality and just take the character's money.)

If the rogue chooses to remain a rogue, he or she will be able to continue collecting extra talents as previously described. However, her or she may not morph into a warrior-rogue or a magician-rogue at a later stage of life. Old dogs, new tricks, and all that.

Remember our friend Feir, daughter of Terror? She is a rogue. She could have been a mage, having been born with a DEX of 10 and IQ of 12, but was more favored with luck (17) than wizardry (8). Trying to learn magic wore her out. Being a happy-go-lucky and rather mischievous kid was lots more fun, so she learned to count on her luck to keep her one step ahead of trouble.

3.34 Specialists

A specialist is a character born with an ability so extraordinary it defines them and how they think about themselves. The person would be a savant or a great native talent in our world. In Trollworld, a specialist could even be a mutant if the final attribute skews far beyond normal bell curve numbers.

When a player rolls a natural triplet on at least one prime attribute when creating the character, that character is a specialist. That's why we said to put an asterisk () beside the attribute to remind yourself that this attribute began as something unusual, even if attributes change through the character's life span.*

Now the TARO rule comes into play—"triples add and roll over." Take that attribute number as a base and roll three dice again, adding the value to the base number. *If you get triples again, keep rolling and adding until you get no triples.* The final result is your base attribute for that character. The number will not be less than 7 for a specialist and might be more than 18—possibly a lot more.

In these basic rules, the player still elects to be a warrior, wizard, or rogue for his specialist character, with all the type-characteristics of those character templates. The extended discussion of specialists in Elaborations, **Section 12.2**, allows more complex options. Here, it is simply an innate edge, like the kid who is faster or stronger than everyone else, and comes to identify with that. Or the super-smart kid who expects he can think his way out of anything. Or the tough guy who knows he can take the hit and keep on coming. Players should think about what makes their characters "special" because of this natural advantage, and role-play creatively to that angle.

Although it is unlikely that one would roll triples more than once during a character's initial generation, it can happen. When it does, the player may enjoy the character who is a specialist in more than one respect.



What are the odds?

For the curious, there is a 1 in 36 chance of triples happening for any given attribute—less than 3%. Although you get eight opportunities—once for each attribute—the overall odds remain 1 in 36 because each roll of the dice is independent of previous rolls.

The odds of rolling two triples in a row are $1/36 \times 1/36$, or less than .08%. Three triples in a row is even more daunting, barely over .002%. It's a bit like winning the lottery. Play your specialist accordingly.

3.40 The Playable Character Kindreds

The basic T&T character is human, the standard against which all other characters are compared. The eight prime attributes are $1\times$ the values rolled on the dice, with no alteration. Rolling up Feir, daughter of Terror, we made her human to keep explanations simple. The bell curve of attributes reflects the range of variability among the people you see every day.

However, fantasy worlds have fantastic inhabitants. Jim “Bear” Peters and Steve McAllister created the original “Peters-McAllister Chart For Creating Man-like Characters,” describing how to roll up elves, dwarves, hobbs, fairies, and leprechauns. Collectively these sorts of characters are called “the good kindreds.” These are the bread and butter of traditional fantasy role-playing.

When rolling up non-human characters, you will use the same eight prime attributes, still rolled up on 3d6. However, non-humans may have different multipliers on some of their attributes. A

dwarf is twice as strong as a human; a fairy is just one-quarter as strong. Roll the dice as you would to create a human character, and then modify its attributes by applying the multipliers given. If the multiplier is >1 , round down; if it is <1 , round up. (Statistics and natural numbers trend toward the median.)

The attribute multiplier of SPD for all characters, regardless of kindred, is 1.

For the basic game, the character types of warrior, wizard, rogue (and specialist) apply to both humans and non-humans. Although non-human kindreds may have been raised in different cultures and call their character types by different names, the templates still apply in general terms. A wizard might be called a shaman or an adept, a warrior might be a soldier or a thug, and the rogue might be a thieving guttersnipe or a noble dilettante, but how they handle weapons or magic will be the same. In the **Elaborations Section 12.2**, you will find guides to develop unclassified characters who do not fit the mold of T&T's basic character types.



More on “soft attributes”

Social and cultural effects of “soft attributes” like economic class, gender, ethnicity, and what is acceptable behavior we leave in the hands of players and their Game Masters. The default tropes of fantasy (with its nod toward Western medieval history and prehistory) influence T&T's underlying assumptions, but this should never limit you. This is a fantasy game, not a historical recreation. Anything is possible. Create characters who feel personally relevant, or stretch your imagination, characters who are interesting to play, and you're doing it right. Should you wish to do this with a distinctly Trollworld flavor, the Atlas provides history and resources beginning on page 227.

The Good Kindreds

Humans, Dwarves, Elves, Hobbs,
Fairies & Leprechauns



These character kindreds can be found in almost every part of the world, although they may not be the dominant species of every region. They can generally fit into almost any adventure or scenario.

3.41 Humans

×	STR	CON	DEX	LK	IQ	WIZ	CHR	Hght.	Wght.
Human	1	1	1	1	1	1	1	1	1

This is us. Dark, light; tall, short; civilized or savage; townies or tribal. Take your pick. Humans in Trollworld have no special advantages to their attributes except, it seems, a willingness to strive, to go anywhere and try anything, an adventurous spirit unequaled among all the kindred. They have an inner resiliency, too, that has enabled them to not only survive but actually thrive in a world dominated by bigger, stronger, more clever kindred. *How is that even possible?*

Humans get a second chance at pretty much everything, a reflection of the determined human spirit and willingness to strive. *Every full-blooded human character has a second chance to make any required saving roll, IF the first one fails AND if it does not fail catastrophically (meaning, by a fumble).* A fumble still takes full effect with no chance of a do-over, but a less dire failure may be discarded. No adventure points are earned for a discarded roll. The saving roll remains at the same

level for the second roll, and any consequences of a second roll—as a success or a failure—take full effect.

GMs who feel this is too potent an ability might permit a character only a limited number of such rolls per gaming session, perhaps the roll of 1d6.

3.42 Dwarves

×	STR	CON	DEX	LK	IQ	WIZ	CHR	Hght.	Wght.
Dwarf (Gristlegrim)	2	2	1	.75	1	1	1	.67	2
Dwarf (Midgardian)	2	2	1	1	1	1	.75	.67	.80

There are several varieties of dwarves to be found in the world. The ancient wizard Gristlegrim created the only native species, the People of Gristlegrim. He had them carved from stone and animated to be his personal subject race, and to face down the stone trolls in a never-ending war beneath the earth. He used models transported across the multiverse from Midgard (sometimes called Earth), and some of those Midgard dwarves remained and prospered.

All the dwarvish kindreds share certain qualities to a greater or lesser extent. All are sturdy and strong, see well in the poor light, and have an exceptional sensitivity to all things mineral. This helps them to locate and judge the value of gems, raw ore, and refined metals. Adventurous dwarves are

generally good fellows, stout brawlers, and among the best dungeon-delving buddies you could ask for.

The People of Gristlegrim look little different from the Midgard dwarves, but they can be identified by a G rune hidden somewhere on their bodies that enables their animation. A favorite spot is the bottom of the chin, or on the sole of one foot. There are no child dwarves because they are created in the form they wear their whole lives, although they spend 20-50 years developing knowledge and a personality while laboring in the deepest caverns. The majority never leave their fortress-cities tunneled miles deep below the surface. On their home ground, the People of Gristlegrim are secretive, suspicious, and greedy.

The Midgard dwarves, spawned in myth as the maggots of Ymir, are an ancient people abducted from their home by a madman. Gristlegrim returned most of them to Midgard when he was finished with their services, but overlooked many. Being industrious stoneworkers, as well as accomplished mages, fighters, and traders, the Midgard dwarves

set about making themselves at home. While most of the People of Gristlegrim remain sequestered far below ground, the less numerous Midgardians delve less deeply. Whether by deliberate alliance or by happenstance, these dwarves provide protective coloration for the more numerous People of Gristlegrim.

Dwarves are capable magicians when they set their minds to it, but their natural brawn leads many to being drawn to a warrior's profession. Although they are excellent craftsmen, there are few dwarven inventors or innovators. Luckily, they frequently associate with gnomes, (more fully described among the illkin, page 189) who are full of wacky ideas that the dwarves can sometimes turn into working prototypes.

A little-seen offshoot of the Midgard dwarves are the ill-disposed Dakk. They have grown corrupted by their fascination with dark magics, which they have grown to favor over the brute physicality of muscle and machine.

3.43 Elves

×	STR	CON	DEX	LK	IQ	WIZ	CHR	Hght.	Wght
Elf	1	.67	1.33	1	1.5	1.5	1.5	1.10	1

The elves were the first outsiders to arrive on Trollworld. Their earliest legends suggest that they came through great magical gateways in a wave of migrations, fleeing the depredations of the dragons. They arrived in the company of fairies, leprechauns, and other lesser-known sprites; the shadowy Vartae, pixies, and others came in later migratory waves. Certainly, an ancient enmity exists between the elven peoples and the dragons, who apparently travelled to Trollworld in a similar fashion.

It is not always recognized that there are different kinds of elves. Those that call themselves "true elves" are the variety seen most often. The less-common Vartae call those elves "the sunlight elves" or simply "elves of the light." The wee folk (fairies, leprechauns, and other sprites) are sometimes considered "low elves," but claim no kinship aside from all being native to a distant world.



Elves live in all major forested areas, and those are the folk most people think of when the word is used. But there are also jungle elves, seafaring elves, and desert dwellers. The Vartae favor underground realms, sometimes putting them at odds with dwarven peoples. Even among the forest or wood elves, there are many different tribes and traditions.



© 55 Concept

Typically, elves are a bit taller and slimmer than humans. Their ears come to distinct point on top with very little earlobe at the bottom, and they seem able to hear just a little better than most humans. Skin tones range from deep ebony black and shades of dark blue or gray, to palest albino white, and many forest elves have grass-green or brownish hues. Hair color can be from any part of the spectrum.

Elven eyes are slanted, slitted like a cat's, and the irises come in unusual colors like amber, turquoise, and royal purple. This lends itself to rumors that they can see in the dark, or make out details at the farthest horizon-but these beliefs are unfounded. The Vartae see better in dim light than do the sunlight elves, but very bright light can be blinding to them.

While elves are relatively common, this is a consequence of their exceptionally long lives. Children are rare, and many elves practice magics to enhance their fertility and opportunity to mate. This has consequences when they are around other kindred, particularly in combination with their natural attractiveness. Other kindreds seek them out for conjugal relations, so elven hybrids are not uncommon.

A peculiarity of true elves is that certain parts of their bodies never stop growing, including their noses, ears, fingers, and toes. The growth of these body parts slows as time goes on, but never stops entirely. Truly ancient elves may be recognized by the extreme size of their ears and noses. Among themselves, nasal length and high-reaching ears are status symbols denoting age and power. In the presence of outsiders, these ancient ones cloak themselves in illusion when the growths reach grotesque proportions.

True elves do not favor "labor-saving" devices. They disdain machines and base metals in favor of magic or simply doing things the hard way. They have an aversion to iron which can make them feel ill, the more so as they age. Adventurous elves are often young men and women, and they sometimes carry magical items that enable them to endure proximity to the metal and its alloys.

As crafters and smiths, elves greatly prefer silver, gold, and the silvery substance known as ril (also known as elvish silver, or moonsilver). Elvish smiths say ril is actually a kind of wood harder than steel, and even metal-sensitive dwarves are baffled by the substance which humans believe to be platinum-but dwarves know about platinum, and that it is not. So far, elves have kept the true nature of ril a secret.

There are few magic-blind elves, although not all develop their abilities. Elves excel at professions reliant on wisdom, knowledge, and beauty. They love music, drama, and storytelling, and their powerful memories retain details of the past which other people have long since forgotten.

3.44 Fairies

×	STR	CON	DEX	LK	IQ	WIZ	CHR	Hght.	Wght
Fairy	.25	.25	1.75	1.5	1	2	1.5	.10	.01

Fairies, like leprechauns and sprites, first appeared on Trollworld at the same time as the elves. Although they claim to be no relation, fairies are occasionally called “low elves” and treated as ordinary elves of diminished stature. They take umbrage at being confused with the pixies (the quasi-intelligent insects), since fairies wear flesh and bone instead of a chitinous exoskeleton and lack the dreadful table manners of pixies.



Like true elves, fairies tend to be slender and humanoid, lovely in form and feature, but just half a foot tall (and sometimes much less so). Fairies have transparent dragonfly wings sprouting from their shoulder blades,

and they can fly. There’s nothing more pathetic than a walking fairy, but any fairy attempting to fly with more than half its basic carrying capacity is too overburdened to get off the ground.

Fairies are naturally magical but seldom studious or serious enough to be accomplished mages. Being light-hearted and frivolous, their wits are often underestimated, but fairies easily learn whatever holds their interest. They make excellent spies and scouts, and their tiny fingers get into places larger races cannot touch.

3.45 Hobbs

×	STR	CON	DEX	LK	IQ	WIZ	CHR	Hght.	Wght
Hobb	.5	2	1.5	1.5	1	1	1	.5	.75

Hobbs are short, somewhat hairy, humanoids with big eyes, bigger ears, and even bigger feet. The people are somewhat reclusive by nature, although not unsociable—they simply prefer to live in small villages found in isolated valleys or in underground

warrens. They are sometimes called halflings, being about half the height of an average human.

An adventuresome hobb often relies on missile weapons because, while sturdy for their size, they lack the brute power and resilience of a dwarf but their dexterity compensates for a lot. With a keen eye and sound intellect, they make deadly marksmen.

While many hobbs are content to stay home and raise roses, many are venturesome and unreasonably bold. Their perseverance is legendary when they set their minds to a task, so they can become fearsome mages as well as dedicated military strategists or masterminds of the criminal underworld. When hobbs turn bad (and they do), they are called rapsCALLIONS and viewed as one of the illkin.

3.46 Leprechauns

×	STR	CON	DEX	LK	IQ	WIZ	CHR	Hght.	Wght
Leprechaun	.33	.67	1.5	1.5	1.25	1.5	1	.33	.10

Leprechauns are mostly a peacable people but puckish, loving pranks of all kinds. Leprechauns and gremlins take particular delight in getting each other blamed for their mischief. The only thing better than a good prank is gold, which holds an allure for them even beyond that of other kindreds—hence their willingness to take up the life of an adventurer.



Another of the sprightly and magical people who arrived with the elves while escaping dragons, leprechauns are not a particularly unified people. Various leprechaun lords arise proclaiming sovereignty over this region and that, but the fiercely independent sprites give them only moderate recognition (and if the lord’s gold runs

out, his followers go elsewhere).

Leprechauns are not unattractive by human standards, but are more often seen as “cute” than “beautiful.” Standing about two feet high as adults, they share the elven trait of small pointed ears. Some have large eyes with an almost childlike expression. Hair color is often shades of red but coal-black hair is also common, over a ruddy complexion. Easily underestimated, leprechauns are blessed with wit and luck, as well as the nimbleness to get out of—or into —scrapes of all kinds. With a propensity to play jokes on people who might lack an appropriate sense of humor to take the jest, these are useful qualities!

Like fairies, magic runs in the veins of all leprechauns and their black-hearted relations, the

redcaps. All should be classified as wizards or rogues. Acquiring spells can be hit or miss for a leprechaun, as the people are rarely on good terms with the official Wizards Guild whom they find too stuffy. However, common spells are known and shared among their own people in a kind as a substitute for the Wizards Guild.

All leprechauns have the innate ability to teleport themselves short distances. This functions as a natural *Wink-Wing* spell, allowing them to cover up to 50’ in any direction for only 5 points.

While leprechauns possess nimble fingers and an inventive bent, their reputation as shoemakers is exaggerated.

(In Elaborations, you will be able to find more about the illkin and other playable kindreds.)



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3.5 More About Your Character

There is more to creating a character than dreaming up a name and rolling up stats. You will find a lot of other information laid out here that you will want to keep track of.

3.51 Height and Weight

A character may be any reasonable height or weight that its creator wishes, in which case you simply decide for yourself. If you prefer to determine these characteristics randomly, roll 3d6 and find a result on the chart below. These numbers are for human characters. Non-humans adjust according to their multipliers.

One roll is sufficient to determine both height and weight—they are calibrated together. The lower weight will give a fit but somewhat slimmer character, and the higher number will be more muscular and bulked up. If you want some unlikely combination, roll once for height and separately for weight.

HUMAN HEIGHT & WEIGHT		
ROLL 3d6	Height ft/in	Weight lbs
3	4'4"	60-75
4	4'7"	75-95
5	4'10"	95-115
6	5'1"	110-135
7	5'3"	125-150
8	5'5"	135-165
9	5'7"	150-175
10	5'8"	155-185
11	5'9"	160-190
12	5'10"	165-195
13	6'0"	180-210
14	6'2"	190-230
15	6'4"	200-240
16	6'7"	220-265
17	6'10"	240-280
18	7'1"	255-300

While these are “normal” heights and weights loosely calibrated to worldwide norms for males, we have usually played our female characters to be just as tall and fit as their male counterparts. On the average, though, women around the world come in about 95% of the height of their male countrymen, so feel free to make that adjustment if you prefer.

Feir turns out to be pretty imposing. Rolling 12 on the height/weight chart, she’s fairly tall at 5’10”. In keeping with her rogue-like nature, we’ll leave her on the slimmer side at 165 lbs.

3.52 Weight Possible and Weight Carried

Trollworld may be a magical place, but gravity, weight, and mass still affect what characters can carry (usually). You’ll need to know the maximum *Weight Possible* and, as you equip and provision your character, how much they are actually carrying (*Weight Carried*).

WEIGHT POSSIBLE is the total weight that the character can *potentially* carry. This is a simple function of the strength attribute: a character can potentially lift and carry 100 weight units per point of STR. (Consider 10 weight units = 1 pound, or just under half a kilogram. Use weight units, kilos, or pounds however you prefer, but be consistent.)

Feir’s STR is 13, so her carrying capacity is 130 pounds (1300 weight units). At full load, she could carry that much weight for as many game turns as she has CON points, at which time she will be unable to continue without rest. She can carry half that much (65 lbs.) for four times as long.

Circumstances may arise when a character needs to move more than their natural STR would allow. This is not impossible, but making a saving roll would be required; failing on the roll will probably have dire consequences. See more about Saving Rolls in **Section 5.0**.



WEIGHT CARRIED is the total weight that the character is *actually* carrying around with him or her at any given moment. Weapons, armor, clothing, and money all have a certain weight. Until Feir gets provisions and other belongings, this entry is blank.

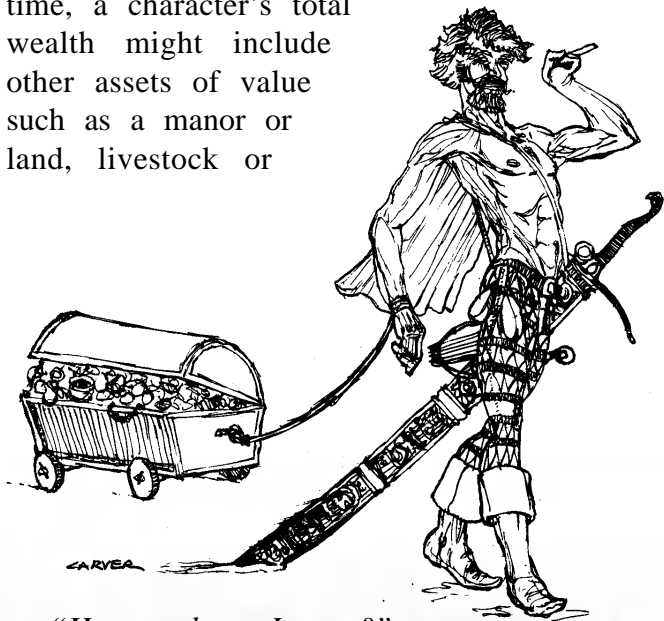
3.53 Possessions

GOLD (abbreviated GP or gp, short for “gold pieces”). This is the measure of a character’s personal wealth at any time—the character’s liquid capital that can be spent easily and immediately.

There are quite a few ways to get your character started off with their cash and other possessions. (Section 4.0., pages 30 and 31) describes seven of them!) The most basic method to determine how much money a character starts out with is to *roll 3d6 dice and multiply by 10 for the number of gold pieces your character possesses at the moment he or she first comes to your attention.*

Feir starts out with a roll of 8, giving her a modest 80gp to jingle in her pocket. Every coin—gold, silver, or copper, weighs exactly one weight unit, so right off the bat, Feir is carrying 80 weight units.

A character need not carry all their money with them at all times. Cash can be left with a friend, buried in a secret location, put in a bank, or anything else you wish. In time, a character’s total wealth might include other assets of value such as a manor or land, livestock or



“How much can I carry?”

mines, or investments in trading ventures. This should be kept track of (and the value), but it might not be spendable, liquid capital. Furthermore, the number under **GOLD** could be negative if the character owes money.

WEAPONS: This will be where you list all the weapons your character owns. It also helps to keep track of how many dice + adds the weapon gets, its range if it is a missile weapon, and if there is anything special about it, like an enchantment. Put an asterisk beside weapons the character is actually carrying on their person at any given time, bearing in mind that there are limitations on the weight it is possible to carry.

Feir has not yet equipped herself, so this is blank for now. (*See her partially filled in character info on the next page.*)

ARMOR: List by type or piece the armor and/or shields a character is using, and how many hits it will take. Shields count as armor although they require a minimum strength and dexterity to wield.

As with weaponry, Feir has not yet chosen her armor, so this is also blank.

SPECIALTY ITEMS: List here any specialty items (especially any magical items) that the character picks up during his adventures, and exactly what they do.

At the start, Feir has none.

OTHER PROPERTY: Here you write anything else the character buys (steals, finds, or is given). You may prefer to write these things on the back of the card, but be sure it is written down before the active part of the game begins. You know that your character collects bits of string, or is wearing alligator skin thigh-high boots, but if you don’t have it written down, the Game Master has every right to treat you as if you were barefoot in his cactus room.

A character’s belongings are likely to change over time during the course of play, so be sure to keep an accurate accounting of whatever gets picked up, destroyed, or lost.

3.54 The Rest of the Story

Finally, add any other brief notes to your character card. Make note of those things that will help define him or her in your mind and jot down any other intrinsic peculiarities about the character or their background. (“Hates bugs; natural redhead; a reckless showoff; tattoo of MOM on left forearm.”)

Your character card might look something like Feir’s now:

NAME: FEIR, DAUGHTER OF TERROR

Type: ROGUE **Level:** 1 **Gender:** F

Kindred: HUMAN **Ht:** 5’10”

Wt: 165 **Hair:** BLACK

STR: 13 **CON:** 13 **DEX:** 10 **SPD:** 7

IQ: 12 **WIZ:** 8 **LK:** 17 **CHR:** 12

Combat Adds: +6

Adventure Points:

WT Poss: 1300 **Wt Carried:** 80

Gold: 80 GP

EQUIPMENT

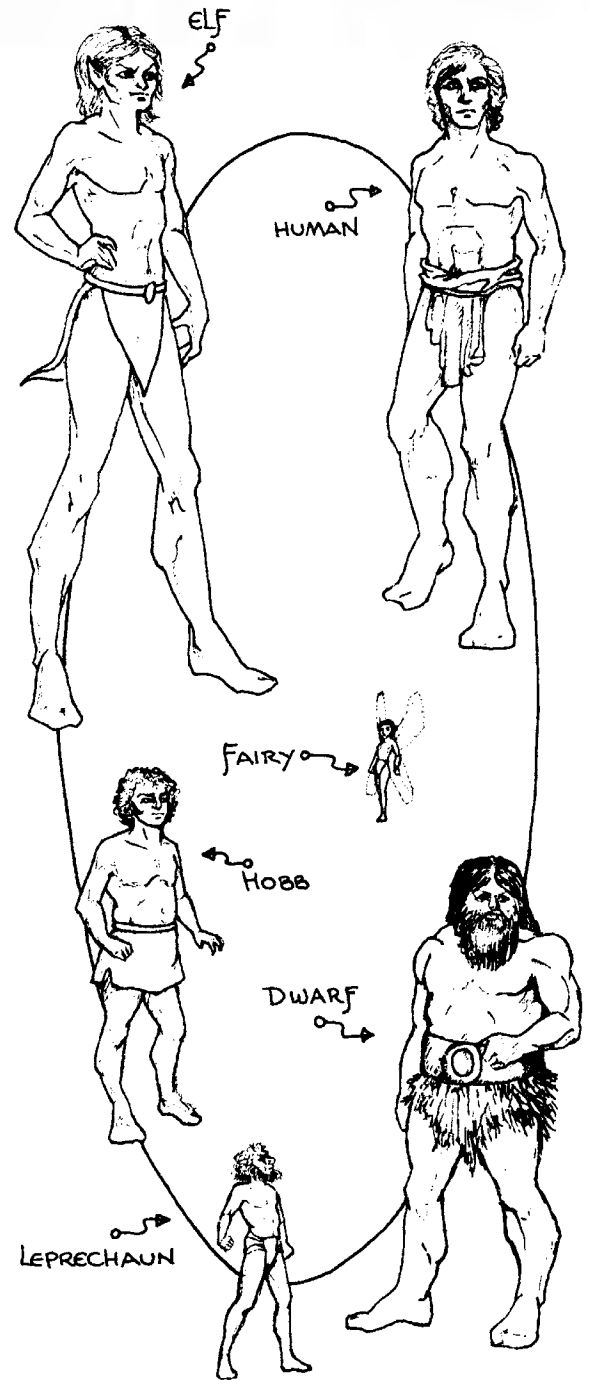
Weapons:

Armor:

Special Items:

Other Property:

Other Info:



THE HUMANOID KINDRED AND THEIR RELATIVE SIZES (APPX).
 'danforty49.

(Feir’s kindred is human, but she could have chosen to be any of the humanoid kindreds shown on the right., and there are other kindred choices beyond these. See section 13.0, **Other Playable Kindreds** for more information.)

3.6 Character Progression

Feir is just starting on her life of adventure. As your characters go a'heroing and survive various perils, they will become more experienced, developing qualities that might help them survive future excursions. In Deluxe T&T, adventure points and advancement of character level simulates how new learning translates to making the character better over time.

Being higher level offers certain advantages. Higher level magicians cast lower level spells more easily, but do not have to be of a certain level to acquire those spells. Higher level warriors don't get "higher level weapons"—the weapons are the same for everyone—but higher level warriors are better using those weapons. Rogues develop many new tricks and ruses as their assortment of talents expands.

Acquiring adventure points (abbreviated AP) is one of the primary ways your character will grow. APs are the tally of points awarded for various reasons by the Game Master during the course of the character's adventures. The points for a newly rolled-up character begin at zero but accumulate from one gaming session to the next, until they are used.

Adventure points have limited purposes in Deluxe T&T:

- ◆ *APs are used to increase attribute values. This is their primary use.*
- ◆ They can be used to acquire and improve talents. (Talents get discussed in **Section 6.0**.)
- ◆ Wizards can use them to pursue advanced studies in a particular school of magic. (The Schools of Magic are discussed in **Section 9.4**.)

To increase an attribute by one point, you must spend 10 times the current attribute's value. Once spent, those points are gone and should be deducted from the running total on the character record.

As an example, let us say that Feir has accumulated 123 AP while out adventuring. The player wants to improve her poor speed. To raise SPD from 7 to 8, they spend 70 AP. After subtracting 70 from 123, Feir has 53 AP left to use another time.

Adventure Points = Experience Points

*In previously-published works, adventure points were also called **experience points** and abbreviated **EP**. The numbers can be treated the same, whichever term is used.*

3.61 It's a Learning Experience

Adventure points come from having some kind of adventure... a "learning experience." Often, this means accomplishing some feat such as killing a foe, or attempting a saving roll (described in **Section 5.0**). You might even fail, but you might have learned something from the experience (usually).

So how do you get adventure points? There will be more about this deeper in the rules, but the common ways can be remembered with the Four S's: *Slaying, Saving Rolls, Spellcasting, and Special Events*.

SLAYING: Win a fight by slaying or subduing your foe, and you will be rewarded according to how tough your opponent(s) were. (More about AP rewards for combat is in **Section 8.7**).

SAVING ROLLS: Saving rolls may be be all that stands between you and horrible doom, so you're in "an adventure" whether you like it or not... and are rewarded accordingly. (More about AP rewards for saving rolls is in **Section 5.0**).

SPELLCASTING: Altering reality by manipulating the forces of magic is always a delicate proposition, so those who cast magic are awarded points for their spells. (More about AP rewards for magic is in **Section 9.2.1**, page 95)

SPECIAL EVENTS: Finally, players are rewarded for their character's cleverness, daring, or simply for having the grit and fortitude to successfully complete what he or she set out to do. In addition, a player whose role-playing skill enhances enjoyment of the game for all involved may be awarded points as well. (More about AP rewards by GM fiat and special circumstance is discussed in **Section 10.3**.)

3.62 Character Level

Character level is a shorthand way to assess a character's perceived expertise. *A character's level is determined by their highest prime attribute divided by 10, rounded down.* It makes no difference which attribute is the highest.

If a character's highest attribute is 1-9, that is a 0-level character. (Poor guy!) If the highest attribute is 10-19, he is a 1st level character; 20-29 is a 2nd level character; and so on. Prufrock the thief has a luck of 26 as his highest prime attribute, so he is a 2nd level wizard. Tink-tink the Adorable has a charisma of 33, so she is 3rd level. In the case of our exemplary rogue Feir, she's a first level character because her highest attribute (luck) is 17.

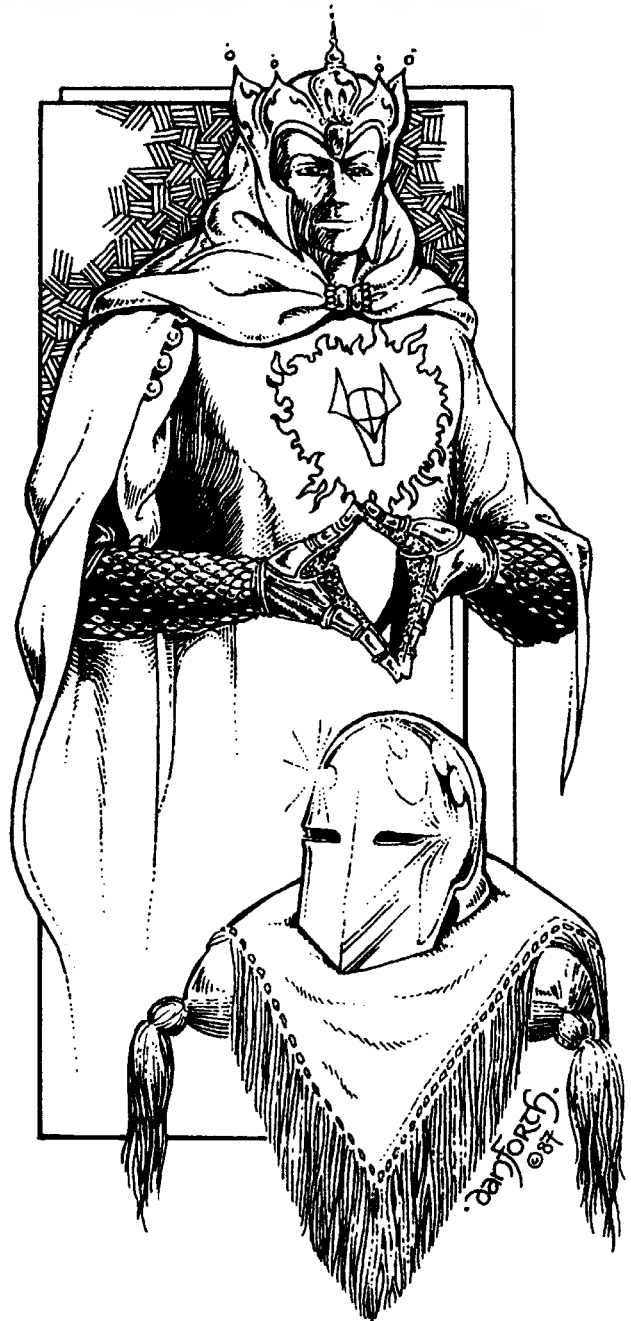
It is possible for a freshly rolled-up character to start out above first level if one of their attributes happens to be 20 or above. This may come about depending on what character kindred is chosen (starting in **Section 3.6**, The Playable Characters) or if the character is a specialist (discussed in Character Types, **Section 3.34**).

This system puts a premium on the player's strategic choice about their character. A player might try to keep all attributes going up at about the same rate, crafting a well-rounded character. Such a character deals well with everything that comes along but cannot really shine in any particular area.

Another logical choice is to concentrate on the attributes that define one's character type, since those characteristics are the ones you rely on. Such a character will do well in day to day expeditions, but risks failing a difficult saving roll when the adventure tests every ability.

Finally, some players will zoom to the highest level possible as quickly as possible on a single attribute, aiming for high-quality rewards and more engaging challenges. Such a character will be perceived as an adept, high-level hero because of that single exceptional statistic, but their overall competence might be unexpectedly feeble.

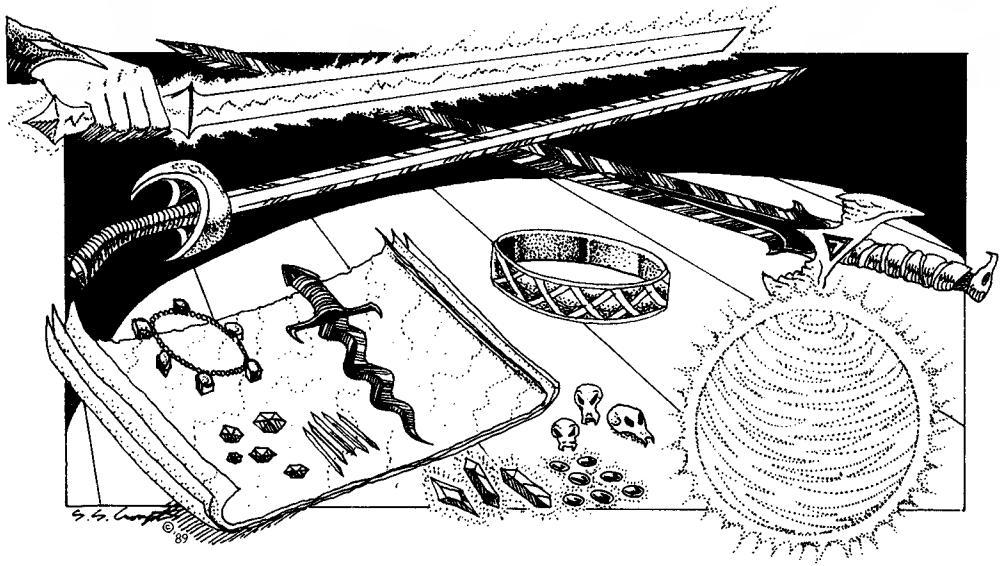
All these options offer different possibilities for role-playing in addition to the "min-max" opportunities for those in love with spreadsheet mechanics!





4.0 Equipping Your Character

When starting a fresh character, the common assumption is that you have little more than the clothes on your back. Maybe you saved a little money (those gold pieces you just rolled up), but if you are fresh off the farm, your hero-to-be needs to get some gear and equipment—things like weapons, armor, food and provisions, medicine, and tools—before you're ready to face those hostile monsters or trek across the countryside.



There are many ways for newly-created characters to acquire what they need. Given here are the most common methods, with a few added ideas in the sidebar.

THE BASIC METHOD of equipping new characters is to let them spend the money they start out with. Figure they have only ordinary clothes on their back and that they will buy what they want (and what they can afford) from the tables that follow.

This is the default method most players use. The biggest advantage is that it requires no Game Master involvement, and the players make all the decisions for themselves.

THE POORBOY METHOD has the PCs starting out with nothing except the gold they rolled up initially, and the clothes they've been wearing before they "first came to the player's attention"—and that's it. In this method, the Game Master makes the PCs find/buy/acquire equipment as the adventure progresses. I rather like this scheme as it speeds up character generation and gets the game session started.

The downside for the GM is that you must design everything into your adventure that characters will need, and fine-tune encounters according to their ability to get these things as they go. If the first part of the adventure is just to gather what they need to undertake the rest of the game, you will role-play all those shopkeepers, monsters, and other adventurers who function as the players' source of supply... before anything more happens. (This offers the chance to set up what will happen later, of course! You just have to go into it with a plan in mind.)

THE EXPERIENCED HERO METHOD works for the GM who wants to get the players into action quickly. Assume the character has been adventuring for a while and has the basic equipment he or she needs. The GM issues "just enough" of what the players require: suitable weapons, a little armor, basic provisions. If you want to liven things up, let each player choose one item from a short list you prepare in advance: mirrors, lock picks, one or two specialty items like a magic charm, healing potion, or a fancy wand. If necessary, give them pre-rolled characters to be sure their attributes are sufficient to

use everything. Bam! That took no game time, only a little advance preparation on the part of the GM, and the adventure is ready to start.

The downside, of course, is much less player investment in their character, and a limited range of role-playing options. However, for a one-off pick-up gaming session at your friendly local game store or convention gathering, it makes efficient use of the time you have to play.

Once you have decided how you will equip your

Other ways to equip a character

After you have played awhile, starting a first-level character becomes routine. Equipping a character should not become a tiresome impediment, and there are creative ways to get past this stage. Here are a few more ideas.

The Payday Loan: *You take out a loan from a business like Khosht's well-known Potterman's Exchange (franchise outlets everywhere!). You repay the loan after your first successful adventure. Your heirs repay the loan if you don't come back. And yes, there are enforcers to ensure that someone always pays.*

The Wealthy Patron: *Wealthy semi-retired adventurer thinks you have potential, and loans you money or gear. Something like this is often the justification of why a player's better-off characters loan money or gear to a newly rolled-up hero. Heirloom variation: an elderly relative passed away and you received his weapons and equipment. Great for a role-playing prompt!*

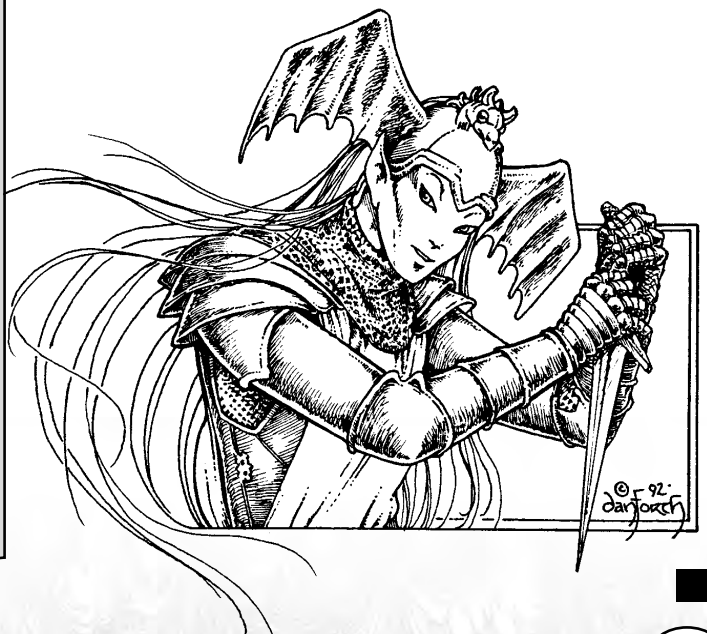
The Tinker's Folly: *Second-hand and second-rate equipment can be had, at the risk of being repaired or of inferior quality. (Think low-cost used cars.) The price might be half the normal listing, but that rope, bow, or shield is subject to failing you at a crucial moment. GMs can be merciless...*

The Joy of Hagglng: *The player and GM can roleplay bargaining with the merchants for better quality or lower price.*

character, let's move on to what's generally available. The listings below are pretty much in order of immediate interest to starry-eyed adventurers preparing for their first outing: weapons and armor, then materials of particular interest to delvers and adventurers (poisons, antidotes, provisions and clothing, tools and other equipment). The basic unit of exchange everywhere is the gold piece (GP or gp) but inexpensive items might cost only silver or copper. Remember that **1 gp = 10 sp = 100 cp**.

The equipment lists here are for an item of average quality. You may be able to buy used items at a reduced cost (as little as one-half price), or higher quality at double the going price. (At least, the merchant can talk you into believing it's significantly better!) In reality, price and quality rarely works out so neatly, so players with a live GM to haggle with can negotiate for purchases through role-playing and using saving rolls to determine who comes out ahead.

Much more is available for sale to anyone with money to spend, of course. In **Section 4.5** there are additional lists of things like steeds you can purchase, servants to hire, and fancy clothing to show off how successful your character has become after a few forays out in the field.



4.1 Weapons



Most player characters can easily purchase or acquire weapons. Cities and towns have armories and shops, and blacksmiths can be found in even small settlements.

The world of Tunnels & Trolls offers an endless array of weaponry. Because no chart could be both comprehensive and usable, our purpose is to enable players to find any weapon sufficient for their character's style and/or history, or to begin with the simplest model and customize it to suit using the enhancement options described in **Section 4.3**.

As a general rule, the weapons listed are considered new, constructed of good quality materials.

The weapons listed *are the basic examples of their types*, including specifications particular to their class and type. Damage is listed in number of dice for that weapon, and the weapon's weight (in units). The lists give strength (STR) and dexterity (DEX) requirements needed to wield the weapons, and the customary asking price. We provide examples of specific weapons typical to that type, to provide context and to make it easier to align the generic versions with specific weapons listed in earlier editions.

Weapons listed with a [single diamond ♦] *might*

be used one- or two-handed, depending on the user and the particular type of weapon envisioned. Those listed with a [double diamond ♦♦] must be used with two hands regardless of STR or DEX requirements.

Weapons that can be thrown or shot have their range listed (in yards). If they cannot be used as a missile, that column is listed as N/A. Certain weapons have two DEX requirements listed, in which case the second is the DEX required to use it as a missile weapon (a thrown axe or knife, for example).

If an adventurer chooses to wield a weapon of a more unique or specific nature, refer to **Section 4.3**, which details how to modify these generic weapons into something bigger, better, smaller, or more refined. That section also describes how weapons may get worn down (and sold for a reduced price).

Finally, that section describes the consequences of attempting to use a weapon that lies beyond what their natural strength and dexterity would allow. Let it never be said we would separate a fool from his folly!

Further, because we rarely separate a fool from his folly... if an adventurer chooses to wield a weapon that lies beyond his strength or dexterity requirements, refer to Weapon Penalties.

SWORDS



The most common weapon in an adventurer's hands is probably a sword. There are over 10,000 types of swords in our world. Historically, there are swords unique to every tribe, nation, clan, occupation, country, town, and time. Some weapons were even particular to a given smith. These swords have been broken out by blade types and approximate blade lengths. For basic game purposes, this gives an adventurer the necessary dice+adds to begin with, as it applies to a general type. (In practice, of course, a broadsword and an epee are two very different weapons.)

SWORDS

Type or Name	Description	Dice of Damage	STR req.	DEX req.	Cost in GP	Weight units	Range (yds)	Examples
STRAIGHT SWORDS (<i>swords used for cutting and, if suitably constructed, thrusting</i>)								
Short sword	24-30 inches	3d6	8	7	50	35	N/A	Gladius, manople, punch sword, shortsword, sword cane
Medium (standard) sword	30-42 inches	4d6	12	12	60	70	N/A	"Black Eagle," broadsword, rapier, heavy gladius, estok, pata, shark-tooth (subject to breakage)
Long or great sword ♦	42-60 inches	5d6	16	18	70	120	N/A	Broadsword, cross-thrust sword, fish spine, hand-and-a-half (bastard) sword, large pata
Heroic great sword ♦♦	60-72 inches	7d6	25	21	90	140	N/A	"Bone Splitter," large claymore
Gigantic (trollish) sword ♦♦	+72 inches	10d6	35	25	110	200	N/A	Trollish Great Ceremonial Sword, improbable swords from Japanese anime and MMOs
CURVED SWORDS (<i>swords used for slashing, seldom for thrusting</i>)								
Small sabre	24-30 inches	3d6	8	8	55	37	N/A	Short Sabre, wakizashi
Medium (standard) sabre	30-42 inches	4d6	12	12	66	73	N/A	Cutlass, Sabre, scimitar, katana
Long or great sabre ♦	42- 60 inches	5d6	16	16	77	125	N/A	Falchion, Urukish scimitar
Heroic sabre ♦♦	60-72 inches	7d6	25	25	99	147	N/A	Grand shamsheer, no-datchi
Gigantic (trollish) sabre ♦♦	+72 inches	10d6	35	35	121	220	N/A	Execution blade, court scimitar of the Arabian Nights
UNUSUAL OR ODD SWORDS (<i>swords for showiness, or to leave jagged wounds, seldom for thrusting</i>)								
Small outré sword	24-30 inches	3d6	10	10	60	37	N/A	Shotel
Medium outré sword	30-42 inches	4d6	12	15	70	73	N/A	Terbutje
Long outré sword ♦	42-60 inches	5d6	16	18	80	125	N/A	Urukish cleaver
Great or grand outré sword ♦♦	60-72 inches	7d6	25	21	100	147	N/A	Flamberge
Gigantic (trollish) outré sword ♦♦	+72 inches	10d6	35	35	130	220	N/A	Improbable swords



DAGGERS

Daggers are ubiquitous. From a shepherd to an armored knight, a dwarven smith to a centaur sailor or a goblin fisherman or a sorceress queen, everyone will have one. Often they are utilitarian and overlooked in combat, but they are there.

Daggers come in all shapes and sizes. For our purposes, they are classed by length in inches to determine combat dice.

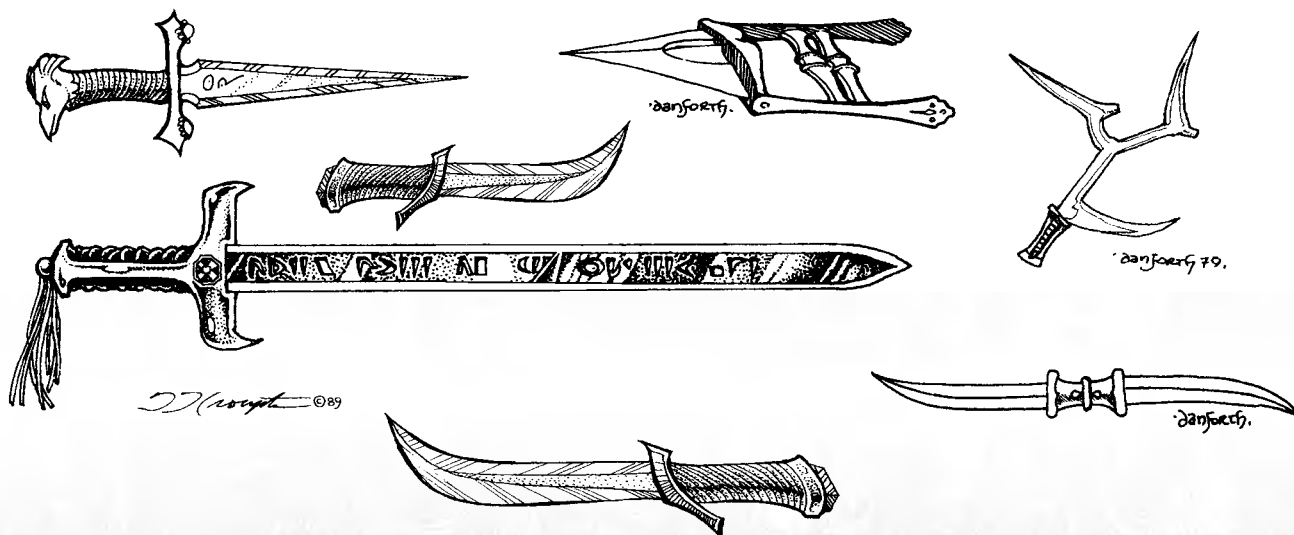
In the past certain daggers had “anti-magic” properties ascribed to them. This was due to the type of metal typically used in their manufacture (something discussed on page 50), not to the daggers themselves. Kris users, beware!

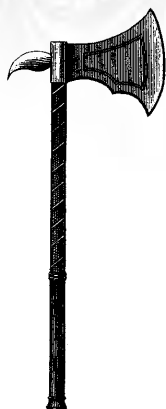
DAGGERS

Type or Name	Description	Dice of Damage	STR req.	DEX req.	Cost in GP	Weight units	Range (yds)	Examples
Small, folding, or utilitarian dagger	6-8 inches	2d6	1	1/12	10	10	10	Pocket knives, poniards, stiletos, ice picks, dirks
Medium (standard) dagger	8-11 inches	2d6+2	3	3/14	20	15	15	Common sheath dagger, butcher knife, bank larger poniard, boot/sleeve dagger, misericord
Large combat dagger	11-14 inches	2d6+3	5	7/20	25	20	15	Skinning knife, Bowie knife, katar, jambiya, kris, main gauche, kukri & sickle
Heroic battle dagger	14-18 inches	2d6+4	7	8/30	35	25	10	Sax, Arkansas toothpick, haladie
Gigantic (trollish) dagger	>18-23 inches	2d6+5	10	10/35	50	30	10	Functionally the equivalent of a short sword

DOUBLE DAGGERS

Type or Name	Description	Dice of Damage	STR req.	DEX req.	Cost in GP	Weight units	Range (yds)	Examples
Small double dagger	14 inches	2d6	6	12	25	15	N/A	Haladie
Large double dagger	18 inches	2d6+4	10	12	35	20	N/A	Bich'wa





HAFTED WEAPONS

Those adventurers who favor the exercise of force over finesse often find hafted weapons to be their weapons of choice. The haft serves as a force multiplier for the weapon's head, increasing the transmission of power to be delivered in a limited surface area. The dice have been determined by the weight of the head of the weapon, in pounds. A few of these weapons have the heads joined to the haft by cord, rope, or chain. These weapons are marked in the examples lists with a (D15). They require a dexterity of 15 to use. These weapons are a particular favorite of the dwarves, who have raised their construction to an art.

HAFTED WEAPONS

Type or Name	Description	Dice of Damage	STR req.	DEX req.	Cost in GP	Weight units	Range (yds)	Examples
SLICING HAFTED WEAPONS (have sharp cutting blades along some portion of their length)								
Hatchet	<2 lb. head	3d6	5	5/15	33	30	10-15	Hatchet (range 15), taper ax (10), cleaver (10), francesca (15) adze (0)
Ax	2-5 lb. head	5d6	13	9/15	73	80	10-15	War shovel, zagnal, heavy throwing ax (10), thrusting ax, woodsman's ax (10), broad ax, chain ax (D15)
Heavy ax	5-8 lb. head	6d6	18	10	103	140	N/A	Flanged mace, headsman's ax, great ax, uruk war ax
Great ax or double-bladed broad ax ♦	8-15 lb. head	7d6	23	10	133	180	N/A	Double-bladed broad ax, dwarven war ax
Gigantic (trollish) ax ♦♦	+15 lb. head	10d6	27	10	N/A	300	N/A	Great trollish stone ax
BLUDGEONING HAFTED WEAPONS (these administer damage at a specific blunt impact area)								
Cudgel, club, or utilitarian hammer	<2 lb. head	3d6	8	5/15	20	30	10	Piton hammer, pacifier (10), sledge hammer, truncheon, baton (10), billy club bludgeon, shillelagh, crowbar, mitre, nun-chucks (D15), baseball or cricket bat
Medium bludgeon	2-5 lb. head	5d6	14	8	70	90-120	N/A	Mace, morning star (D15), medium sledge hammer, bulova, breaker bar, dagger mace*, light flail (D15), war hammer, war spoon
Large bludgeon or combat hammer	5-8 lb. head	6d6	18	10	100	140	N/A	Flanged mace, maul, heavy sledge hammer, heavy war hammer, Centaur hammer, heavy flail (D15)
Heroic bludgeon ♦	8-15 lb. head	7d6	23	10	130	180	N/A	Great maul, giant spiked mace
Gigantic (trollish) bludgeon, giant club, or roofing beam ♦♦	+15 lb. head	10d6	28	10	N/A	270	N/A	Roofing beam, trollish war club, large tree trunks
*The dagger mace features both a bludgeon and a piercing head, and appears on both lists.								

Hafted Weapons chart continues on next page.



HAFTED WEAPONS (Contd.)

Type or Name	Description	Dice of Damage	STR req.	DEX req.	Cost in GP	Weight units	Range (yds)	Examples
PIERCING HAFTED WEAPONS (these apply their force at a small point of impact to increase penetration.)								
Small pick or piercing weapon	< 2 lb. Head	3d6	5	8	50	50	N/A	Piton hammer, ankus, gaff
Medium pick or piercing weapon	2-5 lb. Head	5d6	12	8	78	100	N/A	Mattock, pickax, dagger mace*
Large pick or piercing weapon ♦	5-8 lb. head	6d6	18	12	108	140	N/A	Raven's beak (bec de corbin), thrusting ax
Heroic or war pick ♦♦	8-15 lb. head	7d6	24	12	128	170	N/A	Double-handed heavy mattock
Gigantic (trollish) ♦♦	+15 lb. head	10d6	29	12	N/A	270	N/A	
*The dagger mace features both a bludgeon and a piercing head, and appears on both lists.								

UNCLASSIFIED HAND-TO-HAND WEAPONS

These are the weapons that fail to fall conveniently into any class or type, except to say that they exist in our world and the denizens of Trollworld might use them. Some have similarities to hafted weapons but without hafts. They are no less dangerous or deadly for being unusual.

UNCLASSIFIED HAND-TO-HAND WEAPONS

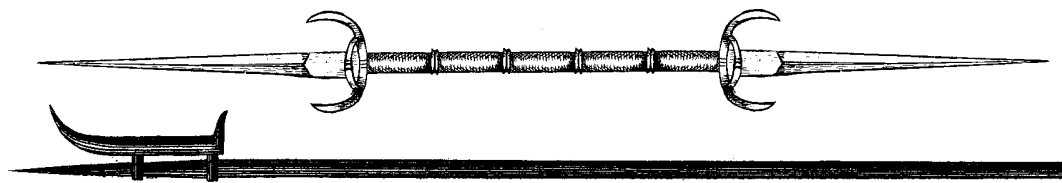
Type or Name	Description	Dice of Damage	STR req.	DEX req.	Cost in GP	Weight units	Range (yds)	Examples
UNCLASSIFIED HAND TO HAND WEAPONS								
Blackjack	A leather pouch or bag filled pebbles or dried beans	2d6	3	6	35	10	N/A	Generally used to render an unsuspecting target unconscious
Brass knuckles	A metal band surrounding the knuckles of one hand	1d6 +3	3	6	45	10	N/A	Used to enhance a punch.
Tiger Claws	2-3 short blades fastened to a hand	2d6 each blade	5	10	35	15	N/A	Bagh nakh
Whip	A braided leather line mounted to a handle	2d6	13	14	40	60	6	Bullwhip, carter's whip
Chain sword	A segmented razor whip, or a 30-42 inch straight sword	4d6	12	18	180	85	3	This weapon consists of joined segments that can be used as a segmented razor whip, or withdrawn into a 30-42 inch straight sword
Strangling Cord	A 1-3 ft section of rope silk, or fine chain	1d6	8	14	5	3	N/A	Garrotte, thuggee strangling cord.
Caltrops	A small metal or wire tetrahedron resembling a child's "jack"	1d6 per 1	0	3	1gp for 2	1 each	15 yds	When use as an area effect weapon reduce SPD & DEX by the number of caltrops

SHAFTED WEAPONS

Spears feature points or pointed blades mounted on wooden shafts of varying lengths, all the better to keep one's opponents at a distance. The lighter spears may be thrown to good effect. Some variations are particularly effective when used from horseback. The longer spears can be less than useful in confined spaces.

A heavy shaft with no point or blade can still be a weapon in the hands of a practiced fighter. Quarterstaves can be used to thrust, bludgeon, parry, and trip or impede. Either end can be the focus of attack or defense.

The double-ended sword-staff has become a staple of fantasy and science fiction, and is included for those who aspire to fight with such a thing!



SHAFTED WEAPONS

Type or Name	Description	Dice Damage	STR req.	DEX req.	Cost in GP	Weight units	Range (yds)	Examples
SPEARS (<i>Long-shafted tipped weapons, primarily for thrusting or impaling</i>)								
Light spear	3-5' long. Can be used with spear-thrower	3d6	7	10/12	15	35	15	Shield spear*, picado, footman's spear, javelin, assegai. *(Shield spear takes 3 hits of damage.)
Spear thrower (atl-atl)	Shaft that increases velocity and range	1d6	8	13	5	15	+10yds	Only suitable for light spears.
Medium spear, or lance	5-8' long	4d6	12/14	8/12	50	100	20	Pilum, hoko yari, hasta, boar spear, light cavalry lance, harpoon, trident.
Large spear, pikes	8-10' long	6d6	15	12	120	120	N/A	Footman's pike.
Heroic spear or lance ♦	10-16' long	7d6	18	12	170	160	N/A	Pike, knight's lance, dragon-hunting spear.
Gigantic (trollish) spear ♦♦	16' + long	10d6	25	10	Usually hand-crafted	220	N/A	Aspen trees with sharpened stone heads or the like.
OTHER SHAFTED WEAPONS (<i>staves</i>)								
Light-duty wizard's staff ♦♦	6 feet of med-hard wood	2d6+2	11	10	100	30	N/A	Staff ordinaire, used by wizards.
Quarterstaff ♦♦	6 feet of dense wood	4d6	12	10	0-100	100	N/A	Classic weapon of peasants, priests, and pilgrims.
Double-ended ♦♦ sword-staff	6'	6d6	12	14/21	200	140	N/A	Two short swords joined at the grip. Can be separated into two short swords during combat if the wielder's DEX is 21+.

POLE ARMS

Although the average adventurer might find these weapons imposing, they seldom have a practical use in confined spaces. Their length and fanciful heads are unsuited to impromptu combat anywhere but in open fields or plazas. They could be considered distant relatives of the hafted weapons, extended to spear-shaft lengths. Some serve alternative purposes, like the demi-lune and the thief catcher, but at best they are used like the longer spears and will have similar disadvantages in close quarters.

POLE ARMS								
Type or Name	Description	Dice of Damage	STR req.	DEX req.	Cost in GP	Weight units	Range (yds)	Examples
POLE ARMS (Long shafted weapons with ornate or special-purpose heads, often just ceremonial)								
Short pole pole arms ♦	3-5 ft, often a staff of hardwood	5d6	11	10	100	120	N/A	War fork, thief catcher, scythe, brandestock
Medium pole arms ♦	5-8 ft, suited for palace guard	6d6	13	12	140	160	N/A	Partizan, guisarme, hasta, oxtongue, pitchfork
Long pole arms ♦♦	8-10 ft, suited for ceremonial guard	7d6	17	14	160	180	N/A	Halbard, pole ax, voulge, billhook
Heroic pole arms ♦♦	10-16 ft, suited for imperial guards	8d6	21	16	180	220	N/A	Demi-lune, fauchard, ranseur
Gigantic (trollish) pole arms ♦♦	+16 ft, ceremonial troll weapons	12d6	28	18	200	280	N/A	Often a carved tree trunk.

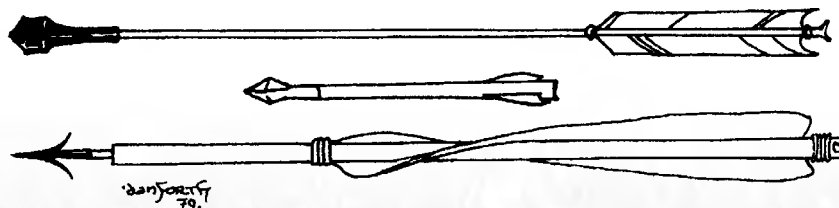


PROJECTILE WEAPONS

These weapons hurt an opponent from as far away as possible. The “pull” determines arrow velocity and potential damage. It is not identical to a character’s ability to lift dead weight. Crossbows require one STR rating to use, but a separate STR rating to cock them without mechanical aid.

Most projectile weapons require ammunition of some kind: arrows, quarrels, stones, pellets, or bullets and exploding powder. These consumables may come at an added cost.

PROJECTILE WEAPONS BOWS								
Type or Name	Description	Dice of Damage	STR req.	DEX req.	Cost in GP	Weight units	Range (yds)	Examples
REGULAR BOWS (a flexible arc mechanism with a string to launch an arrow shaft or bolt)								
Light Bow ♦♦	15-30 lb. pull	3d6	9	15	40	30	50	Self bow, fish bow, horseman’s bow prodd - (launches small stones or pellets)
Standard Bow ♦♦	31-50 lb. pull	4d6	12	15	60	40	60	General purpose bow, hunter’s bow, rogue’s bow
Heavy Bow ♦♦	51-75 lb. pull	5d6	15	15	80	50	75	Warrior’s bow
Heroic Bow ♦♦	76-120 lb. pull	6d6	20	16	135	60	100	Longbow
Gigantic (trollish) Bow ♦♦	+121 lb. pull	8d6	25	17	175	85	125	Herculean bow
<i>Arrows scale up in cost as the bows increase in size. For a light bow, a bundle of 20 arrows costs 5 GP. For a standard bow, 20 arrows cost 6 GP; for a heavy bow, 7 GP and so on.</i>								
CROSSBOWS								
Light crossbow ♦	Hand-drawn	3d6	10	10	100	100	30	One-handed crossbow, light crossbow
Medium crossbow ♦	Lever-drawn	4d6	15/30	10	160	180	70	Crossbow, over-under crossbow, double double crossbow, dokyū (5-shot “repeating” crossbow)
Heavy crossbow ♦♦	Pulley-drawn, or foot-braced two-hand pull	6d6	17/34	10	220	230	90	Arbalest
Gigantic (trollish) crossbow or catapult ♦♦	Wheel-cranked	15d6	17/45	10	350	450	200	Catapult (generally a siege weapon for launching pole-sized munitions)
<i>Crossbow bolts scale up in cost as the bows increase in size. For a light crossbow, a bundle of 20 bolts costs 15 GP. For a standard crossbow, 20 bolts cost 16 GP; for a heavy crossbow, 18 GP and so on.</i>								





UNUSUAL PROJECTILE & THROWN WEAPONS

Type or Name	Description	Dice of Damage	STR req.	DEX req.	Cost in GP	Weight units	Range (yds)	Examples
THROWN ROCKS (what you might pick up from the ground)								
Small rock	Pebble	1d6	5	11	N/A	2	30	
Medium rock	Tennis ball	2d6	10	12	N/A	5	30	
Large rock	Small melon	3d6	15	10	N/A	15	15	
Small boulder ♦♦	Bowling ball or curling stone	4d6	20	10	N/A	20	15	
Boulder ♦♦	Foundation cornerstone	8d6	40	10	N/A	80	15	
SLINGS (leather or woven straps to increase velocity of their missiles).								
Pocket sling ♦	A simple strap	2d6 for small; 4d6 for medium	6	14	5	5	60	Natural stones must be round to enable accuracy. Require a SR on LK to hit due to irregular flight. May use lead shot.
Staff sling ♦	Strap on a haft	3d6 for small; 6d6 for medium	10	18	15	50	90	Natural stones must be round to enable any accuracy. Require a SR on LK to hit, due to irregular flight
<p>*Stones for slings, found by chance, must be as round as possible. Even fairly round natural stones will fly erratically and require a Luck SR to have any chance of hitting as aimed. (This is in addition to the targeting roll.)</p>								
WEIRD WEAPONS								
Darts, war quoit	Small metal projectile with fins and single point	1d6	5	12	Sets of 3 5gp	9	10	
Throwing stars	Multi-pointed (4-8) metal projectile.	1d6	4	10	Sets of 5 for 15	10	10	Shuriken
Chakram	Sharp-edged disk with hollow center	1d6	4	14	Sets of 5 for 20	15	20	War frisbee
Heavy chakram	Large sharp-edged disk with hollow center	2d6	7	14	30	20	20	May be wielded as a dagger. May be thrown to return to user if it fails to hit target.
Boomerang	An angled wooden throwing stick	2d6	7	16	35	25	20	May be thrown to return to user if it fails to hit target.
African throwing blade	A multi-bladed throwing weapon	4d6	8	18	100	90	20	This device is an angular wheel of sharpened points and edges. Can be used as a short sword awkwardly, but is primarily for throwing.

Unusual Projectiles chart continues on next page.

UNUSUAL PROJECTILE & THROWN WEAPONS Contd.

Type or Name	Description	Dice of Damage	STR req.	DEX req.	Cost in GP	Weight units	Range (yds)	Examples
WEIRD WEAPONS (continued from previous page)								
Blowpipe	A breath-powered tube to propel light feathered dart	1d6	3	12	20 darts 30gp	30	20	Generally used on small game, or to deliver toxin when the dart strikes exposed skin.
Bola	2 or 3 metal or stone balls joined by braided twine or leather	1d6	5	10	35	35	30	Used to entangle a target; may render small targets unconscious. To break out once entangled requires 3× the STR required to wield the bola.
War bola	2 or 3 flanged pointed metal balls joined by braided twine or leather	2d6	7	12	100	55	30	Intended to both entangle AND inflict damage. To break out once entangled requires 4× the STR required to wield the bola.
Weighted net ♦	A net of rope weighted in the corners, 6ft on a side	N/A	8	12	30	30	3	If entangled, breaking out requires STR needed to wield the net.
Grapple ♦♦	30ft of rope with a strong hook on one end	2d6	5	10	25	35	25	Intended for scaling walls. Can be used as a weapon in a pinch. Can also be used to hook the feet from under prey (DEX SR).



GUNNES

Type or Name	Description	Dice of Damage	STR req.	DEX req.	Cost in GP	Weight units	Range (yds)	Examples
GUNNES (weapons powered by explosive agents, may be very difficult to obtain at any price)								
Light handgun	Small caliber, handgrip stocked. Fires pea-sized bullet.	9d6+2	8	10	1000	45	20	Pistol, dagg, firestick, snaphaunce
Medium handgun	Carbine-stocked. Fires pea-sized bullet.	11d6+4	12/15	12	2000	100	30	Flintlock, firelock, petronel, Higher STR req for using as one-handed weapon.
Large handgun ♦♦	Shoulder-stocked. Fires grape-sized bullet.	12d6+2	18	12	2500	130	50	Arquebus, thunderstick
Large shotgun ♦♦	Shoulder-stocked. Fires blast of pea-sized shot for area effect.	8d6+20	18	12	3500	130	15	Blunderbus
Hand cannon ♦	Heavily padded shoulder-stock. May be stand-mounted. Fires ping-pong ball-sized bullet.	18d6+2	35	16	5000	350	50	Bombardelle

Gunnes chart continues on next page.

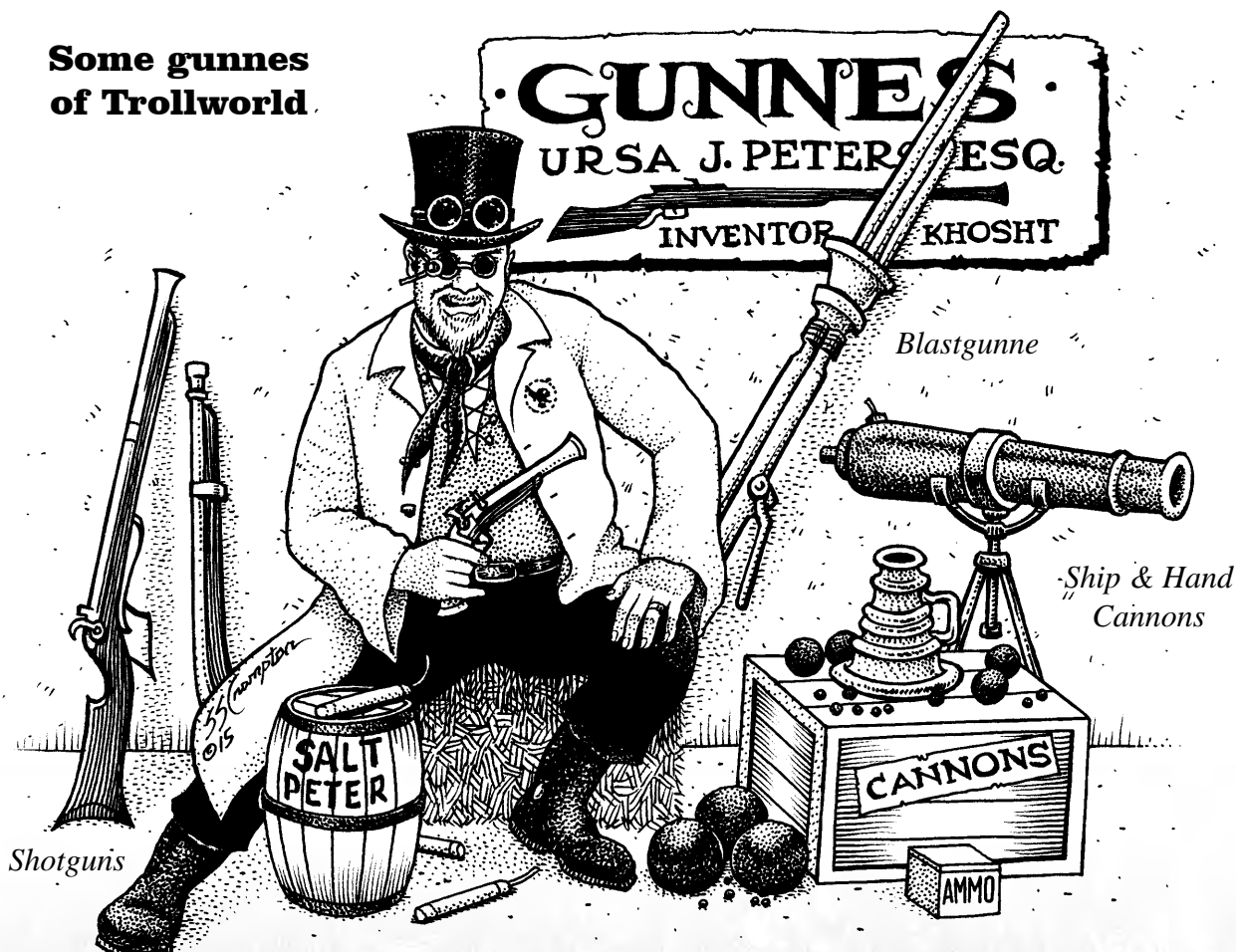


GUNNES (Contd)

Type or Name	Description	Dice of Damage	STR req.	DEX req.	Cost in GP	Weight units	Range (yds)	Examples
GUNNES (weapons powered by explosive agents, may be very difficult to obtain at any price)								
Hand cannon blastgun ♦	Heavily padded, shoulder-stock. Fires a blast of grape-sized shot for area effect.	10d6 +30	35	16	6000	350	20	Deck guns
Field piece (trollish hand cannon) ♦♦	Usually carriage-mounted. Fires a baseball-sized bullet.	23d6+3	45	18	8000	700	120	Though trolls or incredibly powerful characters may be able to lift and fire these weapons, they are meant to be carriage-mounted.
Field piece blastgun (trollish shotgun) ♦♦	Usually carriage-mounted. Fires a group of mixed objects baseball-sized area effect.	15d6 +30	45	18	9000	700	35	Though trolls or incredibly powerful characters may be able to lift and fire these weapons, they are meant to be carriage-mounted.

Ammunition for smaller gunnes (those using pea- or grape-sized shot) needs to be of formed lead balls to assure a good fit and true flight. The bullets cost 15 silver pieces for 15. The larger gunnes use shaped stone or iron bullets that cost 5 silver each. If random items are used as blast-shot, there is a very high probability of the gun exploding (LK SR at every firing).

Some gunnes of Trollworld.



4.2 Armor and Shields

The world of delving and adventuring is a dangerous one! Most adventurers value their hides and want protection from the slings and arrows, the axes and broadswords, to say nothing of the spears, the bludgeons, the gunfire and the heavy rocks that might fall on their heads. For most would-be heroes, the answer is to wear body armor and (for some) to carry a big shield.

Metal armor provides considerable protection, and is typically constructed of iron and steel. Hardened leather can be used as a less expensive, less weighty alternative. More unusual materials can be found, such as padded cloth and even tightly folded paper (a substance generally believed to be in short supply in the Empire of Khazan).

As with the weapon charts, the types of armor are grouped in broad classifications. Players can elect to use a generic form of the armor type, or enhance it if they can afford it and want something special.

The charts provide specifications particular to the armor, including how much damage it can absorb, its weight (in units), and any strength (STR) and/or dexterity (DEX) requirements.

The customary asking price should be considered a guideline subject to change if gameplay circumstances allow. If a shield or other piece of equipment can be used as an offensive weapon, that is also noted. The final column lists historical examples of this type of armor, to provide context and to make it easier to align the generic versions with specific items listed in earlier editions.



FULL SUITS OF ARMOR

Armor in full sets will protect the entire body. Full suits include appropriately-padded garments worn underneath (gambesons, jackets and so on), which contribute to the total effect of protection. A full suit of armor is designed and built with adequate weight distribution (making it less cumbersome than it might look), but the more substantial suits will still affect the wearer’s overall dexterity and agility somewhat (shown in the DEX reduction column on the chart). The weight counts against a character’s overall carrying capacity.

ARMOR - FULL SUITS								
Type or Name	Description	Hits	STR	DEX	Cost	Weight units	Addtl. Dice	Examples
FULL SUITS (complete sets, head to foot covering)								
Plate	Articulated metal plates. Vulnerable only where the plates come together.	16	10	-3	500	600	0	Iconic European knights' armor
Folded paper	Thick “scales” of folded paper stitched together. Subject to water-logging.	12	9/11	-4	670	560/760	0	Chinese military armor. Greater STR required and weight carried if waterlogged.
Banded mail	Metal strips riding over and combined with mail.	13	11	-3	400	680	0	Lorica segmentata.
Mail	Metal rings densely interlinked in a close mesh.	12	11	-3	330	620	0	Frankish men-at-arms, Norman, lorica hamata.
Lamellar	Metal plates or bands stitched or riveted to leather or fabric.	9	9	-2	300	380	0	Samurai armor, plate is set in leather. Light and flexible.
Scale	Overlapping lozenges of metal riveted to leather. Heavy lamellar.	10	11	-3	300	620	0	Thick and heavy, but turtle-tough. Conventionally seen as “dwarven heavy armor.”
Ring-joined plate	Small strips or plates of metal joined at intervals by rings and mail.	8	8	-2	280	350	0	Brigandine, splint mail. Lighter than mail, and offering more agility than plate, but less protection.
Cuir boille or hardened leather	Thick leather hardened by boiling, formed into larger articulating “plates.”	7	7	-1	180	230	0	Many armies of ancient history used this.
Quilted fabric	Thick quilted, padded cotton or silk, and/or heavily felted wool.	4	6	0	100	50	0	Gambesons, jackets, surcoats, padded jerkins. Often the lot of common foot soldiers.

Full Suit Armor chart continues on next page.

ARMOR - FULL SUITS (Contd.)

Type or Name	Description	Hits	STR	DEX	Cost	Weight units	Addtl. Dice	Examples
FULL SUITS (complete sets, head to foot covering)								
Light Leather	Heavy cured leather but not boil-hardened (saddle leather or layered suede).	3	3	0	50	60	0	Used by highwaymen, rangers. May be only enough to turn a slash or cushion a blow.
Studded Leather or Cloth	Leather or cloth armor that has no underlying plates but is studded with broad-topped metal rivets to reinforce the fabric & mitigate some blows.	5	6	0	130	130	0	Looks better than it is. May snag a weapon, actually increasing danger to the wearer. Less prone to fire damage than full cloth.
Cloth	Armor in name only. Thick wool to turn a glancing strike or cushion a blow.	1	1	0	1	10	0	Also protects against cold weather. Is very flammable - avoid close contact with fire.

INDIVIDUAL PIECES OF ARMOR

This section describes the individual pieces of armor readily available. Each section below discusses the protection of a particular area of the body. These parts may be mixed and matched (within reason).

ARMOR - HEAD

Type or Name	Description	Hits	STR	DEX	Cost	Weight units	Addtl. Dice	Examples
HEAD (protects the head and sometimes the neck)								
Great helm	Covers and protects entire head and face.	3	3	-1	20	50	0	Iconic medieval knight's helmet with face enclosed. Bassinette, armet, close helm.
Open-faced helmet	Sometimes with a nasal slide, nose guard, and/or cheek plates.	2	3	0	16	45	0	Barbute, burgonet. Typically ancient Greek, Roman, Byzantine, Frankish. May be somewhat enclosed around face.
Full face mask	A metal or leather mask covering the face, and/or throat. Often scary-looking!	1	1	-1	15	30	0	War masks, Japanese mengu.
Coif or mail hood	Mail that covers head and neck to upper shoulders. Includes simple quilted cap for cushioning.	2	3	0	17	35	0	Choice of medieval sheriff, men-at-arms. Bishop's mantle.
Steel cap, skull cap	Metal cap that mostly protects the crown of the head. Includes simple under-cap for cushioning.	1	1	0	5	15	0	Favored by every foot soldier. Many basic designs were created.

Armor individual pieces chart continues on next page.



ARMOR - TORSO								
Type or Name	Description	Hits	STR	DEX	Cost	Weight units	Addtl. Dice	Examples
THE TORSO (covers neck to at least the waist or lower. Arms and legs may remain fully or partly exposed)								
Cuirass, back-and-breast	Two fitted metal plates covering the adventurer's back, shoulders, and front from neck to waist. Arms remain exposed	6	2	0	210	210	0	Protects "All my vital spots" (kinda) without the encumbrance of full suit. Not as effective as full armor as lower body areas and arms are still unprotected.
Hauberk, mail coat	Mail coat draping from the shoulders to thigh or knee. Sleeves to elbow or wrist.	5	5	-2	200	400	0	Commonly Norman, Islamic.
Haubergeon, mail shirt	Shorter mail shirt usually ending at the waist or hips. Short sleeves or no sleeves.	4	4	-1	170	320	0	Also called byrnie.
Cuir boille, leather back-and-breast	Thick hardened leather shaped to fit. Protects front and back, from neck to waist or hips. May give some shoulder protection.	4	2	0	120	190	0	Leather jacket, favored by skirmishing troops and scouts.
Breastplate	The front half of a cuirass	4	2	0	70	90	0	Protects "All my vital spots" (kinda) without the encumbrance of full suit. Not as effective as full armor, as lower areas and arms are left unprotected.
Leather breast piece	Front half of a leather jack	3	2	0	90	1 45	0	Formed leather plate.

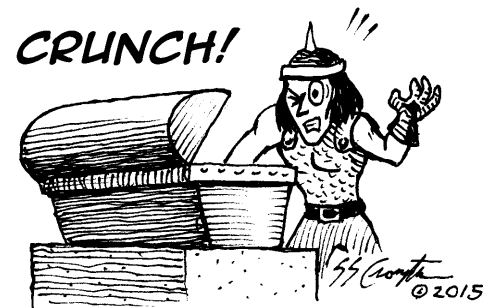
ARMOR - THE ARMS								
Type or Name	Description	Hits	STR	DEX	Cost	Weight units	Addtl. Dice	Examples
THE ARMS (protection for part or all of the forearms, elbow or upper arm/shoulder)								
Vambrace, lower cannon	Protection for the forearm, elbow to wrist. (Metal.)	1 each arm	1	0	170	110	0	Can be made to articulate with upper arm and hand armors.
Arm bracers, arm guards	Protection for the forearm, elbow to wrist. (Heavy leather.)	1 each arm	1	0	75	95	0	Often worn by roman infantry soldiers and medieval archers.
Rerebrace, upper cannon	Protection for upper arm. (Metal.)	1 each arm	1	0	85	50	0	May include elbow protection.

ARMOR - LEG AND FOOT

Type or Name	Description	Hits	STR	DEX	Cost	Weight units	Addtl. Dice	Examples
THE LEG AND FOOT (protection for the feet, upper thigh, lower thigh and kneecap)								
Cuisses, thigh armor	Protection for upper leg, thigh to knee, front and back. No hip or groin protection	1 each leg	1	0	160	120	0	Generally metal or heavy leather.
Greaves, shin plates	Armor for the lower leg, knee to foot, often front only, sometimes wrapping front and sides.	1 each leg	1	0	140	90	0	Generally metal or heavy leather.
Chausses, mail hose	Armor for the leg, from mid-thigh or knee to ankle or foot. Usually no hip or groin protection	1 each leg	1	0	160	110	0	Held in place with leather straps. Little protection from a crushing blow.
Solleret, uppers	Armor for the sides and top of foot	1 each foot	1	0	210	70	0	Seldom used except by heavy cavalry, or for full suits

“Never underestimate the value of a good pair of gloves, you never know what might be hiding at the bottom of a treasure chest.”

- Potterman's delver advisor



ARMOR - HANDS

Type or Name	Description	Hits	STR	DEX	Cost	Weight units	Addtl. Dice	Examples
THE HANDS								
Mitten gauntlets	Metal reinforced mitten to the elbow. Fingers cannot bend separately.	1 each hand	5	-3	90	8	1d6 per item	Full mail or mail with small plates. Palm may be leather for grip.
Gauntlet	Metal reinforced glove to the elbow, with separate fingers.	1 each hand	2	-1	30	15	0	Full mail or mail with small plates. Palm may be leather for grip.
Heavy leather gloves	These are not armor per se, but they do prevent cuts and scratches from thorns, small darts and such passive attacks	0	1	0	5	10	0	Also available in the general provisions section. GM should factor in the use of gloves when players are also handling hot, cold or poisonous items.

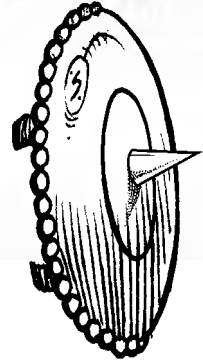


ARMOR - SHIELDS

Shields got their start with the first cave troll uprooting the bole of a tree to block a proportion of dragonfire, back in the dawn of time. It is best to absorb punishment with something that is not part of one's anatomy, and shields serve this purpose.

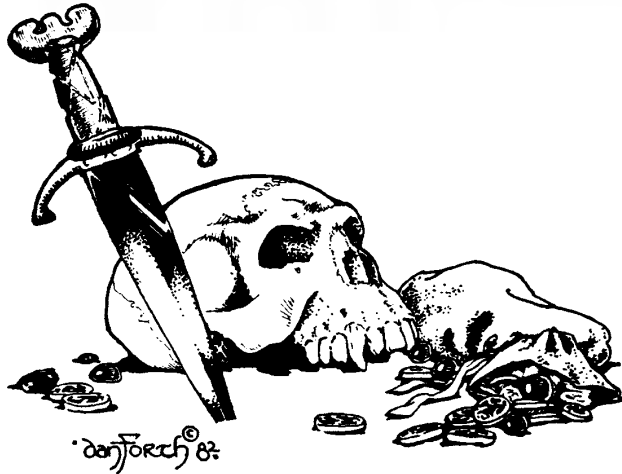
Often borne on the delver's less-favored arm, a shield usually inhibits that limb from using a weapon. Some types of shields may provide a secondary attack, although these usually provide diminished protection.

In the heat of battle, anything from a piece of furniture to tree branch can be used as a shield, but odds are it will be awkward to use, and won't last long. Best to buy a real one.



ARMOR - SHIELDS								
Type or Name	Description	Hits	STR	DEX	Cost	Weight	Addl. units	Examples Dice
<i>SHIELDS (protects the head and sometimes the neck)</i>								
Tower shield	10-12 ft ² . Often rectangular, offering close to full body coverage. Difficult to maneuver and fight past (both ways).	7	12	8	130	635	0	Pavaise, siege shield.. Used by archer or pike units as cover against cavalry or during sieges.
Knight's shield	6-9 ft ² . Protects a torso-sized area. These are the largest that may be carried on one arm and maneuvered.	5	10	10	70	400	0	Medieval knight's shield, kite shield, heater, scutum.
Target shields, spiked shield	4-5 ft ² . Generally round, often with a central boss or spike. Quite maneuverable	4	10	8	40 75 w/spike	350	2d6 (spike)	Light combat shield, dwarvish or viking shields
Buckler	2-3 ft ² . These small shields may be worn on the arm, or held over the hand. They are highly maneuverable.	3	3	8	15	75	0	Light fencing shields, skirmishing shields.
Single-bladed shield	2-3 ft ² . Shield protects the forearm with a 2' blade extending over the hand.	2	9	12	60	45	3d6	Sopok
Double-bladed shield	1-2 ft ² . This is almost a shield in name only, and barely protects the hand and forearm. Blades or animal horns extend forward over the back of the hand, and back along the arm beyond the elbow.	2	8	14	90	25	4d6	Madu. Often found among uruks, goblins, and tribal peoples using animal horns for the extensions.

4.3 Bigger, Better, Broken-in, or Broken Down



The broad categories of weapons in the earlier charts give you just enough of what is required to get rolling. With thousands of historical variations on every sort of weapon, we elected to do some selective “lumping” for the main charts. But that doesn’t mean you shouldn’t have access to variables that are very likely to enhance gameplay (or just delight the connoisseur of weaponry). That’s the idea behind this section on how to make weapons bigger and better (without resorting to wizardly spells).

Conversely, if we’re going to talk about improvements to weapons, we will also talk about how equipment can get worn out, destined for the used-gear-and-equipment resellers.

Modifying Your Weapons

A player character bursts into a weapons shop and cries, “Give me a sword. I wish to go adventuring!” The rather generic weapons on the chart are ideal for that use. However, this section reintroduces some of the nuances that distinguish one weapon from another, even in a given class or type. This changes the basic weapon—say, a 4d6 broadsword—into a 4d6 + 3 katana.

When you first select a suitable weapon, decide if you can live with its generic form (dice with no adds). As designed, most weapons are fine just as

they are presented in the main charts. However, if you make up your mind that change is needed, you can tweak the variables here, and turn that generic weapon into something a little more unique or specific.

Bonuses are additive (when reasonable) but will not exceed +5, and negatives will not go below -5. The “Difference in Cost” column uses the basic weapon’s cost as the place to start. These are also additive, so a master swordsmith (+2, +20% cost) working a sword from high quality steel (+1, +10%) will charge 30% above the base price for a weapon that now gets +3 adds.

Factors Affecting Quality

MANUFACTURE: A skilled weaponsmith possesses the knowledge of how to craft a better weapon, as opposed to a simple blacksmith pounding out a repurposed plowshare. The craftsmanship of dwarven smiths are the stuff of legend. A sword-making technique recently introduced to the western lands is called “the 1000 fold method,” and such weapons are notably flexible and resilient. Another recent introduction is rifling in the barrels of guns. This is not yet a reliable technique and such gunnes are more prone to misfiring.

SMITHCRAFTING				
Specific Nature	Adds or Minuses	Difference in Cost	Weaknesses	Other info
Blacksmith	No bonus	None	None	
Swordsmith	+1	+10%	None	
Master swordsmith	+2	+20%	None	
Dwarven smith	+3	+30%	None	
1000 Fold swordsmith	+3	+50%	None	Difficult to find; swords only.
Rifling	No bonus — improved ability to hit.	+20%	L1SR LK each round it is fired.	Single-shot gunnes only. Improves SR to hit by 1 level.



Sec. 4.3

MATERIALS: The weapons in the main charts are usually simple utilitarian steel. Certain smiths can improve their metal to get a better, high quality steel. Meteoric iron is hard to obtain, but repels the world's *kremm*. (Hammer out details with one's GM, but weapons of meteoric iron may offer protection against spells up to 5th level, or at least lower a SR to resist the spell.)

In certain areas, bronze weapons are made, as well as weapons of stone. These will generally have negative adds compared to their steel counterparts. Elvish moonsilver (or ril), improves the quality, but knowledgeable smiths who can work in ril are few and far between.

MATERIALS				
Specific Nature	Adds or Minuses	Difference in Cost	Weaknesses	Other info
Bronze or stone	-1	-20%	Blunts or breaks more easily. L1SR each round, for any combat lasting over 5 rounds.	
High quality steel	+1	+10%	None	
Meteoric iron	+2	+100%	None	May offer an anti-magic aura up to 5th level (GM option).
Elvish moonsilver (ril)	+1 to +3	+100% per each add	None	

DESIGN: Some specific weapons are innately heavier than others, giving blows more energy but less quickness. This requires additional strength to use the weapon effectively at all (+1 STR per add up to +5). A weapon made lighter than its type may make a weapon accessible to a less robust character, and more agile in use, but comes at a price of -1 for each STR requirement below standard, not to exceed -5. (This explains an epee in the same class with a broadsword.) Finally, a tailor-made weapon perfectly balanced for one user can improve a fighter's effectiveness.

Some weapons (often favored by non-humans) have serrations, gaps, back curves, or barbs. While

these are more liable to break in combat, the extensions rend or tear, doing more damage and leaving ragged wounds. The irregularities in the weapon may retain poisons longer, extending poison effectiveness by an additional combat round.

DESIGN				
Specific Nature	Adds or Minuses	Difference in Cost	Weaknesses	Other info
Heavier	+1 (up to +5)	+10%	+1 STR required per +1 add.	
Lighter	-1 (up to -5)	No change	-1 STR required per -1 add.	
Balanced	+1	+20%	None	
Serrated, barbed, or gapped	+1 or +2, depending on design	+200%	Blade may break. L1SR each round, for any combat lasting over 5 rounds.	Holds poison more effectively (1 added combat round). Ragged wounds harder to heal (+1 Level SR to healing attempts)

ENHANCEMENTS: Certain special conditions may enhance a weapon's power. Weapons forged in dragon's fire or in the heart of a volcano will be harder and sharper, but should be far more difficult to come by (at any price).

A fighter might find a weapon that seems quite ordinary, but has adds beyond normal: it may be a faded relic of times long passed. That old blade from the barn's loft may look like any old broadsword, but isn't.

ENHANCEMENTS				
Specific Nature	Adds or Minuses	Difference in Cost	Weaknesses	Other info
Forged in dragonfire	+3	+200%		Virtually indestructible (Reduce any breaking SR by 3 levels)
Forged in volcanic fires	+1	+50%	Could be cursed (GM's option)	(Reduce any breaking SR by 1 level)
Legacy weapon	+1 to +5	Best as part of a character's origin story		

Oversized Weapons

While the weapons on the charts are described in human scale, the weaponsmiths of Trollworld can adjust weapons to fit the size of their clients' hands to larger and smaller scales. The largest weapons are designed with the larger, stronger kindred in mind, but before we get hung up on physics and square-cube laws—the whole nature of the world's magic and the scale of its creatures clearly defies our science! Let us just say that the armorers on Trollworld are able to create weapons of appropriate size and mass for their clients (and the weapons get the assigned dice, or dice + adds).

UNWIELDY WEAPONS: Sometimes characters decide they will use weapons beyond their natural abilities. While not recommended, these attempts are sometimes feasible but carry negative effects. The exception is for missile and thrown weapons of all kinds, which cannot be used without the required strength or dexterity.

For an unwieldy weapon, its effectiveness drops by -1 for each point of STR and/or DEX lacking, up to -5. Beyond that, using the weapon may not even be attempted.

In addition, the unwieldiness inflicts an escalating SR every combat round to avoid dropping the weapon outright. A character alone will have to fight bare-handed without a reasonable opportunity to pick it back up. A character in a party may be defended by a companion for one combat round to get it back into play on the following round.

If STR is insufficient by...	Adds or Minuses	Saving roll required each round.
-1 point	-1	L1 SR on STR
-2 point	-2	L2 SR on STR
-3 point	-3	L4 SR on STR
-4 point	-4	L8 SR on STR
-5 point	-5	L16 SR on STR
<i>not possible at higher values</i>		

Similarly, if a character's DEX is insufficient, then use this chart.

If DEX is insufficient by...	Adds or Minuses	Saving roll required each round.
-1 point	-1	L1 SR on DEX
-2 point	-2	L2 SR on DEX
-3 point	-3	L4 SR on DEX
-4 point	-4	L8 SR on DEX
-5 point	-5	L16 SR on DEX
<i>not possible at higher values</i>		

If *both* strength and dexterity fall short, the effects add together in terms of what is possible to do and the consequences, but not in the saving roll required. If Milo of the Striped Pants has a deficit of 3 points of STR and 2 points of DEX, he can use the weapon (-5 attribute points total deficit) and a -5 from his combat total. For the saving roll component, though, he must make a L4SR on STR and a L2SR on DEX every combat round to keep from fumbling the weapon. (Alternatively, the GM might ask for a L16 SR on whichever attribute is lower.)

If he lacked 3 points of STR *and also* 3 points of DEX, he could not manage the weapon at all (-6 attribute points total deficit).

Wear & Tear

If we're going to talk about improving your weapons and armor, let's also talk about how they break down. Common equipment is not indestructible. Every time you hit something, you weaken it a little. This applies particularly to warriors when they abuse armor for more than it is intended to withstand.

Each time a warrior uses any or all "additional" points of damage reduction above the natural quality of the armor or shield, the player must try to make a saving roll on LK. If the roll fails, the item's capacity to stop damage is reduced by 1 point.

Each point of potential reduction determines the SR level. If armor is being tested to go from full



value to -1 point, then the SR is 1st level. If it gets abused a second time, it is more liable to break down faster. If the armor is being tested to go from -1 to -2, the saving roll is 2nd level; -2 to -3, the saving roll is 3rd level; and so on.

Here is an example. Ghost Bear, a barbarian warrior from a northern tribe who fights with the skill of a trained brigand, uses just a buckler for a shield. A buckler normally takes 3 hits, but in his hands, that buckler can absorb up to 6 hits.

If he takes 3 hits on it, there is no significant damage. If he takes 4-6 points, the buckler starts to look like a tin can kicked down the street. If Ghost Bear can make his saving roll, the buckler will remain intact. Otherwise, it is damaged and loses 1 point of normal damage (going from 3 to 2 hits). Being a warrior, he still doubles the maximum, but now it can take no more than 4 hits in the next round.

If a warrior can pause between fights, they can make minor repairs in the field. If the shield or armor retains at least 75% of its original damage absorption, these repairs restore it to full use. (GMs may insist that warriors carry leather scraps, wire, tin foil, and duct tape, perhaps.) Otherwise, the armor must be taken to an armorer to get back to full usability. Until then, the warrior will have to proceed with equipment which is already partly broken.

These principles should be applied to all armor that is being used by warriors. This increases your bookkeeping, but a hash mark or tally should be sufficient to keep track. This mechanic offsets the otherwise daunting quality of a warrior's armor doubling. They get the double benefit, but it comes with a cost, and demands that the player consider whether to absorb those extra 5 points of damage or let the rest of the party pick up some of it.

So what about damage done to armor and shields carried characters who are not warriors? They too suffer similar wear and tear but they are not abusing their armor the same way. For simplicity's sake, if warriors are only taking damage on "over-damaged" items, then we recommend letting armor work as it always has, taking the number of hits as given, more or less indefinitely.

If you find this too crunchy but want armor wearing out, here is a final alternative. *Starting on round 4*, all armor protection (every piece of it and for all character types) gets reduced by 1 point every combat round during a single battle. For warriors, let them take the doubled armor benefit without requiring saving rolls. This just simulates the armor being hacked, smashed, and cut to pieces during a prolonged fight, regardless of whether the players are on the losing end of the fight or not.

Characters may, of course, replace or repair their equipment once they get out of the adventure. They'll surely be spending a lot of their hard-earned gold replacing equipment, after coming back to town in rags and tatters!

Weapon Destruction

Weapons sometimes break in combat. There is no general rule for this, but the *be reasonable* principle applies. When using an edged weapon against an uncuttable surface, the weapon is likely to dull or break. If something vulnerable is struck by something powerful—if the shaft of an axe is struck by something that cuts well—the handle would take damage and might be cut through, breaking the axe.

If a player tries a talent or special saving roll in connection with a weapons maneuver, and fumbles that saving roll, the GM can declare the weapon gets broken. The point is to make for a good exciting adventure for your players. When breaking a weapon falls into that category, then you should do it.

Repairs

Armor and weapons can be repaired by skilled smiths between sessions. Costs will be that proportion of the item's usual cost which has been damaged, then rounded up generously. GMs in a long-running campaign will also let those smiths tell the heroes when there are more patches than original material in their gear, and it's time to buy something new. Unscrupulous smiths who sell used gear on the side might suggest this sooner rather than later, too.

And that's the reasons for *caveat emptor* when buying used weapons and armor! ■

4.4 Poisons

Many a fighter wishes for something to give him an edge in a difficult situation. Among the most effective of these might be a dose of poison on one's weapon, whether swiftly fatal or merely debilitating.

Despite their real-life dangers, most poisons would not be particularly effective in direct combat, because they must take full effect over a span of time or after being ingested. The poisons listed here, by contrast, take effect rapidly when introduced through any wound that breaks the skin.

For any of these poisons to take effect, the attacker must score at least one hit on the body of the target. Even spite damage will be sufficient. (spite damage is explained in **Section 8.4**, combat)

All these toxins are applied to a weapon and will slowly come off during combat whether the weapon reaches its target or not. No poison remains effective on a weapon more than three combat rounds.

Poisons are sold in sets of three doses. Each dose envenoms one ordinary weapon (whether small dagger or huge sword), one sheaf of arrows, or one quiver of blowgun darts. Ammunition for firearms of this era cannot be poisoned. Costs reflect the difficulty of collecting, handling, and formulating some of these poisons.

While three doses of poison is enough for nine combat rounds, it is not possible to re-apply poison during combat unless the user has one uninterrupted combat round in which to do so. During this time, the character can neither defend, add to the party's combat total, nor take other action.

Poisons do not "stack." You cannot apply two or more poisons to the same weapon at the same time. However, two different poisons on two different weapons will both take effect (assuming the fighters successfully land their blows).

Poisons noted as having cumulative damage continue to escalate their damage if the victim is



55 Campion © 89

poisoned again by being hit on subsequent combat turns. For example, wolfsbane reduces STR by half on the first round; another half of what remains (to one-quarter) on second round if hit again; and another half (to one-eighth) on the third round.

If an opponent is hit by two different weapons, both envenomed with the same poison, treat the consequences as if the victim was hit twice in sequence by a single weapon - and likewise, if there are three weapons with the same poison. However, poisons are generally considered to do their maximum possible damage in three doses. Further doses may inflict the need for continuing saving rolls for applicable poisons, and poisons that intensify combat damage will continue to do so as long as those poisons remain active on the attackers' weapons.

Not all monsters are affected by all poisons. Silicon-based trolls, for example, are with lava-like blood won't be affected by the hemotoxic poisons although ordinary flesh trolls will be. (See definitions of toxicology terms in the sidebar.) Zombies without blood or much sense of pain would be immune (or at least partly immune) to many poisons. But if creatures can feel pain, need to breathe, or if they move about by contractions of their musculature (which will be true of most creatures), then paralyzing, pain-inducing, or neurotoxic poisons will take full normal effect.

Most poison effects take effect as written when used against opponents with monster ratings instead of personal attributes. Some poisons need modifications, as noted individually.

Descriptions for each poison are provided as a guide, so GMs may adjust effects of poisons on particular monsters as they see fit. They may also want to determine for their own purposes how well antivenin potions or curative spells like Too Bad Toxin work on the most virulent poisons.

A Poison Primer

This is not a scientific journal, so we are only giving broad-stroke descriptions. Toxicology is an advanced field of study for those interested in more technical specifics.

Toxin or poison: *general terms for any substance (derived from plant, animal, a micro-organism, or mineral/chemical, either natural or synthetic) that can damage an organism. A biotoxin specifically refers to a poison of biological origin.*

Venom: *a biotoxin that typically does damage when injected by fang or stinger (or on the edge of a weapon). It may be hemotoxic or neurotoxic.*

Hemotoxin: *a poison that destroys the blood cells of the victim, and quickly damages internal organs and surrounding tissue served by the blood flow.*

Neurotoxin: *a poison that affects the nervous system of the victim, and may damage cell conductivity. A neuroinhibitor obstructs how neurons transmit information, leaving muscle cells (for example) unresponsive.*

Vasoconstrictor *refers to a substance that reduces blood vessel diameter and restricts blood flow, and may cause nearby tissue to swell (edema).*

Hallucinogenic substances *alter or distort perception of consensual or internal reality (sight, touch, taste, smell, etc. but also may induce confusion of thought, emotion, and so on).*

4.41 Combat Toxins

Curare: Plant-based toxin that causes muscle weakness and difficulty breathing.

Effect: Doubles damage taken from the poisoned weapon's hits done, including spite damage if any.

Effect on MR foes: as given.

Cost: 50gp

Hellfire Juice: Nettle-derived chemical irritants in an alchemical mixture irritate skin and soft tissue. Causes burning sensation, blisters, and lesions.

Effect: Adds 1d6 damage each round a poisoned

blow strikes the victim, up to 3d6 maximum added damage.

Effect on MR foes: as given.

Cost: 135gp

Heart's Bane (also called baneleaf, antiaris, poison arrow gum): Vasoconstrictor. Tropical plant toxin, dangerous to collect and process (hence its cost). Causes arteries to constrict, resulting in pain and heart attack.

Effect: On any round when hit by poisoned weapon, victim must make an L2SR on CON. Even if the SR is made, combat adds are cut in half (personal or MR), rounding down. If the SR is missed, victim collapses at the end of the combat round from massive heart attack—CON drops to no more than zero (regardless of any other damage from normal combat). If a victim does not receive aid, CON will continue to fall at -1 per combat turn until death from complete heart failure at -10. Additional poison hits on subsequent combat rounds require another SR check. Halving of adds effect is cumulative from one round to the next.

Effect on MR foes: as given.

Cost: 525gp

Wolfsbane (also called monkshood): Plant-based neurotoxin. Causes weakness and numbness.

Effect: Reduce STR by half (rounded down) on any combat round the victim is hit with envenomed weapon. Effect is cumulative (half on first round; half of the remainder on second round, etc). This lost strength recovers at one attribute point per combat turn once out of combat (resting, no significant exertion).

Effect on MR foes: If opponent has a monster rating, every combat round halves adds from MR (rounding down, cumulatively).

Cost: 35gp

Spider Venom (usually from black widow, armed spider, or wandering spider): When refined, this toxin affects muscles and nerves, causing temporary paralysis.

Effect: Damage rolled by the victim is halved (round down) for the next 5 combat turns. If hit again, the victim will be paralyzed for 5 combat turns.

Effect on MR foes: as given.

Cost: 150gp

Scorpion venom (bark scorpion): A vaso-constrictor that causes the extremities to swell rapidly.

Effect: Reduce DEX by half (rounded down) for each round the victim receives damage from the envenomed weapon. This lost dexterity recovers at one attribute point per combat turn once out of combat (resting, no significant exertion).

Effect on MR foes: If opponent has a monster rating, every combat round halves adds from MR (rounding down, cumulatively).

Cost: 65gp

Stonefish venom: Causes extreme, immediate pain. Relatively unstable chemically, this biotoxin loses potency when exposed to heat.

Effect: Victim takes 2d6 to CON and 3d6 to IQ. If either drops to 0 or below, victim must roll a L1SR on remaining CON to avoid delirium or sudden death from shock. (Only an immediate healing spell like *Poor Baby* will save the victim whose CON falls below -9, which is immediately fatal. A detoxifying spell will not suffice.) If SR successful, victim will be out of combat due to delirium from the pain for 3 full rounds. Applied heat above 100°F/40°C will detoxify the wound, as will a *Too Bad Toxin* if the victim has not died of shock. Lost IQ recovers at one attribute point per combat turn once out of combat (resting, no significant exertion).

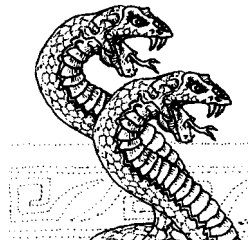
Effect on MR foes: Causes a monster-rated foe to go mad with pain. Attacks will be random and disoriented. Each combat turn, roll 2d6. On an even roll, the foe attacks one of the usual (intended) targets. On an odd number, the foe flails about inflicting its MR adds in damage to itself.

Cost: 525gp

Poison Dart Frog Toxin: This neuroinhibitor puts the muscles in a state of complete relaxation, causing extreme lassitude or fainting. The frogs from which this is made can only thrive in tropical or subtropical rain forests. (Increased collection and transportation costs translate to a higher price in lands distant from such an environment.)

Effect: Victim must make L2SR on CON to remain conscious. Even making the roll results in the the loss of all combat adds from unresponsive limbs and muscles. A failed SR causes the victim to collapse unmoving for 5 full turns.

Effect on MR foes: Victim loses all MR combat adds.
Cost: 500gp Where available.



Snake Venom (typically gathered from vipers, rattlesnakes, taipan, or boomslang): Extremely hemotoxic. Poison retards clotting, causing the victim to bleed out from minor wounds. Once internal organs are involved, victims can even drown in their own blood.

Effect: Any hit inflicted with toxin will cause 1 additional point of CON damage per combat turn, up to 3 per combat turn with subsequent hits. This effect continues after combat ends, up to 24 hours, or until poison is neutralized by spell or potion.

Effect on MR foes: as given.

Cost: 100gp

Sea Snake Venom: Breaks down muscle tissue, leading to paralysis. Sea snakes only thrive in tropical waters, increasing prices in lands distant from such an locale.

Effect: When struck, the victim must make a L1SR on CON each combat turn for the next 5 combat turns to avoid paralysis. A second hit requires a L2SR on CON, and a third hit requires a L3SR on CON (at the rate of just one SR per round).

Effect on MR foes: Victim loses all MR combat adds.

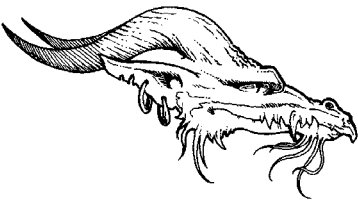
Cost: 600gp Where available.

Naga Spittle: Hallucinogenic alchemical mixture. The recipe for this poison is widely known, with many similar variations, but actual naga spit is only one of the active ingredients.

Effect: If hit, the victim loses half IQ and half WIZ, rounding down. Effect is cumulative (half on first round; half of the remainder on second round, etc) up to three combat rounds. If either attribute drops to 1 or below, the victim falls unconscious.

Effect on MR foes: Halve monster's MR for the dice each combat round, cumulatively (round down), but retain full normal combat adds throughout the combat for crazy levels of unfocused violence.

Cost: 275gp



Dragon's Venom:

An extremely corrosive chemical that dragons evolved to fight the stone trolls. Works better

against silicon and stone-based beings than it does against more ordinary beings.

Effect: Against carbon-based life forms, quadruples damage taken from the poisoned weapon's hits done, including spite damage if any. Against silicon-based life forms and living stone, damage is 5x that taken from the poisoned weapon's hits done, including spite damage if any. Also weakens armor by half the amount of damage absorbed. However, the corrosiveness means that when this is applied to a weapon, it will etch and weaken even a magical weapon (unless that weapon was specifically enchanted to combat dragons or trolls). If the venom is used repeatedly, the weapon's effectiveness is permanently reduced by 2d6 with every 3 applications. (Small weapons like arrowheads and poisoned darts will last only one use.)

Effect on MR foes: as given.

Cost: 1275gp



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4.41.1 Clarifications

The escalating effect of poisons posits there is poison presently affecting the target from a previous blow.

Consider these two versions of the same fight: Pequeña the Pixie uses hellfire juice and slashes a ferrid lizard with her poisoned darning needle on round 1, so the poison adds another 1d6 to her basic weapon's damage. If she slashes it again on round 2, hellfire juice adds 2d6 to her damage. Third round, it adds 3d6. Fourth round, the poison has worn off the weapon, so it does only its basic damage.

If Pequeña lost round 2 and did no damage, she loses one round's use of the poison (wasted in the lizard's dense blue pelt). On round 3, she strikes again but the poison adds only 2d6. Round 4, the poison has worn off her weapon and she again has only the bare darning needle to hold off the animal. The poison damage also falls off the blue beast that round. If she grabbed a second poisoned needle from somewhere, on round 5 she would do 1d6 extra damage, starting over again.

4.42 Antidotes

Every poison has an antidote, although some may be hard to come by or prohibitively expensive. Other poisons (like stonefish venom) are fairly easily dealt with if the victim survives long enough for his or her friends to whip up some hot compresses.

GMs can make antidotes and antivenins available from skilled herbalists, healers, and apothecaries. As a general rule, antidotes cost 3-7 times as much as the original poison, or what the market will bear.

Player characters will, of course, find it easiest to have a spellcaster among their immediate associates... someone to cast *Too Bad Toxin* when the need arises. Alternatively, player characters who plan ahead will hire the services of a friendly wizard to create a bespelled or enchanted doodad to carry with them in case of emergency.

4.5 Provisions & Other Equipment

The previous charts in this section provide the flashy weapons and armor which declare your adventurous ways to all who clap eyes on you. (Or not, if you're more subtle in your choices!) The following charts list the less colorful everyday items your character might want or need. As such, some less expensive items are listed with prices in silver and even coppers. Remember that 1 GP = 10 SP = 100 CP. Rather than use decimals for items, something sold for partial amounts will be listed like this: 1g 5s, meaning one gold piece plus 5 silver. (There aren't too many like this.) All charts are listed with a default price of gold, so a number without letters following is the price in GP.

Inventive players will want to buy things not on this list, and GMs will come up with clever things to offer as well. How to price them?

While there are no perfect answers, one of the better ones is to figure a merchant or tradesman will charge whatever he thinks the market will bear. If an adventurer of great renown comes in shimmering with gem-encrusted magical weapons, gods-blessed armor, and an armful of charismatic eye candy hanging on each arm, the prices will probably be a little higher than if a stuttering adolescent wearing castoff rags and a pigsticker for a weapon asks to see what's for sale.

Another general guideline is to assess most items in terms of about \$1 US = 1 SP (or your country's equivalent). That makes a gold piece worth about \$10, enough for a good meal in a fast-food restaurant, a cheap meal in a sit-down restaurant, but it will buy only the cheapest shirt or pair of shoes (unless you're buying second-hand).

The problem is that some items available today are cheap (say, pepper or silk) which would've been costly in Europe's medieval culture, and vice versa. With industrialized manufacturing, a fancy backpack can be made quickly and fairly



inexpensively today, but to make something equivalent by hand would be the work of some weeks by a skilled worker back then. However, the equivalent of “a school backpack” could be put together by any handyman crafter in relatively short order.

Still, using current prices will get you very roughly in the right ballpark (most of the time). A top quality brass oil lantern could set you back \$200-250 in today's market. At 15gp, the ones sold in the nautical shops around Knor aren't so fancy or durable, perhaps, but they're serviceable. As always, merchants will charge more for better quality.

You might also want to consider where in Trollworld your players are shopping. These prices are a good guideline for prices in Khazan, Khosht, and the commonly-explored lands of western Rrr'Iff.

Used and second-hand items should be made available when logic dictates. (Used matches aren't going to be worth anything to anyone!) Prices could be reduced by as much as half if the item is worn down but not yet worn out.

General Supplies for Adventurers

You should be able to find most of these things for sale on an average day in an average city. In locales where adventurers set off regularly on their explorations, entrepreneurs will be present to service their needs both coming and going.

The Wizards Guild sells plain staffs to its members, at the prices given here. Resellers sometimes acquire these and decorate them to look more imposing (at a higher markup), but it's the same staff underneath.

GENERAL SUPPLIES		
ITEM	WEIGHT (w.u.)	COST in GP (Unless otherwise noted)
Backpack, simple (~school backpack)	20	1g 5sp
Backpack, deluxe (frame, side pouches, sturdy materials and construction)	30	13
Belt pouch	5	2
Matches (50, of dwarven make)	2	5
Flint and steel	2	4 sp
Tinder box	4	5
Candles, wax (10, ea. lasts 5 turns)	1	3
Torch (ea. lasts 10 turns)	2	1 sp
Lantern, brass (10 oz oil lasts 50 turns)	20	15
Lamp oil (50 oz in flask)	15	10
Rope, hemp (1/2" thick)	5 per foot	4 sp/foot
Rope, silk (1/4" thick)	3 per foot	1 gp/foot
Heavy twine (30')	1	1
Iron spike or piton (10')	25	3
Piton hammer	25	15
Sack, small (~pillowcase)	3	5 sp
Chalk (10 pieces, 5 colors)	2	2 sp
Mirror (small, metal)	3	2g 5 sp

GENERAL SUPPLIES (Contd)

ITEM	WEIGHT (w.u.)	COST in GP (Unless otherwise noted)
Water or wine skin (empty; holds 36 oz)	2 (40 filled)	6 sp
Tuckerbag, deluxe (1 day's basic trail food)	15	2
Magic staff ordinaire	30	100
Deluxe magic staff	30	5000
Basic delver's package (Backpack, tuckerbag, water skin (full), 5 matches, 5 torches, 30' heavy twine, 2 pc of chalk)	130	5

SPECIALTY WARES

Specialty goods might not be particularly difficult to acquire, but not every merchant will necessarily keep these things in stock. Still, they should not be hard to find in larger cities, or from small-time vendors who specialize in the more unusual wares adventurers ask for.

SPECIALTY WARES

ITEM	WEIGHT (w.u.)	COST in GP (Unless otherwise noted)
Chest, large (wood and iron, ~banker box)	250	40
Box, small (wood and iron, ~Kleenex box size)	80	3
<i>If fitted with a simple lock, add 5 to weight and 3 to cost of these boxes.</i>		
Book (bound, 50 blank sheets)	10	2
Pen, steel nibbed	1	5
Pen, quill	1	1 sp
Ink (2 oz stoppered bottle)	3	1
Parchment (10 sheets)	2	3

SPECIALTY WARES (Contd)		
ITEM	WEIGHT (w.u.)	COST in GP (Unless otherwise noted)
Scissors	2	5 sp
Sewing needles (3, steel)	1	1
Thread (waxed cotton, 20 yd)	1	1 sp
Pole, seasoned wood (10' long)	25	2
Lock picks (set of 3)	2	5

FOOD

This short table of food costs is included to give the GM a vague idea of what to charge PCs for food when they visit the local tavern to plan their expeditions. As before, treat a silver piece as worth \$1 and imagine yourself at the grocery or your favorite restaurant.

Food is generally plentiful in Trollworld. Restaurants, taverns, and open-market street vendors charge whatever the traffic will bear. As one moves upwards in society, the food becomes more elaborately prepared, and prices rise accordingly. (GMs should feel free to charge extravagantly when nobles, rich adventurers, or the clergy sit down to eat.)

Quality varies considerably. If there is a particularly wide range of value, we indicate it as such. Otherwise, the price is for an unremarkable example of the type.

FOOD		
FOOD ITEM	DESCRIPTION	COST in GP (Unless otherwise noted)
Fresh fruit in season, one serving	One apple, a bunch of grapes, figs, etc	5 cp - 1 sp
Bread loaf	A 6" round, fresh	2 sp
Bowl of soup	A vegetable soup	3 sp
Bowl of stew	Soup with meat	5 sp
Egg	Chicken or duck, cooked simply	6 cp
Mug of beer, ale, or mead (12 oz)	Fermented grains, quality varies.	1 - 8 sp
Goblet of table wine (6 oz)	Fermented fruit, quality varies.	3 sp - 2 gp
Shot of hard liquor (2 oz)	Whiskey or other distilled alcohol	3-15
Serving of fine meat	Cow, pig, chicken, large game (elk, venison, boar, pheasant)	5 sp - 4 gp
Serving of mystery meat	Cat, dog, snake, rat, small game (squirrel, rabbit)	5 cp - 8 sp
Serving of fish or shellfish	Fresh or salt water fish, shrimp, crayfish, clams	7 cp - 3 sp
Serving of vegetables	Roots, greens, or beans	3 cp - 1 sp
Dwarven cave moss porridge (Dwarvish comfort food. Most people won't touch the stuff)	Looks like gooey green oatmeal.	5 sp - 5 gp
Waybread	Flatbread dense with nuts, berries, seasonings.	1

CLOTHING

This chart (see next page) is for the more everyday types of clothes characters might wear. All can be made of more extravagant fabrics, embroidered, get hidden pockets added, and generally be made more expensive if the buyer has time and money to spend. If the item is listed with no range of prices, posit it is something plain and unremarkable, and upgrades will increase the cost: a



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light silk shirt will cost more than a light cotton one.

Items marked with an asterisk (*) are not sturdy enough to be combat “armor” but can take a few hits of casual “environmental” damage like thorns, cactus, handling rough rope (gloves) or bushwhacking through especially rough terrain (boots).

HIRELINGS AND ANIMALS

Here you will find average prices for living beings of various sorts that PCs might want to hire (the people) or purchase (the animals). All the animals will have additional costs of daily upkeep: roughly 1-5 gp per day for the smaller animals, and 5-10 gp per day for the larger ones.

CLOTHING

ITEM	WEIGHT (w.u.)	COST in GP (Unless otherwise noted)
Shirt, lightweight	6	2
Shirt, heavyweight	16	4
Robe, dress, or tunic (quality varies)	25	5 - 30
Wizard's robes	22	15 - 60
<i>Wizard robes are enchanted to stay clean, and may be embroidered with arcane symbols.</i>		
Trousers, lightweight	20	4
Trousers, heavyweight	30	6
Kilt or sarong	10	5
Loincloth, rag	1	1 cp
Loincloth, fur	10	5 sp - 5 gp
Gloves, leather *	5	10
Cap	2	7 sp
Belt (leather)	2	3
Sash	1	2
Leather vest	20	5
Jacket, cloth	20	6
Jacket, leather *	40	18
Cloak (ankle-length)	30	10
<i>With attached hood, add 1 to weight and 3 gp to price.</i>		
Sandals	3	4
Boots, ankle-high	10	10
Boots, knee-high *	25	16

HIRELINGS AND ANIMALS

WHO or WHAT	COST in GP (Unless otherwise noted)
Household servant, lackey.	Wages 2-10 per day
Laborer	1 - 6 per hour (depending on skill required)
Messenger	5 - 15 sp (per trip of less than an hour)
Skilled personal attendant (e.g., secretary, butler, chef)	Wages 250 - 500 per month (or more)
Dog, companion	1 - 10
Dog (trained for herding or guarding)	5 - 80
Dog (trained for hunting or fighting)	15 - 200
House or barn cat (untrainable but will hunt)	1 sp - 1 gp
Ferret (trained for catching rabbits and rodents)	15
Ferret (trained - sorta - to steal shiny objects)	35
Hawk or falcon (trained for hunting; outdoors only)	300
Pony	300
Mule	200
Riding horse	900
War horse	3000
Riding tack (bridle, saddle)	200 - 400
Barding (horse armor; see Elaborations)	300 - 3500
Milk cow	300
Ox	500

4.6 Equipment and Backstory

Remember our human rogue, Feir, daughter of Terror? Let's get her some weapons and equipment to start her adventuring career. We'll start with the basic "default" method, which assumes she has only simple street clothes and 80gp to spend. In addition to how deep her pockets are, these statistics limit her choices: STR 13 and DEX 10. Carrying capacity won't matter for now.

Does she have a backstory yet? No, not really. She might fancy a sword, but they are expensive. Her player chooses a "large combat dagger" (2d6 + 3) which requires STR 5, DEX 7. For now, she is too clumsy to throw it (requires DEX 20) so that will have to come later.

Armor? Pricey. She can afford a full suit of light leather (takes 3 hits, weighs 60), which costs 50gp. It leaves her with 5gp, just enough to get a basic delver's package—a backpack, some food and water, a few other things she might use in a dungeon delve. With that, she's broke.

This is pretty colorless, but one's first adventure is often like that: a scramble to scrape together goodies or the money to buy them. Her personality will blossom as a result of her adventures.

Don't hesitate to use an alternative method to equip a character, especially if you have some ideas you want to play with! Consider this a version of The Wealthy Patron method.

Daughter of a pig farmer, Blodwydd fled the farm to run away with a passing mercenary. After he taught her to fight, she grew bored and dumped him in Khazan, and then set out to find her own way in the world.

Blodwydd might be reasonably attractive, but this is well concealed by her stunning lack of personal hygiene. The exception to her general untidyness is her sword and dirk, which she scrupulously maintains in a state of shining readiness. She denies rumors that the rune-etched black sword ("acquired" from that ex-boyfriend) is actually smarter than she is.

(High five to Wilhelm Fitzpatrick for Blodwydd's backstory.)



5.0 Saving Rolls

From time to time, characters face challenges not entirely within their control. Often, only luck will determine the outcome, whether the character trips an unseen trap or eludes a pursuer. A roll of the dice—called a saving roll, and abbreviated SR—decides whether random chance is acting in your favor or not.

When the GM or text of a published adventure tells you to “make a saving roll,” you roll two dice to check your abilities against the hand of fate. While many rolls will rely on your character’s luck attribute, any prime attribute may be called for. (Testing your talents (described in **Section 6.0**) also relies on making a saving roll but the “to hit” number is calculated differently. See that section for all the details.)

You will be told what to make the roll on, and at what level. In print publications, an instruction like “make a second-level saving roll on Luck” may be written in the shorthand of “L2SR on LK.”

Once you know the level of the saving roll to be made, follow the sequence below:

1. Note what number currently represents the attribute on which the roll is to be made.
2. Subtract the attribute number from 20 (for a level 1 roll), or from 25 (level 2 roll), from 30 (level 3 roll), from 35 (level 4), or 40 (level 5), etc.
3. If the result is less than 4, make it equal to 4. This is your “to hit” number.
4. Roll two dice and add up the result.
5. If the result is 3, you have automatically missed the saving roll.
6. If there are no doubles, just add the pips for your result. If the result is equal to or greater than your “to hit” number (from above), then you made the saving roll. If not, you missed the roll.
7. If the result is doubles (any pair from two 1’s to two 6’s), add the pips, pick up the dice, and roll again. Keep rolling and adding as long as you roll doubles consecutively. Once you throw the dice and do not get doubles, your streak is finished.

Make a grand total of all the dice throws for your result. If the grand total is equal to or greater than the “to hit” number above, then you made the saving roll. If not, then you missed it.

In a print adventure, the text will tell you what to do if you make or miss a particular saving roll, but generally it’s a lot better to make it than to miss!

In face-to-face play, the GM will let you know the results. They might be minor (you overlooked that diamond lying in the corner) or they could be catastrophic. Sometimes the consequences will be worse if you miss the saving roll by a lot than if you miss by just a little.

Levels and adds

In the 7th edition of T&T, a character’s level could be added to saving rolls, reflecting how past experience worked in one’s favor.

In Deluxe T&T, character level is no longer directly tied to one’s experience, but to the value of the highest attribute. Adding character level to saving rolls became less logical, and doubly so for newly rolled-up characters. If Souza the dwarf has a luck of 14 and is asked to make a level 4 saving roll on that attribute, he needs a roll of 21. Despite rolling doubles, he only rolls a 19. However, Souza is a level 3 character. Adding his level to the dice roll, the total of 22 would be sufficient to make the saving roll under the earlier rule.

The problem is that there is no reason to presume Souza is actually an experienced character. Probably he’s level 3 because he rolled a 15 for his STR, multiplied $\times 2$ for an attribute of 30. Fresh-faced and naive, why should Souza be more advantaged on his first exploits than is his human companion House Elf (a human wizard!), whose STR of 18 is even more remarkable for a first-level human?

As always, feel free to put the earlier rule back into your play. A GM might also “gift” this ability to characters after they have been around the block a few times, and grown more worthy of putting their past experience to work on the wheel of chance.

5.1 Adventure Points for Saving Rolls

Saving rolls are one of the main ways to get adventure points during the game. Whether the roll is successful or not, *multiply the grand total number thrown times the level number of the saving roll attempted.* The result is the adventure points awarded for that “learning experience.”

Two considerations to bear in mind. One, the character must have had “a learning experience” of some kind. If there is no chance that the character might have learned or experienced something—no “adventure” occurred and nothing happened—then it would be stretching things to give AP for it. Consider Cirrus the elf, daydreaming as he strolls along Knor’s quay. The GM asks Cirrus for a minor saving roll on luck, which he makes handily. The shadowy goblin sizing him up chooses to mug someone else. Cirrus never even hears about it, and the elf should probably not be awarded AP for that roll.

Two, *be reasonable* remains one of the cardinal rules of T&T. Sligo of Trollhalla posed this question: a player declares that he wants to jump over the moon, pestering the GM with “Come on, just for fun—what level saving roll would it take?” Exasperated, the GM declares a millionth-level saving roll, so the player picks up the dice, rolling 7 on his STR of 12 and fails (unsurprisingly). *This does not award him seven million AP.* Should a player ask a GM to do something totally unreasonable like jumping over the moon, or carrying three people to safety on his back while riding a pogo stick, the GM should just say NO and move on.



Saving Roll Chart

Level of Saving Roll (2d6)	Target Number
1	20
2	25
3	30
4	35
5	40
6	45
7	50
8 (etc.)	55 (etc.)

Note: On any saving roll the attribute plus the roll of 2d6 (where doubles add and roll over) must reach or exceed the target number in order to succeed.

Example: Barbarian Bill has to make a L5SR on his Luck. He has a luck of 30. His target number is 40. He rolls 2d6 and gets a 6, 1 (a total of 7)—a weak but average roll. $30 + 7 = 37$. He misses the saving roll.

If he’d rolled doubles (let’s say two 3’s) he would be able to roll again, 6,2 and add the additional roll to his total— $30 + 14 = 44$. Now he makes the saving roll. Note that a roll of 1, 2 (a total of 3) is a catastrophic failure even if the target number is exceeded.

6.0 Simple Talents

In the real world, we all develop interests or discover an ability, then follow it up with study and practice if we're motivated to do more (like an interest in the game, maybe?!) Perhaps a mentor or parent inspired you, sharing their special knowledge that you develop further. We all know many quirky things, even if they only occasionally get put to use.

In the same way, player characters in the game have background-inspired interests and experience they can bring to their adventures. A lad from a fishing village knows how to swim, or how to handle a small boat. A village child born fourth of thirteen children picked up tailoring skills re-sizing clothes as siblings grew out of the hand-me-downs. Even the gladiatorial warrior raised in slavery might have a talent for working leather, from fixing up armor and braiding whips. This is the stuff of which talents are made.

While many of T&T's rules can be loose and situational, talents in particular can be very subjective. To get the most from them, you will need to work closely with your Game Master. There is no more powerful way to make your character unique, and uniquely yours. Both you and your GM should keep in mind that the endgame is cooperative storytelling and imaginative fun for everyone involved.



The Talent Bonus

Every first-level character automatically begins with one talent. More advanced characters have the opportunity to acquire more talents over time. Even NPCs may have talents.

Having a talent confers a bonus to saving rolls called for when the character attempts to use their relevant skill or knowledge in an appropriate but specific situation. For the basic game, every talent provides a flat +3 boost to the saving roll in question.

This bonus can be added to almost **any** attribute, within reason. For example, a musician might gain a bonus to their dexterity saving roll to play an instrument they've never seen before, or to

an IQ roll to identify a lost libretto by a great master lying in a junk bin. A band of minstrels could attempt a charisma saving roll when persuading a potentate to hire them to perform at the great man's wedding.

The attribute being tested with the saving roll must have a value of 10 or greater, if the player wants to get benefit of the bonus. Knowledge and training can only take one so far—natural capacity for the talent's application must be present first.

An example may clarify that rule. Glenn the Gunsmith used his backstory to acquire a Gunsmithing skill akin to the Swordsmith talent. He attempts to craft a better-than-average pistol. Glenn's player asks to apply the +3 talent bonus to the saving roll his GM asks for. Glenn's dexterity is 13, so the GM agrees—Glenn has the basic dexterity needed to put his talent's knowledge and skill to effective use.

Another time, Glenn is haggling with a prospective buyer over the value of his newly-crafted silver-chased pistol. The player asks to add the +3 bonus to his charisma saving roll. The GM sees that Glenn's charisma is only 8, so he denies the player the bonus.

A Talent "Boost"

For those inclined to the joys of chaos and randomness, roll 1d6 for the talent's boost at the time it is first chosen. You are more likely to get a higher boost, but you risk having a relatively worthless +1 talent. Also, the flat +3 bonus links up with the more complex version of talents offered in the Elaborations. As always, we recommend you pick one style and stick to it.

Improving Talents

New talents can be acquired in one of three ways:

LEVELING UP: When your character goes up a level, he or she can choose one new talent. If the character begins above first level (as some non-humans and specialists might), you can have one new talent for each level.

EXPERIENCE: Once per level, you can spend adventure points to acquire a new talent, at the cost of 300 AP per talent.

GAME MASTER FIAT: Highly situational (even capricious), there will be times the GM will decide that your character's in-game activity merits being made into a talent, or perhaps that it could provide a bigger bonus than +3. No rule can define how to implement this but it should not be automatic just because a character attempts something and succeeds. Making or missing saving rolls awards APs. Adventure points earned while attempting to perform a feat with a talent can be used to improve that talent or to buy entirely new talents. That is the payoff of learning from one's success or failure.

Bear Peters described it this way: "If I pick up a bat for the first time ever, and by sheer luck bash the baseball out of the park, so be it. I don't turn into Babe Ruth on the spot. The next thirty times, I will flail away fecklessly. If I practice and seek training—acquire the talent—then I might continue my hitting streak but not until then. Luck doesn't make you skilled, it just makes you lucky."

Talents should remain rare enough to be interesting and colorful, common enough to help the characters occasionally, but not so numerous that the playing session bogs down into one long dialog of "Wait, I have a talent for that!" With the need to use AP to improve one's attributes and talents alike, where to invest those points becomes an exercise in careful decision-making for the player.

Broad and Narrow Talents

A player may select broad or narrow talents for their character, or a combination of both. This can be what makes talenting so subjective.

As a guideline: broad talents represent minor interrelated abilities, or a wide but shallow area of knowledge. "History" would be a broad talent because it involves a "big picture" overview and does not focus on details of any particular time or place. ("The English and the French fought many wars against each other in the Middle Ages" might be the extent of it.)

Narrow talents are much more specific in scope and represent a single, finely-honed skill or a limited field of knowledge. (A very narrow example would be “I can tell you everything about Waterloo, but not much about the Spanish campaign or who was ruling England at the time.”) In Trollworld context, a talent for the “Military History of Khazan” would be detailed in describing that region, but do little to inform the PC about history of the human cities in the south, and nothing at all about more distant lands.

A broad talent will have wide applicability, able to be used often. On the other hand, a narrow talent could be more powerful in application, if applied appropriately. It might actually reduce the level of a saving roll required by a level or two.

Consider this example: Roo the Hunter and Crow the Elf decide to have an archery contest. Roo has the broad Marksman talent and Crow has the rather narrow Elf Bow talent. Both are shooting at an apple sitting on a tree stump, and the GM determines that they each should make a 6th level SR on DEX (target number of 45) to hit.

Roo adds his Marksman bonus of +3 to his dexterity of 25 and must roll 17 or better on two dice to hit—he’ll need doubles for sure. Crow adds his +3 Elf Bow bonus to his dexterity of 28 and would normally need to generate a total die roll of 14. He would also need doubles.

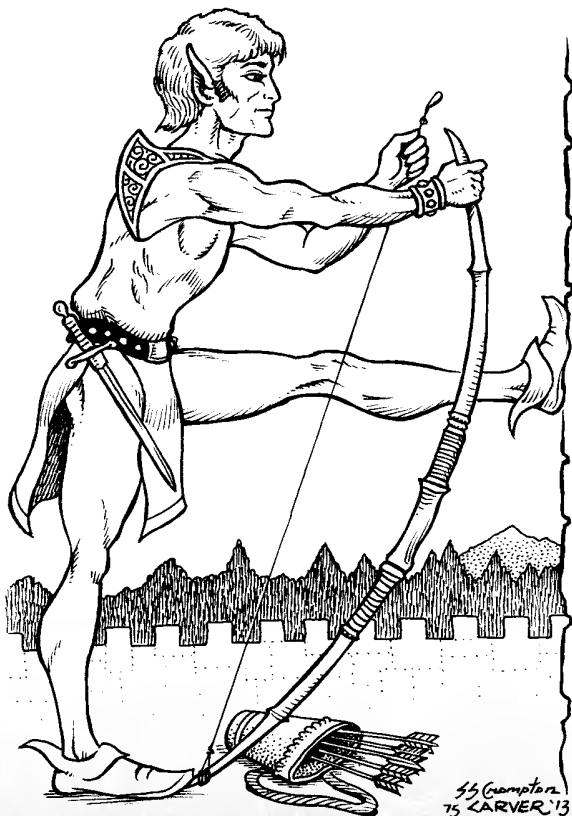
However, Crow’s player points out that he is using his special elf-made bow with his Elf Bow skill and asks for a reduction of the saving roll needed. The GM agrees and reduces Crow’s SR to 5th level (target number 40). Now Crow only needs to roll a 9 or higher, and has a much better chance of success.

Part of your job as a player will be to think about exactly what your talent encompasses, and how you expect it to apply. Conferring with your GM, and perhaps with others in your playing group, may help clarify the boundaries.

A GM’s Guide to Assigning Talent Saving Rolls

The GM should always think about how difficult the task would be for an adventurer without any special training or ability, and use that as the baseline. Most saving rolls should be at the same level as an untalented person would face, but the talent improves the results for the person who brings “that special something” to the table. Sometimes one’s particular knowledge will lower the saving roll slightly—not more than 1-2 levels, usually, and only if the talent is particularly apt (as in the example above). Sometimes, a feat will actually be impossible to attempt for someone with no particular talent for the job, in which case the saving roll will be possible but set at a high value.

The GM is cautioned to make sure the talent applies to the task at hand. If Goldie Llangrims (talent Goldsmithing) got her name from applying gold leaf to statues carved in her workshop, then she won’t know how to make elvish moonsilver into jewelry any better than Gerda Longshanks the pig merchant, whose talents come under the heading of Animal Care.



Limitations

Talents are not “always on.” In the heat of action, a talent may slip the mind of an adventurer (or the player). If it is not called into play at the time, it may not be used retroactively.

If Eamon Voss, a wily human rogue, is being chased by guard dogs and comes to a locked door, he might turn, dagger in hand, to fight the dogs when they catch up to him. This is an opportunity missed! A GM might suggest he has a few moments to use his Lockpicking talent but, if not, the GM is under no obligation to apply it as a remedy after the fact.

No talents simply make you “better” at things you normally do, like being better in combat. (That comes from your personal adds, your weapons and so on.) Talents apply to special actions, specific feats, and limited situational conditions. A talent like “Exceptional uses of weapons” will allow you the opportunity to disarm a foe, or maybe even bean an ogre by throwing your mace. It won’t add to your hits of damage every turn.

Talents are not additive. A character, especially an experienced one, may have several talents that could apply to a given situation. The character must select the one talent he feels applies best, and cannot attempt to add them all together.

Eamon Voss is at it again, with his eye on a self-important dwarvish seaman strutting along the quay. Voss needs to retrieve a vitally important document hidden in the ugly little man’s purse. He has Roguery, Dwarvish Anatomy, and Stealth, any of which might be brought into play if he simply wants to cut the dwarf’s purse. He also has Silver-tongued Devil (a particularly potent version of the talent for Persuasion) and might be able to talk the dwarf—or those around him—into making him part with the document. Voss’s player must select the one talent he feels is the most appropriate (or just the most fun), and then describe his words or actions based on that choice.

Special Case Talents

Rogues acquire talents more easily than the other character classes, and are more likely to rely on them. *Rogues get one extra talent immediately, at the time they are rolled up.* Other first-level characters begin with one talent; rogues start with two.

As rogues level up, they also get on the fast track for extra talents. *On every even-numbered level, a rogue may take one additional **rogue-like talent*** (such as the ones starred in the talents list) for “free” and in addition to a character’s normal talent available for leveling up.

These “free talents” should not be the run-of-the-mill talents like Cook, Mountaineer, or Mason, but should in some way reflect the typically roguish nature of the character type. In the above example, Eamon Voss is unlikely to use his Horsemanship skill. Similarly, the “Exceptional Use of Weapon” would be appropriate when applied to daggers, but probably not to battle axes. Players who want to make an unintuitive talent a “rogue’s special talent” might need to confer with their GM.



TALENT LIST

Earlier editions with talents were criticized for not having lists to spark one's imagination or guide one's choices. However, no printed list could possibly contain everything a creative player could want. Therefore, and most emphatically, you are not limited to what talents we have listed. Use this list only as a guide—a place to start.

Talents can be anything the player can think of. They can be broad in their application or narrow. Players and GMs will find it helpful to establish between them when and where and how your character came to learn and practice this talent. This might shorten future discussions about whether the talent would apply to any given circumstance.

The list below contains talents that are broad (like Blacksmith or Fisherman) and those which are

more specific (Poisoner or Calligrapher). We present things we see as more specific nested under broader talents, is to suggest how the ideas might relate to each other, but players are under no obligation to apply them in this manner.

Finally, you will see alternative names for similar (but not necessarily identical) options. Moreover, certain narrower talents might have been nested under different broad talents as given here, and we also indent some talents under more than one place (Poet, for example). How you define your talent is what matters, but choose your words carefully, because they may determine how well the talent applies when it comes time to make that saving roll! Skills with an * can be taken by any character type, but rogues take them more freely.

TALENTS

Anatomy

Butcher

Specific Anatomy:

(Elvish anatomy,

Trollish anatomy, etc).

Surgeon

Animal Knowledge

Animal husbandry

Horsemanship or Riding

Hunting, Tracking

Training: Dog/Cat/Horse/Bird

Artisan

Actor

Painter

Sculptor

Calligrapher

Scribe

Jewelry maker

Leather worker

Musician

Potter, Ceramicist

Singer

Bard

Athlete

Contortionist

Dance (or specific dances)

Deep water diving

Acrobat*

Juggler

Martial artist (*but see*

Unarmed combat section)

Mountaineer

Skier

Caver

Swimmer

Botany, Knowledge of Plants

Apothecary

Healer

Herbalist

Poisoner

Builder

Architect

Engineer

Mason

Shipbuilder

Charming (CHR)*

Chemistry

Alchemist*

Apothecary

Explosives

Cleverness (IQ)*

Medicine

Poisoner

Healer (*or specialized for certain kindreds or for animals*)

Crafts

Brewer (*or specialized for wine, beer, ale, mead, spirits, etc*)

Candy maker

Tailor

Weaver

Cook

Farmer

Tinker

Jewelry maker

Leather worker

Armorer

Blacksmith

Farrier

Swordsmith

continued on the next page



Culture Knowledge

- Diplomat
- Species-specific lore
(Elf lore, troll studies)
- Historian
- Literature
- Poet
- Social adept *(being third son of a duke, you can move in those social circles; or you simply have friends in high places and don't snivel on your sleeve unless that's a sign of good breeding)*

Comparative Religion *(may specialize for regions or kindred)*

- Knowledge of rites and rituals
- Mental discipline

Exceptional Uses of Weapons*

- (not the same as "better combat skills")*
- Archer
- Sharpshooter *(should be weapon specific)*
- Swordsman

Geology, Earth Sciences

- Miner



Daily life skills

- Bargaining, bartering
- Streetwise
- Merchant

History *(may specialize to region or locality, or time period)*

- Historian *(Kindred Specific)*
- Librarian
- Intellectual
- Literate, well-read
- Philosopher
- Playwright
- Poet
- Storytelling
- Writer

Language Proficiency

- Ancient Tongues *(may specialize in a certain time period or kindred-specific ones)*
- Codes, Ciphers, and Secret writing

- Translator
- Rhetoric

Bureaucrat

- Judge
- Lawyer

Persuasion

- Leadership
- Seduction

Marine Knowledge

- Deep-water fishing
- Canoeing or kayaking
- Navigation, piloting
- Sailing
- Knot tying

Mathematics

- Accounting, Bookkeeping
- Astrology
- Astronomy
- Gambling
- Practical arithmetic
(geometry, trigonometry)
- Theoretical math

Mechanics

- Clockworks
- Siege Machinery

Leadership

- Military tactics
- Small unit tactics

Resilience

- Competitive drinking
- Endurance
- Self-defense
- Dodge*

Scientist, Investigator

- Anatomy
- Chemistry
- Medicine
- Research Skills

Subtlety, Roguery, Thievery

- Arson*
- Assassin*
- Conspiracy*
- Disguise*
- Gambling*
- Garrote *
- Lock-picking*
- Pickpocket*
- Poisoner*
- Sleight of hand*
- Streetwise*
- Spy*
- Stealth* *(hiding, tailing, evasion)*
- Thievery*

Wilderness Skills, Outdoorsmanship

- Camping
- Firemaking
- Fishing
- Hunting
- Knot tying
- Overland trekking
- Trapping
- Wilderness survival *(may specialize for jungle, snow and ice, desert, etc)*



7.0 The Hostile Opposition

Before we get into the mechanics of actual combat (in the section which follows this one), let's talk in very general terms about what the player characters will be fighting against.

In fantasy role-playing games, as in all storytelling of heroic derring-do, the good guys battle the bad guys. The forces of order verses the forces of chaos. If you want to invoke the shade of Joseph Campbell, it's because solar heroes must slay the evils lurking in darkness to restore light to the world. It is the quintessential Us versus Them.

7.1 Monsters, Enemies and Foes

For better or worse, 21st Century relativism complicates this simple equation. Monster rights have become civil rights in the Empire of Khazan, and Trollworld harbors many sentient beings who don't consider themselves monsters (even when they deliberately hunt humans and their allies to suck their marrow and crunch their bones). They may, in fact, consider the armies of the "good kindred" to be the monstrous ones when they come rampaging through their territory and looting their dungeon homes.

If we can't call them "monsters," what do we call the orcs, trolls, ogres, and goblins that are typically hostile to the good kindred, often attacking on sight? In Fifth Edition, these humanoids were collectively referred to as "the illkin" and that term suitably distinguishes them in these rules... for good or ill. (Sometimes we just can't get away from calling them "the monster kindred" too.) Of course you can use whatever terms you wish during your own games.



What's more, humans fight other humans, just as in our world. Different clans of dwarves battle against other dwarves when conflicts arise. Out in the savage lands, orcs fight orcs, and ogres will snack on stringy goblin meat as happily as on succulent elf flesh.

Conflict lies at the heart of fantasy stories, and combat

is often the only way to resolve that conflict. (More intellectual resolutions make for memorable role-playing, but charming your way out of being eaten by a carnivorous slime mold might not end well... for you.) In these rules, we call the antagonists enemies, foes, opponents, beasts, or creatures, but whatever the term—these are the ones out for your blood.

A Game Master usually runs the hostile opposition your characters must face in battle. (In a solitaire adventure, options in the text serve this purpose.)

7.2 Opponents with a Monster Rating

When your character runs into a spot of trouble while delving in a dungeon or tromping around the outback, the GM will find it easy to use a *Monster Rating (MR)* for ordinary foes. This single number determines the nastiness of the monster in combat, and also how much damage it can take before it dies. It is quick and easy to use, and most appropriate for the nameless grunts and random beasties foolish enough to stand in the way of the heroes.

Monster Rating	Number of Dice
1 - 9	1
10 - 19	2
20 - 29	3
30 - 39	4
40 - 49	5
etc.	etc.

To determine how many dice a foe gets, divide the MR by 10 (discarding any remainder) and add 1. The creature will get to attack with this many dice every combat round, for as long as the combat lasts.

In addition to the dice the creature rolls, *it also gets combat adds equal to half its current Monster Rating (rounding down).* Monster Rating represents the creature's health, and if you hurt it, it will not fight as well.

Opponents with a monster rating may wear armor or have tough hides that absorb damage, which will make them harder to hurt. Details like this should be decided by the GM when creating the scenario and determining what foes the players will face.

Dice & adds in combat

In certain editions, both dice and adds go down as the monster's MR goes down. Once they start losing under this system, the bad guys fail fast. By leaving the dice where they start, even ordinary enemies continue to fight back a little longer. This balances the newer combat options that PCs have to draw upon, and saves the GM from having to recalculate the dice for every round of combat. As always, GMs may retain the old rule if they prefer.

7.3 Opponents with Attributes

Some of your foes may have a full complement of prime attributes and abilities, and fight the same way you do. If they happen to be classified as warriors, they will get the option of doubling their armor. Magic-users (whether wizards or rogues) will use their wizardry to fire off spells. Using appropriate weapons, everyone will get their personal adds and the weapons' values.

Because these enemies take longer to create and have more tricks for the GM to pull out of the hat, they can be considerably more dangerous to a party of adventurers. At the very least, an attributed opponent should be considered "a character" (of the NPC variety when handled by the GM), and something more notable than the average tunnel denizen.

The illkin can easily be given full attributes from **section 13.01** of "Other Playable Kindreds" in the Elaborations. Other important nasties—wizards with godly powers, ancient dragons with a bad attitude, and such—may simply be assigned their attributes and abilities by the GM.

7.4 Monster Levels

Enemies defined with a monster ratings generally do not have levels like PCs do, but you may sometimes find it necessary to treat them as if



they did. For every 25 points of Monster Rating, treat it as equivalent to one character level. Thus, an obsidian spider with MR 50 could be considered a second-level beast. Round down, but no monster worthy of the name is less than first level.

This cannot be a hard and fast rule, just a loose guideline for nameless mobs of foes. In practice, the Phoenix players tended to assign level ratings to MR-monsters more arbitrarily, depending on where they were found and what they were. After all, a MR 50 dragon would be downright puny but an alley cat with 50 MR would be pretty darn scary.

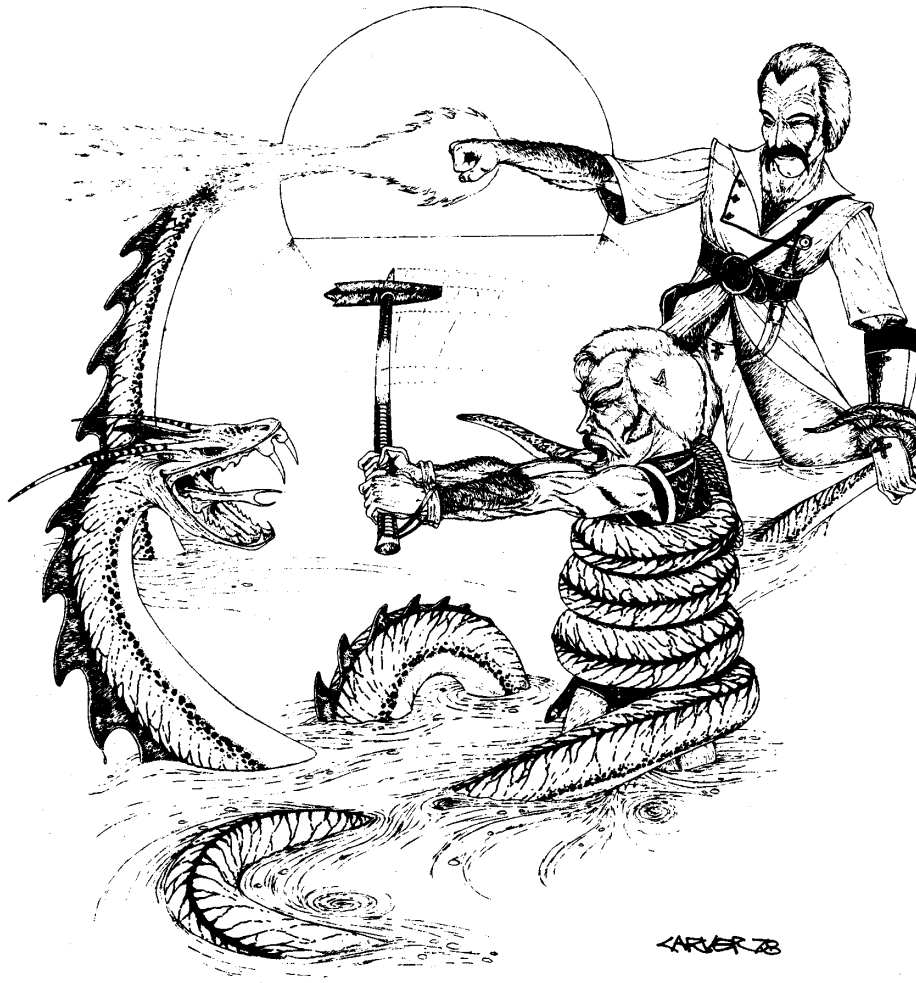
Enemy NPCs defined with prime attributes should be assigned levels in the same way player characters are, by their highest attribute. Divide by 10, and round down.

The player characters will face an endless variety of possible foes, and every GM worth their salt invents more. No list could be exhaustive, but throughout the rules and especially in the Trollworld section you will find all kinds of monsters and beasts mentioned. Beings familiar and unfamiliar, legendary, literary, or invented out of whole cloth should fire up your imagination and provide you with plenty of options to use in your games.

If your dT&T games are not set in Trollworld, create any creatures appropriate to your setting. If you were playing *Tunnels & Alien Trolls* set on the planet Fralyu, then you might have six-armed, three-eyed tangerine-colored trolls who ride dinosaurs and wield bazookas. The only limitation is the stretch of your own imagination.



COMBAT



The ways and whys of combat in Deluxe Tunnels & Trolls.

8.0 Combat

As noted earlier, conflict lies at the heart of all epic hero tales, so every fantasy role-playing game provides ways to handle combat to resolve conflicts that can't be handled any other way. A fight always involves two sides—Us and Them, the Good Guys versus the Bad Guys, the Heroes battling the Monsters. Call it what you will, it always comes down to A against B.

Every combat is different, and there are a lot of moving parts to consider: missile weapons, magic, talents, special abilities or tricks, and environment may all play a part. Game Master and players have to collaborate in their storytelling so that the fight makes sense. Visualize the situation in your imagination, and you will know that Mungo the Hobb's sneak attack did 11 points of damage to the giant's ...ankle. What else could Mungo reach? When the giant falls down, our doughty little warrior might start attacking the giant's head. Do it!



Combat: T&T Style

Players familiar with earlier editions of T&T will find the basic combat mechanic remains the same: each side totals up as much damage as possible, then you compare the two numbers. Combat remains fundamentally **simple** (even simplistic), by design. The side with the higher total hurts the side with the lower number. The difference between the two numbers determines how much damage the loser must take. Special rules to address more complex situations have been added, clarified, or modified.

8.1 Basic Terms and Definitions

The terms and definitions in this section apply to virtually every combat situation. We'll cover more conditional situations (missiles, unarmed combat, etc.) in the sections that follow.

PERSONAL ADDS Personal adds account for much of how deadly a PC can be, often more having a fancy weapon. You do more damage overall if you hit harder (strength adds), place your blows strategically (dexterity adds) or just get in a lucky shot to a vulnerable spot (luck adds). Being able to strike more rapidly than others will also do more damage (adds for speed).

What about the character using a crossbow? How does that use strength? By holding it rock-steady, or being able to cock it without having a big friend help out.



What about intelligence? Wouldn't a character who fights smarter than her opponent have an advantage? Perhaps. It's a good thing to fight intelligently, but it doesn't translate into direct damage. To hurt a foe, you have to hit them. Talents and other rules allow—even encourage!—special maneuvers or tricks in combat, and that is where the PC's intelligence is reflected. A *player's* own intelligence comes into play with clever uses of talents and visualization.

COMBAT ROUND: A "combat turn" or "combat round" refers to that span of time in which all participants have an opportunity to try to damage their foes. It could be as brief as ten seconds or as long as two minutes, but should be envisioned as a swift exchange of blows and parries by all combatants. This includes all the feinting, dodging, parrying, trash talking, spellcasting, fleeing, and anything else that might happen in a single exchange.

We don't count every blow and parry. People don't line up in initiative order to get their licks in. While two minutes is the rough estimate for a combat round, the GM may choose to make a round longer or shorter as necessary. I think the average combat turn is maybe 10 or 20 seconds, most of the time.

For purposes of the game, the players pause at the end of each round to assess the damage done, and to determine the changing balance of power. Don't let the freeze-frame mechanics constrain you. Imagine the action unfolding continuously until the winners win and the losers submit, die, or run away.

WEAPON DAMAGE: Every weapon gets a certain number of dice to represent the amount of damage it can do, plus any weapon adds.

For example, the large combat dagger is a 2d6 + 3 weapon. The player will roll two dice, and add a bonus of 3 when that character fights with this dagger. The potential damage is between 5 and 15 hit points of weapon damage per combat round. The actual weapon damage is going to depend on what the player rolls and whether it actually draws blood.

Some weapon damage may be *missile damage*.

When a character uses a weapon that is fired, shot, thrown, slung, or explosively propelled at a foe, they must make a saving roll (usually on DEX) to hit the target. A player with a character talent related to marksmanship (or something similar) might want to use that instead. A character shooting into a packed crowd might simply rely on luck to hit someone at random. More about missile weapons will be covered below.

HIT POINT TOTAL (abbreviated HPT but often just called "hits"): When conflict erupts, both sides do all the damage they can. One team's HPT will include all their weapons (melee and missile), personal adds, any magical attacks or augmentations, and any other relevant abilities. The HPT is the total damage each side in a fight generates during one combat round, before armor or special conditions come into account.

POINTS (or Hits) OF DAMAGE: Both sides fight, generating as high a HPT as they can. The numbers are compared. The basic "hits of damage" equals the difference between the two HPTs. The losing side takes that many points of damage as actual wounds if they lack enough armor to absorb it. The losers get to allocate how the damage is distributed if there are multiple characters (*within reason... this is where visualizing the situation counts a lot*). Damage taken will modify character or monster stats, to be figured into combat abilities before the next round begins.

Magical and missile damage are discussed separately, and may take effect regardless of the basic HPT difference between each team of fighters. Spite damage always takes effect.

SPITE DAMAGE: Because dT&T does not use a detailed, blow-by-blow combat system, spite damage reflects the truth that combat is dangerous and one can always get hurt. When rolling dice in combat, every 6 thrown on the dice counts for 1 point of damage against the opposition, no matter

which side wins the combat round. Those points of damage get through “in Spite of” everything one can do to stop them (including armor).

Spite damage rolled by the winning side of a combat will always be part of the winning total. If the winning side generated more points of damage in the HPT than what their spite damage alone would have been, then spite damage is just added to their total. *(This is what happens most of the time.)*

ALL SPITE DAMAGE ALWAYS GETS THROUGH! If spite damage is more than total damage, simply count the spite damage. Regardless of source, missile or melee, all spite damage gets through. If total damage is greater than spite damage then the spite damage is simply part of the total damage. If spite damage is greater than total damage, ignore total damage and simply count spite damage.

Let's look at a few examples.

Example of Everyday Spite Damage: Lars Lindstrom and his friends Caedo and Eflam are fighting the ogre Gruntugly Bragtongue and his pair of trained grobrins, Gnip and Gnaw.

Lars and friends roll a HPT of 84 points in which they got five 6's. The ogre and the grobrins rolled 74 points in which they got four 6's. If neither side has any armor, the illkin would take 9

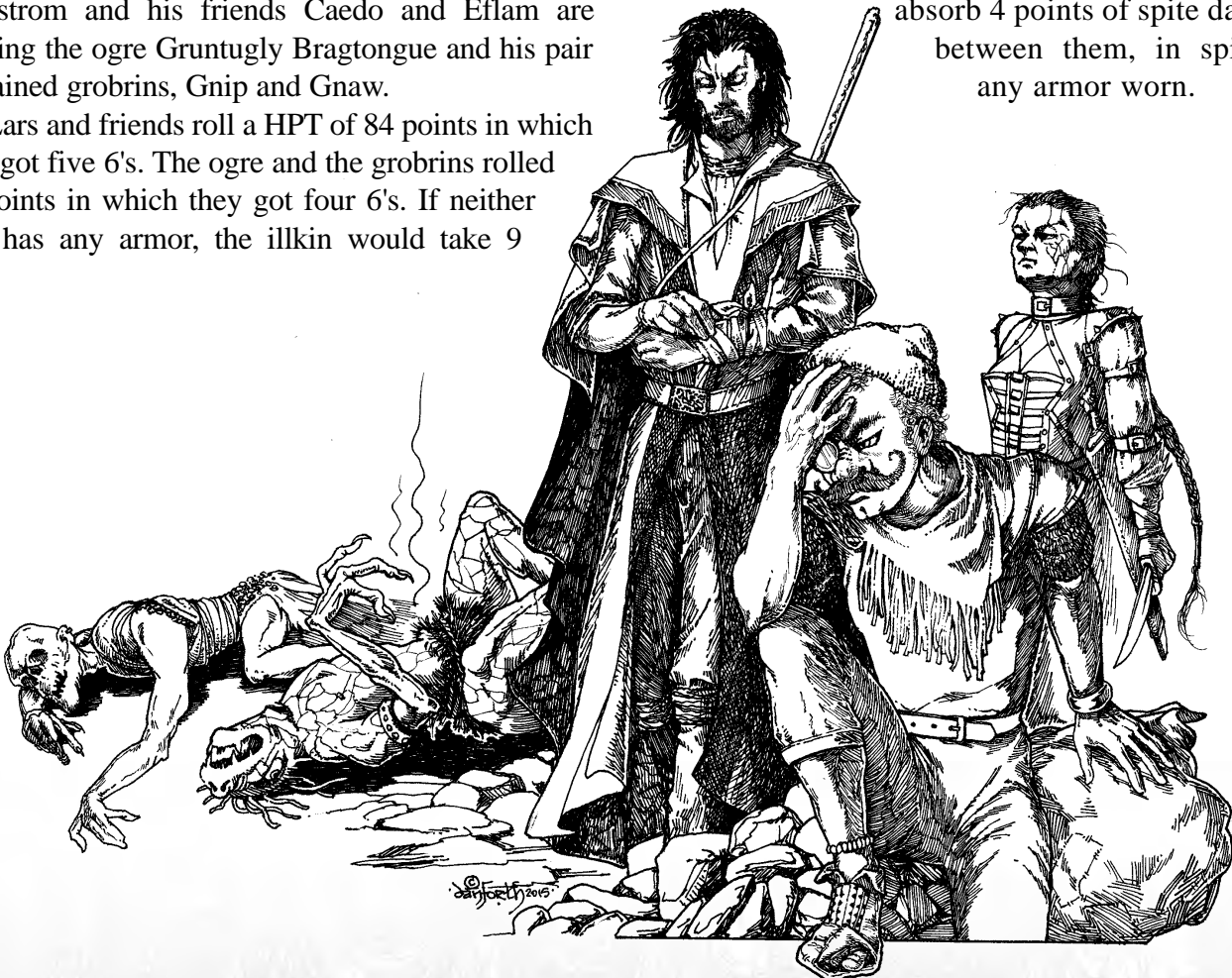
points of actual hurts, of which 5 are spite damage. (The ogre's group does NOT take 9 regular + 5 spite damage. Spite is included in the greater total.)

The good guys won that round, but the ogre and grobrins still delivered four 6's of spite damage. Therefore, Lindstrom's band has to take 4 points of physical hurt, ignoring any armor.

Example of Barely-enough Spite Damage: What if the fight were closer? If Bragtongue's side rolled 82 points to Lindstrom's 84 (with everything else the same), there would be only 2 points of regular damage against the bad guys. However, the good guys rolled 5 points of spite damage!

Brag and the grobrins still have to take all the spite damage, distributing the points among them. Two of those points are general damage, and Brag absorbs them on his raggedy mail. The remaining 3 points are spite damage that leaves a spatter of blood on the floor.

As before, Lindstrom's group has to absorb 4 points of spite damage between them, in spite of any armor worn.



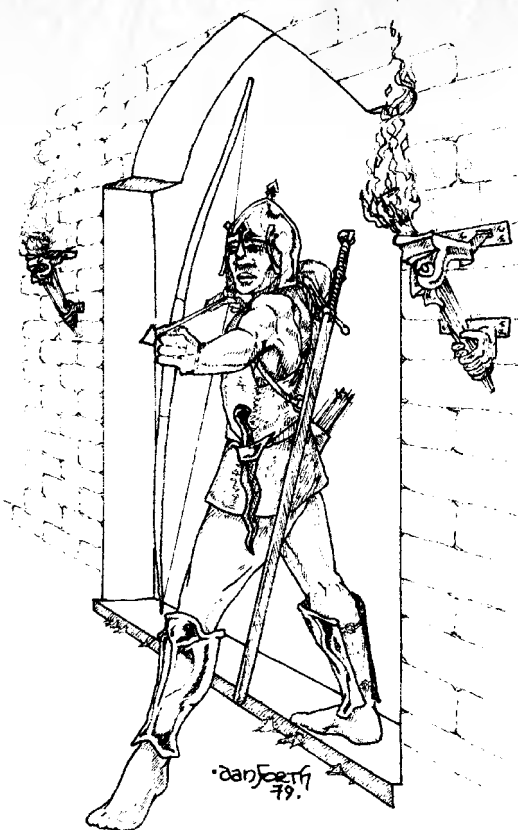
8.2 Missile Weapons in Combat

When a foe is a nasty customer, it can be wise to strike from a distance. When missile weapons hit, the effect can be devastating because the damage is mitigated by armor alone. The target's own hit point total (reflecting its effort to defend itself) is not subtracted from the damage you have done (your hit point total). An arrow a day will keep the monsters away.

HITTING WHAT YOU AIM FOR

Hitting the target is the trick with missile weapons. The character must make a DEX saving roll (or roll against a suitable talent), with the chart below providing the basic "to hit" number. Remember that a zero level saving roll automatically succeeds unless the player rolls a 3 (1+2) which is an automatic failure for any saving roll at any time.

Missile-users generally designate a target to shoot at. If they shoot blindly into a mob of opponents, a luck saving roll might be applied just to hit something, instead of a particular target. An alternative rule is for every fighter on the receiving end to make a low saving roll on luck, and whoever misses the saving roll by the greatest amount is the person who gets hit. If no target was specified, and everyone makes their saving roll, then the shot hit no one.



MISSILE WEAPONS Level of saving roll required					
Target Size	Pointblank (0-5 yd)	Near, easy (6-50 yd)	Far, challenging (51-100yd)	Extreme, difficult (161-150yd)	Phenomenal (over 150 yd)
IMMENSE (over 15 ft) dragon, barn	0	0	1	2	3
HUGE (10 - 15 ft) giant, ogre	0	1	2	3	4
LARGE (c. 5 - 10 ft) troll, human	1	2	3	4	6
MEDIUM (c.2 - 5 ft) wolf, hobbit	2	4	6	8	12
SMALL (c. 8" - 2 ft) rabbit, rat	3	5	9	14	22
TINY (under 8") fairy, coin	4	8	15	25	45

If the character aims for a particular target and makes the saving roll, then that damage will automatically take effect against the target when damage is assessed at the end of that combat round (even if the party loses the round).

If your character misses the saving roll to hit, you still count the weapon damage toward the party's overall HPT regardless of whether the PC party wins or loses overall. You were in the fight, and that number counts as part of the overall chaos of combat. However, the missile damage is simply rolled into the bigger number and does not automatically take effect if the character's side loses the combat round. (If the party wins, the missile isn't counted separately either.)

Sizes are approximate guidelines, not absolutes, and a short wide target can be the same effective "size" as an upright one. Pick the closest target size, cross-reference with range, and let fly.

These saving roll numbers are useful guidelines for most combat conditions. If a target is moving rapidly or evasively, increase the level of difficulty to hit (at least two levels higher or as much as 25-50% harder). If a target is completely unaware and/or immobile, and the shooter has time to take slow careful aim, the GM might reduce the level of difficulty by a level, or by 10-25%, as circumstances dictate.

OTHER CONSIDERATIONS

You will not get another combat roll with which to fight back if you get attacked in the same combat round. (No shooting and then pulling out your sword for melee in the same round.) Usually, you only get to shoot one missile per combat round. Gunnes can only be fired every other round

because they are slower to reload. However, if a shooter uses a gunne in each hand, each one can be discharged in any given combat round it is ready to fire. (See more below.)

Armor works normally even against missile weapons. The default assumption in T&T's combat

Combat 101: Melee & Missiles

1 Each player rolls combat damage separately.



A successful saving roll (SR) allows missile attack to directly deliver damage to the monster.

All attacks are based on weapons damage + adds.

GM rolls attack damage for monster.

2 Players' separate combat numbers are combined.



An unsuccessful SR means the missile damage is added to the party damage total.

Players damage total is compared against monster's damage total.



Partly Damage Total > Monster Damage Total

Partly Damage Total < Monster Damage Total

This exchange of damage totals continues until the party or the monster's MR is exhausted.

3a If the players generate more damage than the monster, they win the combat!



PLAYERS WIN COMBAT ROUND > MONSTER DEFEATED

Armor can absorb some (or all) damage, but not spite damage

Or...

3b If the players can't generate more damage than the monster, they are defeated.



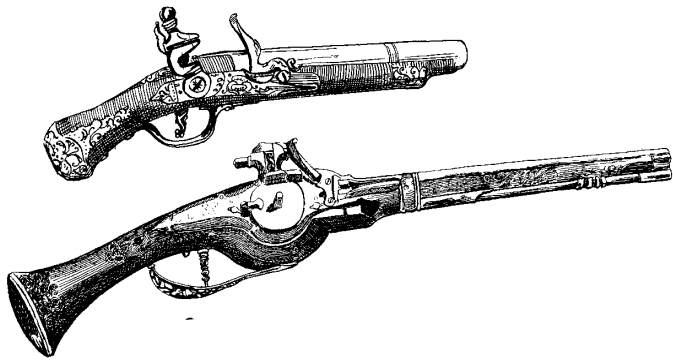
MONSTER WINS COMBAT ROUND <



system is that the target might logically be struck somewhere the armor is protecting them in the chaos of combat. If you think wearing a 1-hit steel cap doesn't really help when your character takes an arrow in the knee, you are free to create a random hit-location chart. But if the shooter is not aiming specifically for a knee (or a face or arm), then allow characters to take hits on their armor as always.

8.21 Gunnes

Generally speaking, gunnes are missile weapons like other missile weapons, but there are some details that warrant a closer look.



Firearms are rare and expensive weapons in the familiar lands around Khazan and the human cities of the south, but they are not unknown. Efficient technology has a way of spreading! Given the technology level we presume for Deluxe T&T, the various pistols, shotguns, and cannons are all single-shot muzzle-loading weapons. GMs not playing in an exact analog of Trollworld can, of course, allow breech loaders and multi-shot weapons, but these are not yet discovered in Ken St. Andre's Trollworld!

SHOTS PER COMBAT ROUND

A bow and arrow, or sling, or even crossbows can be reloaded very fast, which allows users to shoot every combat round. Firearms take more time. To reload any single firearm takes one uninterrupted combat turn. If Bango the Shooter fires his weapon on combat turn 1, he reloads it on combat turn 2, and he may not fire again until round

3. During the second combat turn, Bango contributes nothing to the HPT of his side. He would be just as susceptible to being hurt as anyone else, though, if the party's foes can reach him. If he's smart, he's standing as far back as he can or has a friend defend him while he's reloading.

Most sentient creatures on Trollworld have two arms, but characters can use a one-handed firearm in each hand (however many limbs that might be). In this case, gunners can get off more than one missile in a single combat round. Saving rolls to hit are rolled individually, and likewise it will take a combat round to reload each one individually.

OTHER CONSIDERATIONS

The dubious technology of gunnes makes a fumbled saving roll (a roll of 3) more often penalized. In the case of an automatic failure, the least that happens is that the gunne misfired. Perhaps the powder was damp or the weapon jammed. If the GM decides on a really catastrophic failure, then the weapon could explode in the character's hands, doing its damage to the shooter (and nearby compatriots) instead of the target, although without including the character's personal adds.

Armor protects as usual. However, the smaller pellets of shotguns have a wide spread pattern, and some GMs may wish to decrease damage from shot if the shooter is at more than half the allowed range. Moreover, players must beware of putting their companions at risk if they are caught in the area of effect of a blast!

Finally, the largest gunnes are really field pieces. Mounted on a city wall, they can be devastating and (in the hands of those with prior experience using the emplacements) highly accurate. However, if Towering Tom (you know, the guy who claims a giant and an ogre lurk in his ancestry?) tucks one under his arm when he goes off adventuring, he can use it if his stats allow. Such a gunne isn't going to fit down a narrow dungeon crawlspace, though, any more than some of the other over-large weapons on the lists.



8.3 Unarmed Combat

Hands and feet can be dangerous weapons although, like other weapons, their potential deadliness increases with training.

An unarmed fighter with no particular training gets $1d6 \times$ his STR multiplier, plus combat adds. This applies to non-humans as well, so a dwarf with a strength multiplier $\times 2$ gets $2d6 +$ combat adds when fighting barehanded.

Warriors get $1d6$ times their STR multiplier, plus the warrior bonus of $1d6$ per character level, plus combat adds. Thus, a 2nd level human warrior has $3d6 +$ combat adds, and a 2nd level dwarf warrior has $4d6 +$ combat adds.

Unarmed fighters will usually strike to stun their opponents unless they specify that they are trying to kill their opponent. To make an unarmed attack into a killing attack, the unarmed fighter must state that he is trying for a deadly blow, and the GM will have to assess an appropriate saving roll. A general default to use is a DEX roll at the character level of the fighter's opponent. This will not cover every situation, but takes care of many likely ones.

Martial Artists

The martial artist specializes in unarmed combat. They are well-suited to being developed from a specialist in speed or dexterity (especially the more advanced kind of specialist described in **Section 12.2**), but the player who wants to run a martial artist could use any character type with an appropriate backstory. Compared to swordsmen, archers, and other common types of fighters, such individuals are rare in most parts of Trollworld.

The weaponless combat techniques of Trollworld will be analogous to karate, judo, tai chi, capoeira, huka-huka, kuntao, savate, and other martial arts players may be familiar with from our world. Only the names would be different, and some kindreds might have their own specialties.

Magic & Martial Arts

Have wizards spent all their time studying books, but never touched the mental discipline of martial arts? It's hard to imagine not having the possibility that certain schools of magic teach martial arts in support of mental conditioning. Healthy mind, healthy body, and all that. We have made backstory pivotal for characters, so if you see the logic of martial magicians, go for it.



SS (ampton
• danforth) © 2015

The most important thing is the backstory to explain why the character knows this martial art, and how it operates. A good guideline would be to define something the character can do offensively or defensively—but keep it pretty simple at first. (No newly rolled-up character should start out as a walking machine of death.) For example, a player might say his character is an elvish rogue named Liren-lir-Liren who trained in the secret art of *Needletouch*. Offensively, *Needletouch* is the ability to incapacitate and sometimes kill others by striking certain nerve centers of the body. To do this, the character has to be able to close to melee distance and make a moderately easy DEX or LK saving roll after which, if the roll is made, the damage done ignores armor.

Depending on how inventive and dedicated you are as a player, and with your GM's assent, you could define other skills that could be added as you level up. Perhaps every third level, his *Needletouch* becomes more rapid, and he gets to roll for damage once more in one combat round (at 3rd level, he rolls twice; at 6th level he rolls three times.) At fifth level, Liren-lir-Liren might get *Eelgrass*, able to dodge missiles with a SPD or DEX saving roll (if he knows they're coming at him). At tenth level, he is so sprightly at dodging that his *Eelgrass* ability can take up to 2d6 hits as if on armor, as long as he isn't carrying anything heavier than 1/4 his maximum Weight Carried. The skills and abilities should be thoughtfully defined and limited.

When fighting in regular combat, even martial artists get just 1d6 times their STR multiplier, plus their combat adds.

Martial Artists and Talents

Logically, another way to play a martial artist is to declare Martial Arts as the player's talent. Again, the player should develop a backstory for the character that explains it. However, remember that talents are not "always on" but give you the opportunity to pull a special move, a stunt, a dirty trick ... or to finesse a martial arts move.

Suppose Liren-lir-Liren isn't a specialist, but a

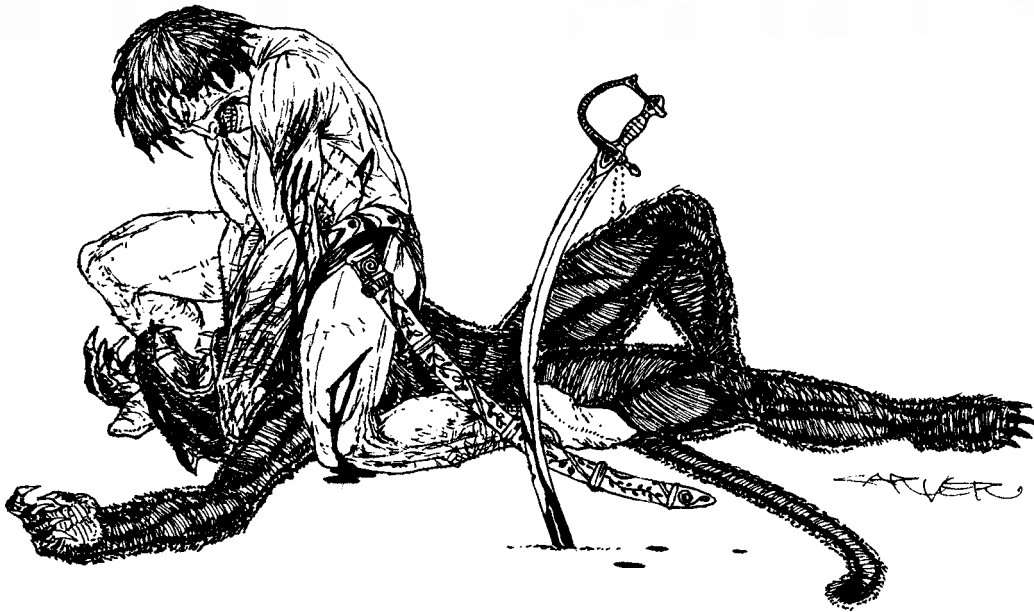


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rogue with the *Needletouch* martial arts talent. In a fight against an armored uruk, the player could say he wants to leap behind the monster and strike it in the neck to render the uruk unconscious. The GM would decide that to leap over a man-size monster would require a STR saving roll at level 2 or 3. To land firmly and strike would require a DEX saving roll at level 3.

If Liren-lir-Liren makes both saving rolls, the uruk goes down like a pole-axed pig, even if Liren's actual hit point total is less than the uruk's CON. If he fails the leap, he won't be in position to perform the special move, and something bad would happen—perhaps he would get no roll for that combat round and the uruk is free to do all the damage it can. If Liren makes the leap but misses the blow, he could still do normal unarmed melee damage but the uruk will not be knocked out and probably able to fight back as if it were a normal combat round. A generous GM might give the uruk a small disadvantage since Liren successfully made the leap and took the first poke in the general exchange of blows. ■

8.4 Berserk Combat



Sometimes fighters go all-out without any sense of self-preservation, fueled by adrenaline and unthinking bloody-mindedness. We call such fighters *berserkers*, and apply special rules.

A player may only choose to have their character go berserk if the character's IQ is 16 or less. Any type of character using hand-to-hand weapons (or bare hands) may go combat-crazy, becoming a whirlwind of steel and savagery.

When a character goes berserk, they no longer get personal adds. Warriors lose their warrior level-bonus and the benefits of training that let them get extra mileage from their armor and shields. (The *berserkr* of Scandinavian history were said to fight clad in only a bear or wolf skin. We let warriors keep their armor but get no special benefit from it.)

The benefit to *berserker*gang is that *the fighter gets to roll all multiple numbers on the dice over again until no multiples remain*. The principle is, if you roll enough dice, you should more than make up for the lost personal adds (although mainly when the character is relatively low level).

If a berserk character is throwing fewer than seven dice, and gets no multiple dice on his first throw, he may throw two dice again as if they were a

double. (Thus, the berserker will always get better than his ordinary weapon roll.) Multiples after the first roll are rerolled independently—see the example below.

The downside is that berserkers exhaust themselves fighting like this, losing 1d6 STR every combat round. However, that reduction *only takes effect when the combat ends... for as long as some STR remains*. Thus, a character with only enough strength to fight normally when rested can still keep fighting while berserk, even though his strength is decreasing. In fact, only two things stop a berserker once the rage overcomes him: either the opposition is dead or defeated or, if during the fight STR would reach zero, the character has drained all his reserves and will collapse unconscious. If the berserker is still standing once the foes are down, exhaustion sets in all at once.

After the bloodlust passes, the fighter will begin to recover STR at a rate of 1 point per regular turn (=5 combat rounds), roughly imagined to be around ten minutes.

In earlier editions, a berserk fighter with no enemies to attack would attack his own party members. That rule is gone. If a berserker runs out

of enemies, he just stops fighting. He's going to be very tired anyway.

Let's Look at an Example

Sometimes it is easier to see how things go by reading through each step.

Mijak is a human barbarian (a warrior) who fights with two small axes, each worth 3d6 in combat. He has a STR of 18 and an IQ of 10. He has 9 personal adds and is still level 1. He wears only a steel cap for armor (1 hit). Total strength required is 10 for the two axes, plus 1 for the cap—plenty left over for everyday adventures and whatever he's packing on his back.

One day in a deep cavern, Mijak is attacked by an obsidian spider with a monster rating of 45 (5d6 + 22). With just 6d6 + 9 personal adds to work with, Mijak's player thinks he will die if he tries to fight it straight up—even adding the 1d6 for his warrior bonus. [For the mathematically inclined: his average roll will be 33.5 to the spider's 39.5. Without more armor, he's probably going to be lunchmeat.]

So he goes berserk.

As a berserk fighter, Mijak gets his weapons' dice (3d6 for each ax, rolled together) and forfeits his 9 personal adds and the 1d6 he would get for being a first level warrior. Mijak starts with a STR of 18 and a CON of 15.

Round 1: Spider rolls 42 (20 on the dice + 22 adds) with 1 point of spite. Mijak rolls 6 dice, getting a total of 24 (6+6+4+3+3+1). The 6's and 3's allow him to keep rolling *but the multiple sets must be rolled separately*. From the 6's he gets 5 more (3+2) — those dice get set aside, separate from the rerolled 3's. From the 3's he gets 10 (6+4). His combat total is 39. The three 6's give him 3 points of spite damage.

Assessment: The spider wins the round by 3 points. Mijak takes one point on his helm and the rest from his CON, which drops to 13. The warrior does 3 points as spite damage, reducing the spider's MR to 42. (It still gets 5d6 but only +21 in adds).

The GM rolls 1d6 to determine how much Mijak's STR drops (-1) and it goes to 17. That doesn't keep him from fighting as before. However, the spider now has fewer combat adds.

Round 2: Spider rolls miserably, getting 35 with 1 spite. Perhaps inspired by the spider's lackadaisical attack, Mijak rolls up 31 (6+6+6+6+5+2). Berserking like a crazy man, he rolls the 6's again, getting 12 more (5+3+2+2). He can roll the two 2's again for another 9 points (6+3) bringing his grand total to 52. He wins this combat round.

Assessment: He does 17 points of damage to the spider (which includes his 5 points of spite). The spider's monster rating sags to 25 (5d6 + 12). On the STR check, Mijak loses 5 points of STR (ouch! now 12). Spite damage ignores armor, so he can't take the 1 point of spite on his steel cap... his CON goes down to 12.

Round 3: Spider rolls 32 with 2 spite. Mijak initially rolls 19 (5+5+3+2+2+2), then he rolls the two 5's for 7 (5+2) and the three 2's for 11 (6+3+2) bringing his total up to 38, beating the spider by 6.

Assessment: The spider's monster rating drops to 19 (5d6 + 9). Mijak is hurt "in spite of everything" and his CON goes down to 10. His strength declines by 2, bringing it down to 10. It's looking bad for the spider but still too close to call.

Round 4: Spider gets 28 with 1 spite. Mijak gets 21 (6+5+4+3+2+1). Even though he got no multiples, he still gets to reroll two dice (because he isn't rolling at least seven dice). Those two additional dice give him 7 more (5+2) - grand total of 28 with 1 spite.

Assessment: Neither side wins and both sides have to take all the spite damage. Spider takes 1 (MR is now 18) and Mijak's CON drops to 9. Alarmingly, he loses half his remaining STR on the roll, falling to 5. Mijak has to win soon or risk passing out from exhaustion.

Round 5: Spider rolls 25, no spite. Mijak rolls just 17 (5+5+4+1+1+1) but there's lots of multiples for him to make up the difference with. He rerolls the 5's for 8 (6+2) and the 1's for 10 (5+3+2). Grand total is 35 with 1 spite, a difference of 10 hits.

Assessment: Those 10 points come straight off the spider's MR (now 8, still 5d6 but only +4). Mijak takes 2 points off his STR (now 3). Mijak's CON remains at 9, as he takes no damage.

Round 6: The GM rules that Mijak will certainly kill the spider this round, so both sides can skip rolling the dice. However, he does check for that round's STR reduction. If it's 3 or more, the spider will be dead when the round ends, but Mijak will be unconscious, utterly at the mercy of any passing spiderlings or other wandering beasties.

Assessment: With a lucky roll of 1, Mijak falls to his knees with 2 STR and 9 CON left, and crawls into a narrow cranny to hide. He lacks the STR to

wield his weapons until he recovers. The GM allows that drinking water and eating some of his rations will increase the speed of his recovery. He'll still have to stay hidden about an hour before he can fight again, hoping nothing menacing sniffs out his blood trail in the meantime.

In memoriam

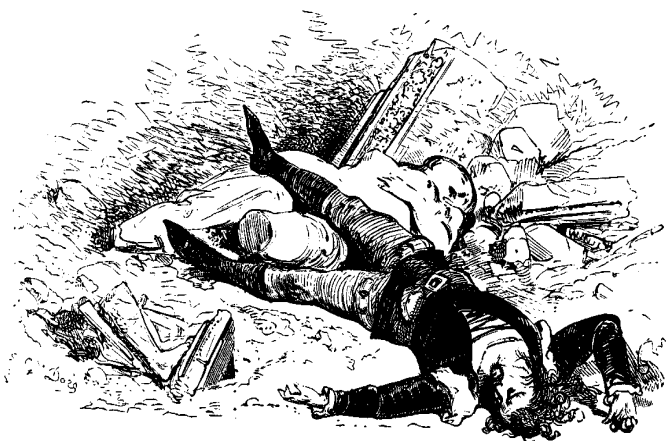
The Mijak character is based on a great gamer named Michael Jackson who died suddenly in 2004, and his friends Scott and Kitty asked that he be remembered in these pages as part of his Kickstarter pledge. Michael was also a personal friend of mine and Phoenix gaming hasn't been nearly as much fun since his demise. Let his memory live on here.

— Ken St. Andre



8.5 Other Special Combat Situations

Some combat situations come up repeatedly but not frequently. We feel these situations come up regularly enough that most players will want to use them as part of the core game.



8.51 Stunning Your Opponents

Players or NPCs may not always be out for the kill, and Game Masters should allow players to choose between killing damage and stun damage when appropriate.

Killing damage is the usual default. All hits of damage come directly off CON or MR. When the character's constitution reaches zero, he is dying. When it reaches -10, he is dead. (Monster-rated foes are considered dead as soon as their MR reaches zero.)

With stun damage, hits of damage are counted against CON, but when CON reaches zero, the character is knocked unconscious *but is not dying*. Each point of stun below zero adds a combat turn where the character is unable to do anything (because he's not awake to do it), but he doesn't die at -10 or any other number. He just lies there helplessly, and should eventually wake up with a terrible headache.

Note that some attacks (notably a common spell like *Take That You Fiend*) cannot be mitigated by the attacker and will always be killing-damage.

Stun damage is an excellent way to improve on simple unarmed combat, or it may be used when players wish to capture a foe. The hostile lizard man might be trying to kill the players who want to capture it alive, but players can pull their punches or use the flat of their blades. The basics of combat will all be calculated normally, but when the lizard gets knocked out at a CON or MR of zero, the players may capture it.

Game Masters can have fun with stun damage. Overwhelm a party of delvers with a horde of enemies, and when they think they are going to die, have one of the bad guys shout, "I want them alive!" Then let the nasties do their damage as stun instead of kill, and the PCs will have something interesting to face when they wake up. Is this better storytelling? I think so!

8.52 Using Two (or More) Weapons Simultaneously

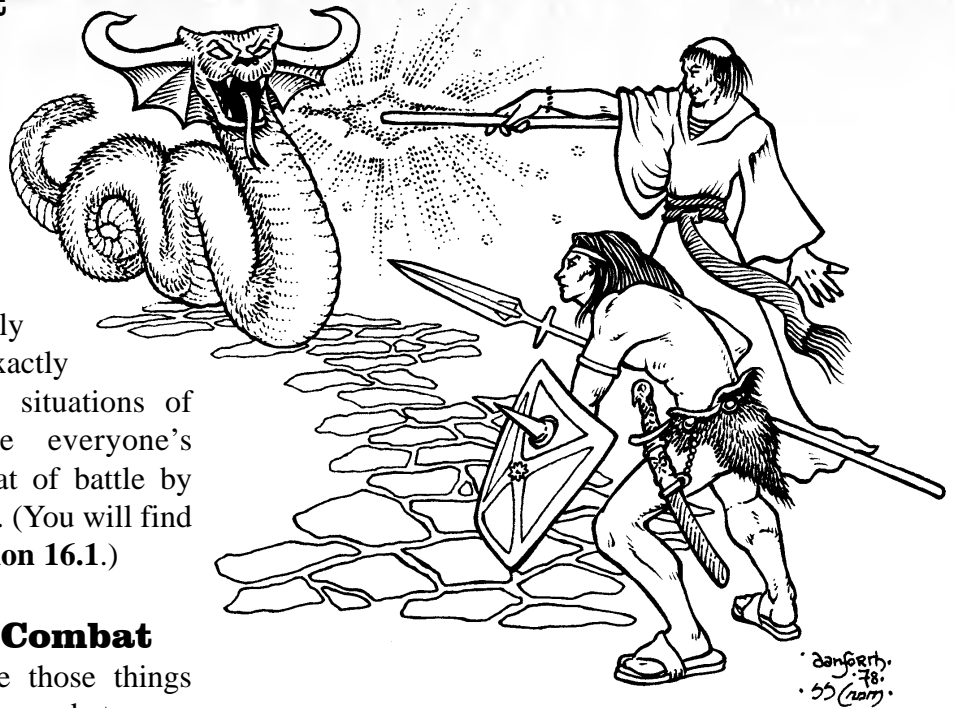
Characters may use as many weapons as they have hands available to fight with, as long as they have the combined STR and DEX to use those weapons. Most sentient creatures on Trollworld have two arms, and thus cannot use more than two weapons at a time. However, a four-armed demon could use four weapons at the same time if it had the combined STR and DEX to handle all four.

For example: Madbe'albe Underfoot the hobb is a knife fighter. He has STR of 15 and DEX of 15. His main weapon is a sax (OE *scramasax*, 2d6 + 4, listed as an "heroic battle dagger" on our weapon lists) in his main hand which requires a STR of 7 and a DEX of 8. His offhand weapon is a simple poniard that needs a STR of 3 and a DEX of 3 (medium standard dagger, gets 2d6 + 2). That will give him 4d6 + 6 in combat for his weapons and require a total STR of 10 and total DEX of 11, which he can handle.

Note that he could not use a sax in each hand at the same time. The STR requirement is 14 (which he has), but the DEX requirement to do that would be 16 (which he does not).

8.6 Evaluating Combat

As you grow familiar with the ideas, combat resolution starts becoming pretty obvious. We will outline the steps below but, when playing your own games, you may find it helpful to picture the situation like you were watching a movie to figure out what is likely (and interesting!) to happen in exactly what order. If there are complex situations of positioning, you can determine everyone's relationship and position in the heat of battle by using miniatures, counters, or tokens. (You will find more about using miniatures in **Section 16.1**.)



8.61 The Elements of Combat

What is described here will be those things which could happen during any given combat, more or less in the order they might occur, but remember that action is largely simultaneous. When both sides have a chance to act during the combat round, magicians snap off their spells, missiles fly, and melee fighters wale away. When action “pauses” between combat rounds, you resolve the effects of magic first, then missiles, and then melee. But it all “happens” during that round, because it is all initiated at once. (Magic is complex and has a whole section of its own starting at **Section 9.0**.)

1) SURPRISE. When one side gets the drop on the other, they attack and the other side gets no chance to defend. This is a case where “one combat round” won’t last for minutes, but probably just a handful of seconds.

2) MAGIC. Magicians cast their spells almost instantly. You have the option to aim at a specific target—a destructive spell at a foe, or a healing spell for a friend, a weapon augmentation, or something clever to affect the situation. Magic-users can cast only one spell per combat round.

3) MISSILES. Arrows and other projectiles travel fast. Usually, you can get off only one missile per combat round, although it is possible to fire two loaded gunnes at once. You have the option to aim for a specific target. A saving roll (usually on dexterity) is required to hit.

4) MELEE BEGINS. The GM might specify which foes the characters are in position to engage, or the players may get to choose their own opponents.

5) FIGHT! Every character going hand-to-hand gets to roll the dice for their weapons, and includes personal adds. If applicable, generate the numbers for missile and magic damage directed at the foe. Spells that improve or diminish weapons being used (*Vorpal Blade*, *Breaker Breaker* or spells that you have) improve the weapon’s damage in the same combat round the spell is cast.

This is where a combat round could take up to two minutes. If your situation is fairly simple, it shouldn’t take more than two minutes of real time either.



6) **CALCULATE HPT.** Your side tallies up everything you did to cause grief to your opponents, whether caused by magic damage, missile damage, or melee weapons. The bad guys do the same. Record possible spite damage generated by either side. (Any 6's rolled do 1 point of spite).

7) **CALCULATE HITS OF DAMAGE.** Subtract the smaller hit point total from the larger hit point total. The result is the *possible* damage. The losing player or team is assigned to take the difference in hits.

8) **RESOLVE MAGIC.** If spellslingers cast damage-dealing magic like a *Take That You Fiend* spell, that damage will come straight off the CON or MR of the target regardless of whether that side wins or loses. Other spells get adjudicated on a case by case basis, but will generally take effect in the same round.

Armor cannot stop spells that cause direct

damage (like a *TTYF*). You may have to adjust the way damage is parceled out if magic is in the mix.

9) **RESOLVE MISSILES.** If a projectile strikes its target (i.e., if the saving roll is successful), then the individual targeted has to deal with the damage personally. No sharing the damage of a single arrow poking out of your forehead! However, you may have to adjust the way damage is parceled out, as described in the missile weapons section.

Armor *can* absorb missile damage.

10) **FINALIZE DAMAGE DISTRIBUTION.** You should have already considered how to distribute damage if missiles or magic are in use. Figure out who was hit with how much melee damage, or punishment in excess of magic or missile damage. The winners need not worry about this. The losers may soak off some of the hits of damage on their armor if they can. What goes through

armor is physical hurt—the losers are leaking blood or other vital fluids.

11) **DISTRIBUTE SPITE DAMAGE.** The winning team will have to deal with the losers' spite damage, if any. (If the fight is close, the losers may take spite damage although this is not common.) Spite damage ignores armor.

12) **ADJUST ATTRIBUTES.** Figure out the effects of poison or magic that might have altered any attribute scores (i.e., STR, CON, etc.) or monster rating.

A weapon has to hit and hurt before poison can do any damage. In a case where the winning side used poisoned weapons, figure that they always hit and let

Combat 101: With & Without Magic

A WITH NO MAGIC: Party Hit Point Total (HPT) = 40

Monster HPT = 20

Loser by 20 HP.
Takes 15 on armor,
damage by 5 to CON*.

B WITH MAGIC: Party Hit Point Total (HPT) = 40

Monster HPT = 20

TTYF spell goes straight off
Monsters CON doing 18 pts
of damage. Only 2 pts
can be taken by the armor
*(or deduct from monsters MR)

Wizard casts a
Take That You Fiend
Spell (TTYF)

the poison have its value. If the losing side used poisoned weapons, figure that they did not hit, but that spite damage might count as poison damage.

13) IS IT OVER YET? The fight ends when one side or the other is defeated or runs away.

14) BOOKKEEPING. Update character stats and recalculate MR to get ready for next round of combat.

If the fight is over, treat the injured and search the dead (unless you're the one hightailing it for safer environs!).

If the combat continues, decide if you're going to do anything different on the next round. Inform the GM and then go back to step 2. (The element of surprise is gone, so you can't really repeat that.) Continue until one side or the other is defeated or runs away.

It may seem like a lot to do, but it actually goes fairly quickly and will become second nature to you after only a few combats.

Other Considerations

SAVING ROLLS: Remember that the Game Master may call for saving rolls at any time to frame or clarify a situation. You the player may try anything in combat, and the GM will deal with it. He may ask you to make a saving roll to see how well you succeed, but go ahead, be creative and tricky. The game will be more fun.

LOST ATTRIBUTE POINTS: Players do not automatically recover lost CON, WIZ, or any other attribute points in the middle of combat.

It is possible to get points back from magic or medicine. For example, a wizard might choose to cast the *Poor Baby* healing spell on a party member during a fight, instead of trying to do a combat spell.

Assuming they have not been killed, certain monsters with high regeneration abilities like trolls may regenerate some lost CON between combat rounds.

Characters fully heal up between adventures. If Feir (remember her?) ends her first adventure with a CON of 3, her CON returns to its original value (13) before the next adventure.

Basic Combat To-Do List

It may help to see the information above repeated in a simpler format.

1. Choose your weapon(s) and other attacks.
2. Roll the dice indicated, adding up the pips showing. Shoot missiles and cast magic.
3. Add the weapon adds, if any.
4. Add your personal adds if applicable.
 - > *This is your HPT (hit point total).*
5. Roll the dice for the monster's MR or weapon, and get a total.
6. Add half its current MR or its personal adds.
7. Repeat if there is more than one foe to fight, adding all totals together.
 - > *This is the enemy's hit point total.*
8. Subtract the smaller hit point total from the larger hit point total. *The result is the possible damage.*
9. If you had the larger number, then:
 - 9a. Subtract any magic damage from your foe's MR or CON.
 - 9b. From the remainder, subtract the value of any armor worn by your foe(s).
 - 9c. Subtract the remaining damage from your foe's MR or CON.
 - 9d. If the result is 0 or below, the monster is dead.
 - 9e. If not, use the result as the new MR or CON and continue fighting.
 - 9f. If the monster generated spite damage, take it from your CON.
10. If the monster had the larger number, then:
 - 10a. Subtract any magic damage directly from your CON.
 - 10b. Subtract from possible damage whatever protection your armor provides.
 - 10c. Subtract any remaining damage from your CON. That's an actual wound; you're bleeding.
 - 10d. If your CON drops to 0 or below, you're unconscious and probably going to die unless someone helps you.
 - 10e. If you generated spite damage, take it off the monster's MR or CON.
 - 10f. If you aren't dead (and neither is the monster), fight again or run away.
11. Rinse and repeat!

8.7 Adventure Point Rewards for Combat

Any character who participates in a combat event which results in a foe being either slain or subdued gets points for it. Of the four “S” reminders, “S is for slaying” although it is more properly just “winning a fight” even if they just flee. One’s participation might be minor, but if whatever they did helped the group win, then he or she should be rewarded.

There are several possible ways to determine how much of a reward to hand out, and different schools of thought about it. If you are the GM, get a feel for your various choices, and then stick to it thereafter.

(1) Award points equal to the Monster Rating of any defeated opponent to everyone who participated.

Advantage: Simple and easy, and probably what is most commonly done. Can easily lead to speed-leveling if GMs offer a lot of combat situations.

(2) Divide the total Monster Rating by the number of characters involved and award the result.

Advantage: Recognizes that there is strength in numbers, making the fight easier. It slows down leveling a bit, making the PCs work harder for their rewards.

(3) If the players’ opponent(s) have attributes, award points equal to the defeated enemy’s combined STR, IQ, and CON.

Advantage: These attributes account for what makes the average enemy difficult to defeat. If fighting a spellcaster, you could use WIZ, IQ, and CON instead.

When fighting multiple opponents, there are two schools of thought about how to handle the AP rewards. On the one hand, you fought all the bad



guys and defeated them all, so you get their combined MR as a reward. On the other hand, if you are fighting four giant rats at once, one is very much like another—and the AP reward is the MR of any one of those rats. You probably should not combine this with the method of dividing the reward among multiple party members, though.

Finally, allowing your foes to take to their heels might be a really bad idea. They might return with friends. They might sound the alarm. They could follow you and pounce when it’s most inconvenient. For this reason, many GMs hand out half the usual AP for opponents who manage to flee.

Of course, there could be perfectly valid role-playing reasons to let your opponents escape with their lives. If so, GMs should give full AP in service of making a good story.

MAGIC



The inner workings of T&T magic and the spellbook.

9.0 MAGIC

Magic is at the core of fantasy, whether in fiction or games. I consider Trollworld to be a high-magic environment, and certain rules reflect that assumption. Overall, however, the core rules posit that magic is present but not all-pervasive, similar to the traditional tropes of the genre.

Whether you explicitly play with Trollworld as your setting, or in a low-magic world, you will be able to use this material without too much house-rule modification.

This section of the rules addresses magic from two different perspectives. On one hand you will find the conceptual ideas about how magic “works” in the fantasy worlds of dT&T. This provides context for the second vantage point: the principles and game mechanics that support those concepts. Individual spells from the Spell Book get referred to frequently as examples, and you are directed there for the specifics. The Spell Book begins on page 105, if you just want to jump into it.

9.1 A World of Magic

On Trollworld, the planet itself exudes a natural force that may be tapped into by those sensitive to it. Around the city of Khazan it is called kremm, and in other locations this force is called mana, power, energy, or simply “magic.”

Even in the absence of a self-aware spellcaster, this force can result in all sorts of distortions of reality. Gates open between alternate universes. Trees grow to immense heights, and some animals



become impossibly gigantic beyond the laws of physics—at least in our world such things would be impossible. Many of the kindreds were created through magic or arrived here magically, and many have an innate expression of magical ability. Fairies and dragons fly, leprechauns teleport, and dwarves can smell metals. The magic is everywhere.

Magicians manipulate these forces, drawing from a vast library of spells great and small in order to alter reality. Some conjurations are epic; some are pranks. In those regions where we usually play, the Wizards Guild maintains a powerful grip on what spells are made available and to whom.

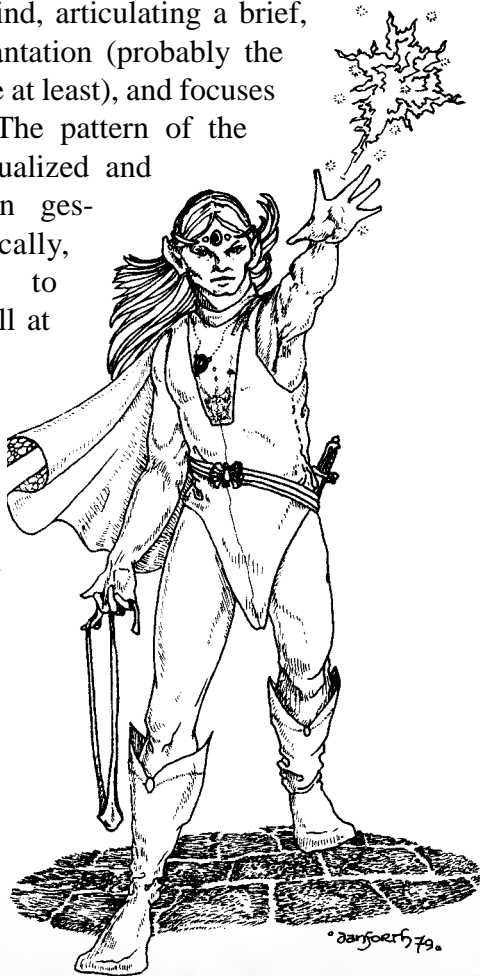
The spells in this book are only a fraction of those registered with the grand archmages of the Wizards Guild. This selection focuses on the magic considered most useful for ambitious wizards inclined to the adventurer’s profession.

Still, the world is a huge place with hundreds of different cultures, each practicing their particular flavor of wizardry, some very different from what is described here. Different organizations and guilds make selected spells available to their members. Moreover, sufficiently-experienced wizards understand the principles of magic so well they can create entirely new spells to accomplish new tasks. This opens the door for you to think up a great spell, clear it with your Game Master, and use it in play. (Suggestions for how to create reasonable new spells appear in **Section 9.7.**)

9.2 Theory and Practice of Magic

Wizards learn spellcasting in the course of their upbringing, whether at a traditional wizards' school, or less formally from an experienced mentor. Other spellcasters—rogues and specialists—acquire their knowledge from other sources, above board and under the table alike. (See more about this in **Section 9.4 Learning Magic**, below). All spellcasters can execute magic because they have a certain limited capacity to work with the world's kremm or mana. This capacity is represented by a character's WIZ rating. Every character in the world is affected by kremm, and thus every character has a WIZ rating. However, only casters can *manipulate* this storehouse of power—warriors, in particular, are functionally blind to the force, although not to its effects.

When a spellslinger intends to cast a spell, they call it to mind, articulating a brief, spoken incantation (probably the spell's name at least), and focuses their will. The pattern of the spell is visualized and the magician gestures magically, principally to aim the spell at



the desired target. This gesticulation shapes the flow of power according to the mental template in the user's mind. This intersection of focused mental effort and dexterous manipulation is why magic requires certain levels of IQ and DEX.

Mind, word, and gesture must be present—a wizard who is bound and gagged cannot conjure. After level 7 magic, however, being smarter becomes more important than manual dexterity, and the IQ requirement advances faster than the DEX requirement.

MAGIC IQ & DEX REQUIREMENTS

Spell Level	IQ Req.	DEX Req.
1	10	10
2	12	12
3	14	14
4	16	16
5	18	18
6	20	20
7	22	22
8	25	24
9	28	26
10	31	28
11	34	30
12	37	32
13	40	34
14	44	36
15	48	38
16	52	40
17	56	42
18	60	44

Spellcasters may cast any spell they have learned (in whatever manner), if they have the requisite IQ, DEX, and WIZ. This is the core rule for magic-users in dT&T.

Under most conditions, a spellcaster can cast only one spell during a combat round and that comprises all their possible actions for that round. However, there are a handful of spells that can be



cast so quickly that they affect the melee element of a fight in the same combat round in which they are cast. Most importantly, the weapon and armor enchantments follow this rule. A wizard can cast a *Whammy* on his companion's weapon, and that fighter gets the benefit in the same combat round the spell was cast. Likewise, a spell-smart rogue could *Vorpal* her own dagger and attack with it in the same round. However, no magic-user can shoot off two spells in a single combat round (unless he or she is under the effects of something like a *Little Feets* spell, which speeds up action).

Not all instant-cast spells follow this rule. In fact, most will not. Although *Take That You Fiend* is listed as an instant cast, presumably it takes longer to fire it up. No other action (magical or melee) is possible for the caster in that same round. Reading each spell's description, visualizing it in your imagination, should suggest whether a melee-altering effect begins in the same round or the next one.

9.21 All About Spells

Every spell has a "casting cost," a measure of the energy required to change reality in the prescribed manner. This cost is listed for each spell in the Spell Book. Whether it is called kremm or mana, this cost is drained from the caster's WIZ rating. The character's WIZ drops by that amount and the energy is temporarily gone. Once the caster can relax, out of combat and not doing other strenuous activity, the WIZ attribute slowly recovers. *Spellcasters regain lost WIZ at the rate of 1 point per regular (10 minute) turn.*

All spells cost a minimum of one point of WIZ (kremm, mana). Wizardly "tools of the trade" such as staves or wands may

reduce the casting cost (see **Section 9.6**), and more experienced casters find lower-level magic less difficult, i.e. less costly. Special talents can reduce the casting cost also. However, no spell can be cast for free—with nothing invested, there is no return. Also, one point of WIZ is the smallest indivisible measure of kremm.

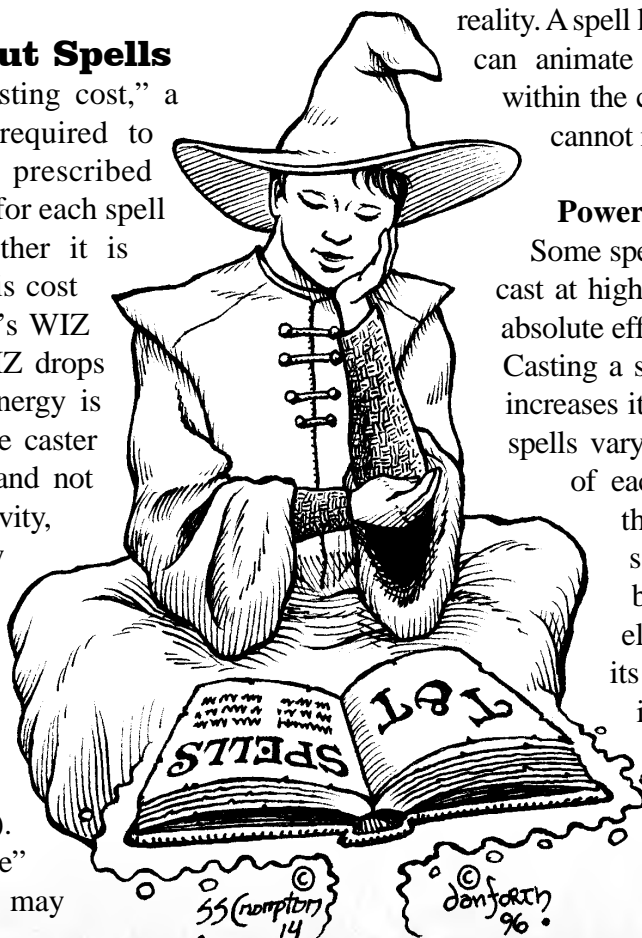
In the face of misadventure, characters might suffer any of their prime attributes falling to 0 or below. When WIZ goes to zero, magicians are helpless to cast from their internalized power source, but are not otherwise limited.

Spells that include WIZ as a pivotal attribute in the conjuration (e.g. *Spirit Mastery*, where caster's IQ+WIZ+CHR needs to be greater than target's MR to succeed) use the caster's normal, healthy WIZ score and not the temporarily-depleted value if he or she has been casting a lot of other spells.

Magic does not create. Magic summons, transforms, compels, transports, and manipulates reality. A spell like *Dem Bones* or *Zombie Zonk* can animate an existing corpse or bones within the casting range of the spell, but it cannot make one appear out of thin air.

Powering Up a Spell

Some spells may be "powered up" to be cast at higher levels. Other spells have an absolute effect, and cannot be powered up. Casting a spell at a higher level typically increases its effectiveness or duration, but spells vary considerably. The description of each spell specifies if it can be thrown at a higher level and if so, in what respect(s). Just because a spell has a time element in it does not mean that its duration can automatically be increased with a power-up; this principle applies to other features of individual spells as well. Sometimes that's just the way magic works.



For spells that can be powered up, the casting cost increases arithmetically (unless otherwise specified in the spell's description). You add the same original cost each time you level up a spell. A *Take That You Fiend* spell costs 6 WIZ at first level, so it costs 12 to cast it as a second level spell, 18 at third level, 24 at fourth level and so on.

However, effects usually increase geometrically, doubling the previous value with each level raise. (There are exceptions.) A first-level *TTYF* hits its target for an amount equal to the caster's IQ rating. If the character's IQ is 16, then the target takes 16 points of damage. If the same caster throws the *TTYF* at second level, the damage is 32. If he casts it at third level, the damage is 64. At fourth level, it becomes a whopping 128 points of damage. (A magician with an IQ of just 16 does not have enough smarts to cast magic at fifth level or above.)

If a spell can be powered up in more than one way (for example, if it can be more potent in effect OR longer in duration), the spellcaster has to specify which of the effects he or she is empowering. *The spell's specific mental template is then committed to that pathway*, regardless of how many levels the spell is boosted up. For example, the necromantic spell *Dem Bones* can raise up one skeleton for two combat rounds (during one of which the creature might simply be clawing its way out of the earth). This third-level spell can be powered up to raise more skeletons OR to raise the skeleton for a longer period of time. If raised to fourth-level, the spell can summon two skeletons for two combat rounds OR one skeleton for four combat rounds. If the caster wants to cast the spell at fifth level, he can have four skeletons for two combat rounds, or one skeleton for eight combat rounds... but not two skeletons for four combat rounds. To achieve that result, he needs to re-cast the spell a second time, on another skeleton, at fourth level, with the duration powered up.

Certain spells power up in other ways. For example, an effective *Curses Foiled* spell must be cast at a level equal to or greater than the curse it is intended to remove, and higher level castings

simply cost more.

When a spell does not have a power-up effect, then the results of casting it successfully are just as described in the Spell Book. For example, the number of targets that may be frightened off with an *Oh Go Away* spell is limited by the caster's own level, not the level of the spell. A *Dum-Dum* spell either works or it doesn't.

Spells cannot be "powered down." An incantation listed in its basic form as a second or third-level spell may not be cast more weakly or at a lower WIZ cost at a lower level.

Character Level Considerations

Characters of greater expertise can often do things more efficiently than lower-level characters. This is especially true for wizards and wizard-specialists. As described in **Section 3.32**, a higher-level mage can cast a lower-level spell at a reduced WIZ cost. To determine the actual cost reduction, subtract the character's level from the level of the spell to be cast. For example, a third-level magician casting a second-level spell deducts 1 point from the required cost of the spell. However, non-wizards who cast magic (rogues, mainly) never benefit this way.

Conversely, a lower-level wizard may cast a higher-level version of a known spell. As before, the character still needs to have the necessary IQ, DEX, and WIZ of spells to be *cast at that level*—but he or she will have to cast at an increased cost. A second-level character trying to cast a a third-level spell must have an IQ of 14 and a DEX of 10, and then must add 1 to the required cost. Rogues with sufficient attributes, as above, can also cast spells at a higher level once they have learned the basic version. They too must pay the extra WIZ points to do so.

The cost for casting certain spells is always the same, regardless of the wizard's personal level of power or expertise. For example, there is no power-up effect available for the *Poor Baby* spell. The base cost is always 2 points of WIZ to heal 1 point of damage. A wizard's staff or other focus object can mitigate the actual expenditure of energy needed, but the character's own level will not.



Adventure Points for Spellcasting

Remember that spellcasters get adventure points equal to the actual WIZ cost of all spells they cast. This is the *personal effort expended*, after deductions for foci, level advantages, and other benefits a caster might bring to the equation.

Consider Keybender, a L5 wizard casting L4 *Rock-a-Bye* while using a deluxe staff for a focusing device. The spell's base cost is 11, and the wizard gets -5 for the staff and -1 for being one level higher than the spell. Spell cost = 11-6, so he or she spends 5 WIZ and gets 5 AP. It's not much, but every little bit counts.

To receive these points, the spellcasting must take place in the context of an adventure, not when the magician is safely at home, even if he is practicing, refining his technique, or refilling his kremm battery for future use.

9.22 More About Kremm

No matter what you call it, kremm is important in T&T's scheme of magic. However, it has also led to certain complications.

Although high-level PCs and NPCs should not be easily brought low by weaker characters throwing

low-level spells, the always-on mechanic of *kremm resistance* has been removed. Several spells now have clarifications that constrain how they might affect more powerful characters or when used against higher level magics. Also, resistance to hostile magic should (usually) be a conscious, deliberate act, and spellcasters have several warding and defensive spells to call upon.

Passive resistances that are "always on" should be very specific where they exist at all. Charms and talismans are familiar in all fantasy settings, but a character doesn't just pop over to Ye Olde Magick Mall-at-the-Wall and pick from the broad selection like buying a head of cabbage at the greengrocer's. Characters should loot their most valued knickknacks during adventures—after vigorous efforts against dire foes (fighting), or because they said the right thing to the right person at the right time (role-playing). There is more discussion about what magic items and potions might be available, along with their limitations, in **Section 9.62**.

Kremm is not just "powerful" but inherently dangerous, less like gasoline and more like a mass of radioactive material. Get above critical mass in one place and the energies begin to spontaneously interact in uncontrolled, potentially catastrophic ways. This has specific consequences when kremm is stored in batteries and specialty items for later use, limiting their ubiquity and potency. (See **Section 9.62.3** for a complete discussion of power batteries for magicians.)

While PCs cannot store vast amounts of extra kremm, *characters may work magic together in small teams (up to three individuals), each contributing a portion of the kremm required for a spell*. At least one of the spellcasters must be a trained wizard. All the casters involved must be conscious and cooperative, and all must know the spell being cast. The characters must be in close physical contact—holding hands or the like. GMs might allow characters with an established history of close personal or intimate contact to cooperate even if they are separated by a short distance.



Spells don't backfire any more

In the 7th edition of T&T, spellcasters needed to make an IQ saving roll on the level of the spell being cast in order to cast it successfully. Failing to do so, especially on a total fumble roll of 3, could have tragic results. That rule has been revoked. Warriors don't drop their weapons under pressure; archers don't bobble their arrows trying to nock them. And we wouldn't drive cars, ever, if a fumble might blow up the engine and kill the passengers any time we turned the key or put our foot on the gas.

9.23 Types of Damage

Getting a blast of fire in the chest is different from being slammed upside the head by a walking tree, but both might be the result of magicians casting certain spells. In the end, both spells wind up taking points off your character's constitution (in the absence of armor or other protections). To keep magic simple, for the most part *damage is damage*. If a spell results in damage, it gets taken off armor and/or CON just like any other combat wound.

However, certain spells refer to specific kinds of damage: killing damage, fire, cold, impact, energy, stun, even disintegration damage. Only stun damage is codified in the rules, in **Section 8.51**. Use the spells' descriptions as guidelines if a game situation calls for special considerations, and in case the target has some obvious vulnerability or immunity. A *Freeze Please* might not be wholly effective

against a ghostly spirit than cannot be struck by a warrior's weapons (impact damage), even if the chill effect (cold damage) is still potent. A character caught in the open during a *Storm Force Five*, while wearing the folded-paper suit of armor, will have to deal with the armor getting waterlogged. Zonk'd zombies specifically take damage from natural fire and fire magics.

Don't let these considerations ruin the speed and flow of the game. Use them for dramatic effect, or to augment the way you think magic should work (even if there is nothing specifically mentioned in the spell's description). While *Divine Displeasure* circumvents armor in general, you might decide that it is actually worse for a character wearing, shall we say, a full metal jacket...



9.3 Spell Interactions and “Stacking” Rules

Without an analog in the real world to provide a standard paradigm, deciding how magical effects interact can be a problem for both GMs and players. This section describes the designers’ intentions to guide players in their decisions.

When spells do completely different things, even when cast on the same target, then both can happen as normally described. Let’s say a player wants to get up to a mansion’s upper-floor window to peek in. She suspects there could be an illusion at work inside that room too. She can cast a *Fly Me* levitation spell and, while hovering in mid-air, also use *Second Sight*. The two spells work without conflicting with one another, even though they are of different levels, because they do two quite different things. Another cue that they do different things is that they come from different schools of magic—*Fly Me* is a conveyance spell, and *Second Sight* is from the clairvoyant school. No problem! (The different schools of magic are explained in the next section.)

If the spells logically affect each other, then the obvious consequences usually prevail. If Ang the Warrior has been downed with a *Rock-a-Bye* (L3), Pilaff the Wizard’s *Dis-Spell*—also a 3rd level spell—will wake that warrior right up. *Hard Stuff* reverses the effects of a *Slush Yuck* and vice versa. A summoned fire elemental (*Earth Air Fire and Water*) should be able to burn through a *Wall of Thorns* without any danger of the elemental falling asleep.

However, it is not generally intended for spells in dT&T to stack together. This is especially true of spells that augment weapons and armor but it may also be true in other situations.

First and foremost, weapon and armor augmentation spells will usually fail if cast on magic weapons or armor. Adding *Unerring Blade* to a legendary weapon like Elric’s Stormbringer is just an insult to the blade! However, if the magic on the item is minor—say if a suit of plate armor always remains magically rust-free and shiny, a *Zapparmor* might just work anyway. Use your judgment.

Less obviously, *identical spells will simply replace one another*. If two magicians cast *Little Feets* on the same rogue in a single combat round, the rogue gets only two attacks while the magic lasts, not four. Both magicians will have used their action for that combat round, and both will lose the kremm needed to cast the spell, but the effect is that of only one *Little Feets* spell and not two.

When spells of similar effect are cast on the same target, the higher level spell will overwrite, overcome, or simply obviate a lesser spell (generally speaking). Spells normally of lower level may need to be raised in level (powered up) to do this, making it count as a higher level spell. A *Rock-a-Bye* (L4) will put a *Befuddled* (L4) victim to sleep. A *Whammy* (L3) will overwrite a *Vorpal Blade* (L2). Since most “magic weapons and armor” acquired through the course of one’s adventures are probably derived from high level enchantments, this also explains why the common everyday augmentation spells fail to work.

Sometimes all this will be a judgment call. Appendix C offers a few insights into what spells are most similar to other spells, but there is no substitute for careful reading of the spells themselves. A successful *Dum-Dum* (L4), followed by *Sux2BU* (L5) will probably leave the unhappy victim with a luck of 3, even though both spells modify attributes. (A L5 *Curses Foiled* would remove the *Sux2BU* curse, but a L4 *Dis-Spell* would be needed to remove the *Dum-Dum*.)

Consider another example. An *Omnipotent Eye* (L2) will tell you an object is not what it appears to be, but *Second Sight* (L5) would be necessary to determine what it actually looks like. (Note that both are clairvoyant spells.) If a party member dies, will a *Zombie Zonk* or *Nefarious Necromancy* make him “alive” long enough to get him transported (via a *Blow You To...*, perhaps) to someone who could cast a *Born Again* spell, and would that even work? Our interpretation is: *Zombie Zonk* will not make them alive again, no—they’re one of the undead—and *Born Again* must be cast before the target actually dies. *Nefarious*

Necromancy should work because they are revived, and alive (if only temporarily) but that would be enough for the *Born Again* spell to be effective.

Note that the teleportation spell *Blow You To...* would consider the zombie to be “dead weight” cargo, so someone living would need to be the target of the spell and the zombie “cargo” would have to be carried along as luggage.

The other occasion when a spell might not interact with a previous spell is if the first spell had a finite, specific effect. If a character has been poisoned, but receives a *Too-Bad Toxin*, a *Dis-Spell* does not put the poison back into effect. The *Too-Bad Toxin* spell has done its job, the poison has been neutralized, and that’s that.

Ultimately, the point of this “no stacking magic” discussion is to encourage a richer game experience. There are better ways to be a clever role-player than simply ratcheting up the numbers in your Hit Point Total by casting *Double Double* repeatedly on your frontline warrior’s strength, luck, dexterity, and speed. You’ll have to pick just one.

9.4 Schools of Magic

Magic can apparently do anything, but certain patterns arise over and over. There are as many theories of magic as there are cultures and subcultures in the worlds of fantasy, and room for every variation in T&T. (There are rumors that luck is used in place of wizardry in a far distant land! But that has never yet been proven...). In the 7th Edition of T&T, magic as taught in Khazan was divided into four broad schools of magic. With the rise of the Universarium of Learning in Knor (also known as the

Assembly of Wisdom), the schools of magic have been expanded to ten “colleges” of magic, which have been defined in greater detail.

Like any group of teachers and scholars, these colleges are both cooperative and competitive. This means certain spells might be taught in more than one college, with each one claiming to have the more accurate or refined version. For an analogy, consider that someone interested in Marketing might take similar classes offered in the Business Department or the Psychology Department. Players who are so inclined can go to town with the potential for role-playing conflicts between the different schools of magic described here (Gryffindor vs Slytherin, anyone?), but when used in the field, all spells do just what is described in the Spell Book.

Appendix B (page 158) lists spells by the schools of magic that lay claim to them.

These distinctions have limited impact on game mechanics to keep the rules from getting too “crunchy” and overly complicated. *Wizards and other spellcasters are not limited in what spells they are allowed to learn or use, and they generally get no benefit from specializing in one particular school.* (See the Elaborations section for some alternative options in this respect.)

By analogy, think of magicians like students attending classes in math, geology, biology, engineering, and a foreign language more or less at the same time. Whether the analogy is to high school, prep school, or a bachelor’s degree is a matter of differing interpretation, but the ordinary work-a-day





wizard is not in possession of a narrowly-specialized advanced degree.

That said, wizards may pursue "advanced studies" in specific schools of magic. *Once per level, they can invest 300 adventure points to become an Adept in a particular school of magic.* This reduces the casting cost of spells from that category by 3 WIZ points. Spells still cost a minimum of 1 WIZ to cast, and all other restrictions still apply. Wizards (or rogues who elect to formally study magic after level 7) can do this for just one school of magic, or eventually for all ten schools if they wish to.

In interpretations of spell interactions, spells of the same school are more likely to inhibit "stacking" than spells from different schools if they are intended to affect the same target(s) or have related effects. This is less true of combat magic than other schools—if a *TTYF* and a *Blasting Power* both strike the same foe at the same time, they will both take full effect. However, *Storm Force Five* (L5) would wash away *Smog* (L4)—both are conjuration spells—even though neither one would logically interact with an *Imp Whistle* (L7), which is also a conjuration.

For those who invent their own spells (whether as a GM or as a player), the schools of magic may help fill out the conceptual toolkit.

The more colorful names of the schools of magic are merely examples such as are occasionally used in places like the Universarium (some openly, some mockingly behind the backs of the practitioners there). Feel free to use these or substitute your own.

The Schools of Magic:

CLAIRVOYANT

(College of the Illuminated Mind)

Spells used to detect hidden things, as well as to observe, understand, and/or comprehend things hidden or obscured—secret doors, trapped items, and so on. (Reading or translation is separate, under Communication magic.)



COMBAT

(Academy of Applied Force)

Any spell used primarily in an offensive or defensive manner—battle magic.



COMMUNICATION

(Academy of the Echoing Forum)

Spells involved with transfer or extraction of information—telepathy, translation, hypnosis, magic reading spells, etc.



CONCEALMENT

(The School You Don't Know About with the Classrooms You Can Never Find)

Any spell that serves to hide or misdirect observation or awareness—invisibility, mirage, hallucination, illusion.



CONFORMATION

(School of Bodily Functions)

Spells that can alter shape, form, makeup, or attributes of living beings (although some undead magic also falls into this category). Shapeshifting spells that actually alter the body fit here; illusions of same fall under Concealment.



CONJURATION

(School of Creative Invitations and Reality Realizations)

Any spell which produces a previously unrealized condition or entity, e.g. light spells, elementals, weather control, demon-summoning—anything that fits the concept of "conjuring something up." Also applies to spells that explicitly unbind spirits or banish such conjured entities.



CONSTRUCTION

(The Technical College of Fabrincantations)



Any spell that uses matter or energy to “build” something—these are our wall spells, protective fields, stone or matter-shaping spells. Applies to primarily unliving matter. Shapeshifting of living beings comes under Conformation.

CONVEYANCE

(The Exalted Union of Hod and Cask Translocation)



Teleportation, transportation, levitation, flying, telekinesis.

COSMIC

(Esoteric Lyceum of Splendiferous Wonderment)



A broad alteration of reality, and (because every scheme of magic has one) this is also the dump category for things that don’t fit anywhere else.

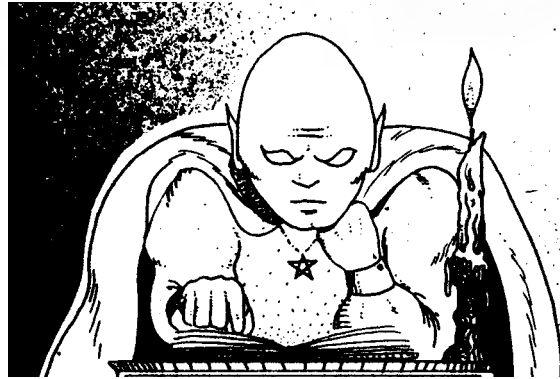
CURATIVE

(The Caring Ones)



Any spell used to heal wounds, revitalize, cure diseases, nullify poison.

9.41 Learning Magic



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So how do characters actually learn all those spells, both before and after they come to the attention of their players?

Most trained mages are going to know their letters, studying magic by reading extensively while being tutored in their profession. First-level wizards start out knowing all the first-level spells in the main Spell Book, having acquired them in the course of learning their trade. Thereafter, the Wizards Guild will sell each spell on the list to trained wizards at the cost of 1000gp per spell level (that is, each L12 spell will cost 12,000gp.) Other spellcasters must learn their spells however they can. Any magic-capable character may learn a specific spell from the Teacher spell (found at level 2 in the Spell Book), although that kind of speed-learning has occasional drawbacks. And magical documents and teaching devices of all kinds may be discovered by the brave and bold, or even stumbled upon in a shabby market stall.

Spellcasters in Deluxe Tunnels & Trolls know their magic. Once they’ve memorized a spell, they do not need grimoires, scrolls, talismans, or other props to be able to cast it. That does not mean that such objects do not exist - in fact, they are often associated with the ways a character learns individual spells in the first place.

By the Book Spell books are commonly part of a trained wizard’s library. They contain, for each spell, the theoretical grounding, a study guide, and personal annotations. These notebooks, usually

Schools of Magic: Citybook Connection

The ten schools of magic used in dT&T are directly derived from FBInc’s Citybook publications. The Citybooks describe people, places and scenarios, and are usable with any role-playing game. Citybooks introduced “the 8C’s of magic”, with “Conjuration” magic acting as something of a catch-all. The definitions for the ten colleges of magic used here map closely to Citybook’s 8C’s, with a little system-specific tweaking, and this should make it easy to adapt those books and their adventure-hooks into your dT&T games.



begun while the young mage is still under the guidance of a mentor, records key concepts about what the “ideal” mental patterns of the spell feel like (often at least somewhat personalized to each spellcaster), and then notes of partial successes and failures as student and master practice their art. As such, the writer knows what is reliable knowledge, but someone else might be misled or confused. Then again, these manuscript grimoires might be completely accurate!

Once a wizard sets out on their own, learning new spells is comparatively easy. The commonly-available spells are taught by the Wizards Guild for the right amount of gold, and these integrate smoothly into the existing theoretical framework the fully trained wizard understands. The mage might make a few additional notes, perhaps spend an evening in meditation or musing about how a new spell might be put to use, but then she is ready to go.

Like any avid reader, mages often keep their books even if they have no pressing need to return to their old notes. Anyone loosely affiliated with the guild understands that the knowledge inside those books might be misunderstood or found incomplete by someone with less comprehension, or that the writings might even be dangerously treacherous at worst. A wizard’s library may be well guarded, and the books carefully hidden.

Yet sometimes those books, notes, scribbles, and marginalia find their way into the wrong hands...

Learning on the Fly In terms of game mechanics, spell tomes, grimoires, scrolls, codices, magical diagrams, tomb wall paintings, and runic scratchings on stone monuments or sheets of bark with scribbling may be useful to the person who gets access to them—or not.

All potential spellcasters

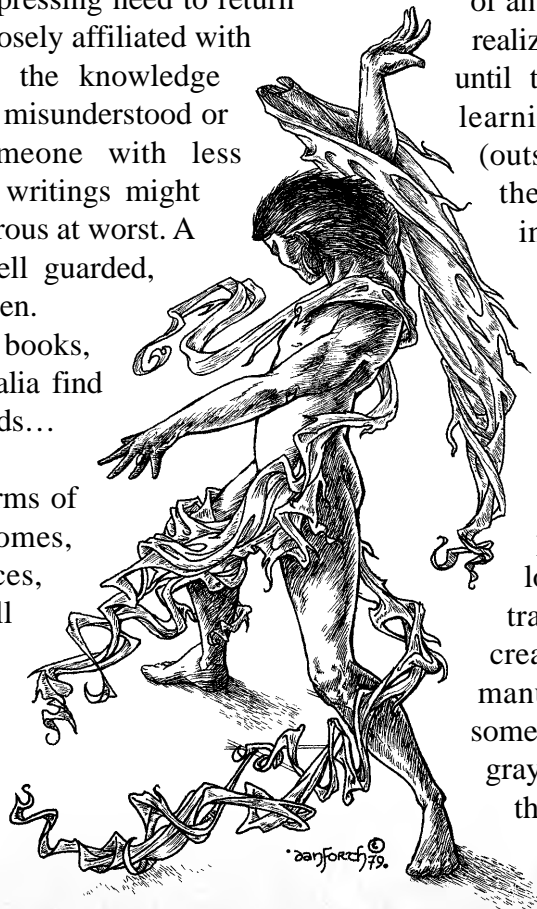
may be able to learn new spells from such documents, mages as well as rogues. Characters who wish to cast such a spell must still have the required IQ and dexterity, and sufficient kremm to power the spell.

The problem is whether the information is complete and reliable, and whether it is only temporarily memorized. Sometimes, the “programming” is gone after the spell has been cast once. Sometimes, the document fails to impart the information properly, or the reader misunderstands some detail.

If there is any question about the provenance or reliability of a scroll or other written document, a wizard should have to succeed at making a SR on IQ at the level of the spell to remember it correctly and permanently. A rogue, who lacks the theoretical framework of magic, must make the saving roll one level higher than the level of the spell.

If learning like this takes place in the midst of an adventure, the spellcaster might not realize they had gotten anything wrong until the spell fails or backfires. If the learning takes place “off camera” (outside the course of an adventure), then a failed saving roll would indicate that the reader found the document incomplete or flawed upon further study. Spells acquired through proper channels (usually meaning “from the Wizards Guild”) will always be fully and permanently learned.

Not all spell documents are poorly made. Although the Guild looks askance at such things, a well-trained but cash-poor mage might create spell-teaching pamphlets and manuscripts for sale on the side, sometimes openly or more often on the gray market. It may be only a rumor that the Guild discourages this practice by seeding shady resellers with mind-damaging scrolls and codices...



Once a spell is learned from any given transportable document, the document may be passed along to another magic-user or sold. Keep in mind that that books, scrolls, and other such items may be damaged and rendered unreadable in the course of one's adventuring. It could be that the last page of your perfectly-accurate copy of the *Pygmalion* spell tore off when you were squirming through a narrow passage in the ice cave!



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Liz Danforth

The Teacher Spell Both mages and other spell-casters can learn new conjurations thanks to the *Teacher* spell. A knowledgeable wizard can use the *Teacher* to impress a known spell on the mind of a rogue (or another wizard) for at least one accurate casting, and possibly for several. (Roll 1d6 for the number of properly-executed castings the person can do.) The “student” may spontaneously memorize the spell correctly, whether rogue or wizard, but may not.

The person will only remember the spell permanently if they make an IQ SR at the level of the spell (if a mage), or at one level higher if the student is a rogue. Neither teacher nor student will

be sure the spell was or was not learned until the student runs through all of his or her 1d6 conjurations. If the saving roll fails, the *Teacher* spell can be cast again until the student gets it.

Teacher lessons arranged “off camera” (between adventure sessions) presumes that the student gets as much practice and as many lessons as needed. If the teacher is an NPC, the student should count on being charged a hefty sum for the teacher's time!

On memorizing spells

*Why is it hard to memorize a spell from a grimoire or by being taught with the **Teacher** spell? Consider the difficulty of memorizing long strings of numbers. Most people of normal brain function can get a string of six or seven numbers correct if they repeat them immediately after hearing it, although people forget their four-digit PIN a day after setting them.*

Ask someone to repeat that string of seven or more numbers a day later, and they almost certainly can't unless they've been practicing. If they have been repeating it in their heads, hopefully they didn't introduce an error in the process. Likewise, one hopes no one presented them with a different (or worse, a slightly similar) string in the interim. That can confuse the issue!

Poetry, songs, and sagas are easier to memorize, with extra cues of cadence and rhyme, and perhaps that's one of the secrets to formal training inside the Wizards Guild. Maybe they train with music and poetic mnemonics that embed the mental patterns more deeply. And maybe this suggests how and why to have a bardic wizard specialist in your game...

9.5 The Spell Book

Welcome to the newest array of spells available for T&T. Some are old favorites, some are retooled or revised from earlier favorites, and some are entirely new with this edition.

Every page of the spell book includes a round icon in the upper margin to tell you the level of spells that appear on that page. The IQ and DEX required for that level of magic is listed near the top. Icons along the bottom of each pair of pages serves as a key to the ten schools of magic.

Every spell includes specific information about that spell's effects and the mechanics of using it in the game. This *Oh Go Away* example will serve to explain each piece of the puzzle.

wizard, by using a focusing device, or by having a professional “special studies” talent for either of these schools of magic.

Duration: This tells you how long the spell is in effect when cast at the basic level described. Sometimes duration is noted as “instant,” in which case the spell does whatever it is going to do, and the spell itself is over in the blink of an eye. The *result* of the spell being cast may last longer—*It's Elementary* can conjure a splash of water to wash your face or douse a campfire, for example. The water appears instantly but remains thereafter. Sometimes the text specifies the conditions under which the conjuration ends: *Magic Fangs* will last as long as the spellcaster

Oh Go Away



Target(s) flee if their individual MR < caster's IQ+LK+CHR. (Rated foes flee if IQ+LK+CHR < caster's IQ+LK+CHR.)
If spell fails for any reason, target concentrates its attack exclusively on caster for 1 combat turn.

Number of targets that can be affected = caster's level. Caster can choose targets.

Cost: 5 **Duration:** 1 combat turn
Range to cast: 50'
Range of effect: Area of effect 100' radius
Power up per level: N/A

The spell's name is first, and the information describing that spell is below.

The icons to the right describe the schools of magic this spell is attached to—in this case, Cosmic and Communication.

On the left (regular typeface) are the key specifics about how the spell works. The italicized information below (when a spell includes this) gives you clarifying or additional information.

On the right are the hard numbers needed to handle the mechanics, described below.

Cost: This is the basic cost in kremm (mana, WIZ points) to cast the spell. This can be modified as described elsewhere—by being a higher-level

keeps channeling more kremm to the serpent (or until the serpent is killed).

If a spell's duration is listed as “up to...” a given length of time, the caster or target can usually cancel the spell's effect at will. In some cases, the duration may be random. See the spell's associated text for these details.

Range to cast: This is the maximum distance the spellcaster can be away from the target of their spell. Some spells can only be cast on oneself. Others, the magician has to be actually touching the target. Spells likely to be cast on one's companions in the midst of action may be up to 10' away (and sometimes more). In other cases, the range-to-cast

may depend on the wizard's level or the level of the spell itself. A few spells can be cast at considerable distances—*Hellbomb Burst* is not a spell you want to blow up in the middle of your own party (friendly fire is possible), so it can be cast up to 500' away.

Some spells logically require a line of sight to be able to cast at a distance. That *Hellbomb Burst* is perfect to throw at an advancing battalion of orcs, but you cannot conjure it directly into the basement of the house across the street when you're standing on the neighbor's roof. GMs and players should bear line-of-sight in mind, but we are not codifying it into each spell. Once again, "Be logical" and "What is reasonable" should be your guides, paired with how realistic you want your game to be, or if fire-and-forget is more your style.

Range of effect: This clarification is new with Deluxe T&T and describes a little more about how the spell can be used. An *Upsidaisy* allows the caster to levitate and move an item around through the air, but only up to 200' away. A *Whammy* affects the entire weapon. Occasionally the "range of effect" information is written right into the spell's description: a *Slush Yuck* turns 1000 cubic feet of stone or dry sand/earth into a semi-liquid form, and the caster can define shape's height, length, width, and placement, but only as a regular geometric solid. Finally, some spells depend on the capability of the magician—a higher level mage has more range for *Dem Bones* than a lower level one. (Envision a mighty necromancer raising an entire graveyard, compared to a sour-faced witch trying to open a single grave at her feet.)

There are a few area-of-effect spells; a radius or diameter of the effect gets noted under "range of effect" and is generally measured from the target point chosen by the caster, or the caster's own person.

There are a few spells with a "global" range of effect. This means the spell's effect can take place anywhere on the planet. A *Mystic Visions* allows a caster to have a peek at anything, anywhere, under certain conditions as written into the spell's description. A *Blow You To...* can send the target

almost anywhere. Line of sight is not an issue for global spells, generally speaking!

Otherwise, line-of-sight should be kept in mind. A *Magic Fangs* serpent could be sent out of sight (relying on the unspoken telepathy of control), as could most other summoning-type spells that conjure up or control an animated being (whether elemental, demon, or beast). But *Fire at Will's* burst of flame cannot turn a corner to reach its victim. Note that the magician does not have to be *looking* at the target of *Fire at Will* or even facing that direction, but the spray of fire has to have a direct shot at hitting the victim.

Power Up per Level: When the spell is cast at a higher level, it may become different (usually more powerful) in some way.

Many spells power up with increased *duration*, *range of effect*, or some element of the spell's *power*. These usually double in effect every time the spell is raised by one level. A wizard's primary combat spell, *Take That You Fiend*, does twice the damage of previous values each time it is powered up by one level. Some conveyance spells power up by doubling the amount of weight that can be transported, or how far. Wall spells can be made bigger, and so on.

Some spells must be powered up, and cast at a given level, in order to be effective at all against the target in question. A *Curses Foiled* must be cast at the level of the curse to be removed.

Some spells do not power up (for various reasons) and these are listed as "not applicable" (N/A). The *Oh Go Away* spell in the example above does not power up as a spell, because the caster's attributes will naturally increase as he or she grows in experience, and thus, the potentials of the spell will likewise increase as a natural consequence. Also, as the caster's level goes up, more targets can be affected, which also causes the spell to become more potent.

However, some spells simply do what they do, just as described, and that's the whole of it.

Deluxe Tunnels & Trolls Spell book



1st LEVEL SPELLS

Level 1 spells require a minimum of 10 on IQ & DEX.

Detect Magic



Detects presence of magic being used or stored by objects (not beings), and the basic category/school of the magic.

Trained wizards get a vague sense of something magical in range, even without casting the spell. Casting the spell gives specifics.

Cost: 1 **Duration:** 1 combat turn
Range to cast: 5' per level
Range of effect: 5' radius per level around cast point
Power up per level: Doubles range of effect

Focus Focus



Enchants any non-magical item into a temporary wizard's focus. After channeling spells with aggregate WIZ cost = caster's IQ+DEX, the item crumbles to dust.

Cost: 5 **Duration:** See text
Range to cast: Touch
Range of effect: N/A
Power up per level: ×2 WIZ capacity per level

It's Elementary



Caster must specify fire (small flame), water (splash), ice (icy gust), earth (pebble) or wind (puff of air). Each is capable of 1 point of damage depending on use.

These spells light torches and campfires, can chill a mug of beer, douse campfires or provides enough water to wash your face. Wind gust can move a small object.

Cost: 4 **Duration:** Instant
Range to cast: 5'
Range of effect: 5'
Power up per level: +1 damage per level

Schools of
MAGIC:



Combat



Cosmic



Construction



Clairvoyant



Conveyance



Level 1 spells require a minimum of 10 on IQ & DEX.

Knock Knock



Unlocks most mechanical locks, or magical locks of same or lower level

Complex mechanical locks may also require higher level spell.

Cost: 3

Duration: Instant

Range to cast: Touch

Range of effect: N/A

Power up per level: Unlocks higher level locks

Know Your Foe



Determine MR or attribute total of any one target.

Creatures and beings well above caster's level may only register as "lots."

Cost: 5

Duration: Instant

Range to cast: 20' per caster's level

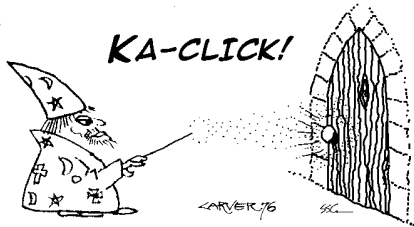
Range of effect: N/A

Power up per level: N/A

Lock Tight



Creates L1 magical lock that holds door closed.



Cost: 3

Duration: 10 minutes

Range to cast: 10'

Range of effect: N/A

Power up per level: Lock level x2 OR duration x2

Oh Go Away



Target(s) flee if their individual MR < caster's IQ+LK+CHR. (Rated foes flee if IQ+LK+CHR < caster's IQ+LK+CHR.)

If spell fails for any reason, target concentrates its attack exclusively on caster for 1 combat turn.

Number of targets that can be affected = caster's level. Caster can choose targets.

Cost: 5

Duration: 1 combat turn

Range to cast: 50'

Range of effect: Area of effect 100' radius

Power up per level: N/A



Level 3 spells require a minimum of 14 on IQ & DEX.

Oh There It Is



Causes all invisible items, doors, or beings within range to glow with a soft purple radiance

Cost: 4 **Duration:** 1 combat turn
Range to cast: 25' **Range of effect:** 50'
Power up per level: Range ×2

Take That You Fiend



Deals deadly (killing) damage equal to caster's IQ, affecting a single target.

Cost: 6 **Duration:** Instant
Range to cast: Line of sight to 200'
Range of effect: N/A
Power up per level: Damage ×2

Unerring Blade



Enchants a sword or dagger to always deal a minimum of 1 point of spite damage while the spell lasts. (Does not change weapon's die rolls.)

If spite damage occurs naturally, this does not increase it. Cannot stack. Takes effect the same round it was cast.

Cost: 3 **Duration:** 2 combat turns
Range to cast: 10'
Range of effect: Affects one weapon
Power up per level: Duration ×2

Will-o-Wisp



Summons a tiny light elemental that emits up to 1 candlepower of cool blue light per caster's level.

Cost: 2 **Duration:** 10 minutes
Range to cast: Touch
Range of effect: Elemental must be within 25' of caster, line of sight
Power up per level: Duration ×2



Combat



Cosmic



Construction



Clairvoyant



Conveyance



2nd LEVEL SPELLS

Level 2 spells require a minimum of 12 on IQ & DEX.

Asaka-Scram



Momentarily staggers one's opponents while simultaneously giving slight boost to one's movement speed (running, flying, swimming). No damage is done to foes, but this allows caster and companions in range to break off combat and get a headstart to run away.

Cost: 7 **Duration:** Instant
Range to cast: 30'
Range of effect: 30' diameter from cast point
Power up per level: N/A

Opponents of higher level than the caster may not be affected, but friendly targets will still get a slight boost to movement.

Boom Bomb



Infuses a small rock or pebble with energy such that it explodes on any sharp impact. Does 10 points damage split among targets within range.

Cost: 7
Duration: Instant effect on use, but spell fades after 24 hours.
Range to cast: 5'
Range of effect: 2' blast radius per level
Power up per level: Damage ×2

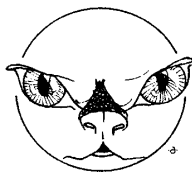
Suitable as a sling stone or thrown object but not for a bullet (it would blow up in the chamber). Blast radius can affect friendly targets.

Gateyes



Gives target the night vision of a nocturnal animal. Does not grant vision in complete darkness.

Cost: 6 **Duration:** 30 minutes (or 15 combat turns)
Range to cast: 10'
Range of effect: Range of good vision 40', fades out completely by 60'.
Power up per level: Duration ×2





Level 2 spells require a minimum of 12 on IQ & DEX.

Crème de la Kremm



Caster temporarily transfers WIZ to another person.

Caster recovers WIZ spent as usual.

Cost: 2 to cast, plus WIZ transferred

Duration: Target's WIZ boost lasts 10 minutes

Range to cast: Touch **Range of effect:** N/A

Power up per level: N/A

Curse You



Reduces any single attribute (or MR) of target by spell's level. Targets at (spell level+5) or higher are not affected. Cannot reduce an attribute below 1.

Attribute returns to pre-Cursed value if removed with Curses Foiled.

Cost: 1× spell's level for each point removed

Duration: Permanent (unless removed)

Range to cast: 50' **Range of effect:** N/A

Power up per level: Affects higher level targets.

Ding-a-Ling



Enchants a doorway, archway, or other entrance. Any living being at least the size of a fairy passing through causes a bell to sound loudly enough to be heard 50' in any direction.

Unliving beings do not trigger the spell.

Cost: 3 **Duration:** 1 hour

Range to cast: Touch

Range of effect: Sound of bell 50'

Power up per level: Duration ×2

Hidey Hole



Caster and all in radius of spell become invisible to those outside. Characters lose invisibility if they move out of range. While you are invisible, enemy combat total is reduced by half (round down).

Spell breaks if anyone concealed takes any damage past armor.

Cost: 10 **Duration:** 5 combat turns

Range to cast: Self

Range of effect: 10' radius around caster

Power up per level: Duration ×2



Combat



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Construction



Clairvoyant



Conveyance



Level 2 spells require a minimum of 12 on IQ & DEX.

Magic Fangs



Changes a belt, staff (but not deluxe staff) into small poisonous serpent with MR <= caster's CHR. Poison: any spite damage in a combat turn is added to every subsequent combat turn in the same fight.

Cannot "communicate" but will obey caster's simple telepathic commands.

Cost: 4 to cast; 2 per combat round to maintain

Duration: Varies; see text.

Range to cast: Touch

Range of effect: 300'

Power up per level: N/A

Omnipotent Eye



Allows caster to assess nature and/or level of any one spell or magical effect on an object or being.

Cost: 5 **Duration:** Instant

Range to cast: 5'

Range of effect: N/A

Power up per level: N/A

Poor Baby



Restores CON lost to wounds or injuries (maximum up to original CON)

No effect on diseases or poisons, only on CON damage caused.

Cost: 2 WIZ heals 1 CON **Duration:** Instant

Range to cast: Touch

Range of effect: Affects one person

Power up per level: N/A

Shake & Break



Breaks or disarms small mechanical devices (traps, locks) if caster makes a successful SR on LK. Simple locks = L2SR; more complex devices require a power-up.

Missed SR jams the lock (no second attempt possible with this spell) and may set off a trap.

Cost: 7 **Duration:** Instant

Range to cast: 1'

Range of effect: Affects a single device

Power up per level: Can break more complex locks.



Curative



Conformation



Conjuration



Communication



Concealment



Level 2 spells require a minimum of 12 on IQ & DEX.

Shrug It Off



Defense against the next spell targeted exclusively at caster. Caster must succeed on WIZ SR at level of incoming spell to “shrug it off.”

Caster can allow friendly spells without triggering this defense.

Cost: 6 **Duration:** 30 min or until next incoming spell

Range to cast: Self **Range of effect:** N/A

Power up per level: N/A

Teacher



Teaches a spell below caster’s level to another magic-capable character who can then use the spell correctly for 1d6 accurate castings.

To memorize the spell permanently, student must make an IQ SR at the level of the spell. Additional Teacher spells give the learner more chances to make the roll. (See Section 9.41.)

Cost: 3 **Duration:** Teacher spell is instant; learning what is taught may not be permanent (see text)

Range to cast: 15’ **Range of effect:** N/A

Power up per level: N/A

Vorpals Blade



Doubles base weapon dice rolled for a single weapon

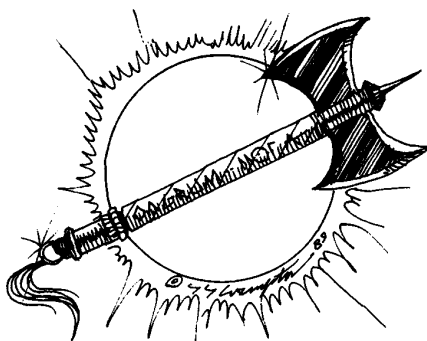
Weapon must have “a blade” (a cutting edge). Cannot stack. Takes effect the same round it was cast, doubling action immediately.

Cost: 5 **Duration:** 1 combat turn

Range to cast: 10’

Range of effect: Affects entire weapon

Power up per level: Duration ×2



Combat



Cosmic



Construction



Clairvoyant



Conveyance



3rd LEVEL SPELLS

Level 3 spells require a minimum of 14 on IQ & DEX.

Beast Master



Dominates will of a single beast with MR less than caster's IQ+LK+CHR. Can obey commands reasonable to its intelligence. After 10 uses on same animal, the beast becomes "a pet," responsive to the caster without need for the spell.

See 'Hirelings and Animals' Section 4.5 regarding upkeep of pets.

Cost: 1 per 10MR, round down (minimum 1)

Duration: Instant; permanent effect after 10 uses on same animal.

Range to cast: Touch

Range of effect: Dominance fades beyond 200'

Power up per level: N/A

Befuddle



Victim cannot tell friend from foe; becomes hostile to (may attack) closest creature other than caster, if caster's IQ + LK + CHR > target's MR or (IQ + LK + CHR).

Cost: 12 **Duration:** 1 combat turn

Range to cast: 50'

Range of effect: One being

Power up per level: Duration ×2

Better Lucky Than Good



For the next SR, substitutes target's LK instead of the attribute called for.



Cost: 4 **Duration:** To next SR or 10 minutes, whichever comes first

Range to cast: 5'

Range of effect: N/A

Power up per level: Duration ×2



Curative



Conformation



Conjuration



Communication



Concealment



Level 3 spells require a minimum of 14 on IQ & DEX.

Blasting Power



Blast of fire doing damage. Damage is (caster's level in dice) plus their personal adds. Damage is split among those in blast area (including friendly targets).

Also ignites flammable items in range.

Cost: 9 **Duration:** Instant
Range of effect: 5' radius around primary target
Range to cast: 70' **Range of effect:** 50'
Power up per level: Damage dice ×2 (not adds)

Blindsight



Similar to Catseyes, except target can magically "see" in complete darkness, but without fine detail.

Cost: 12 **Duration:** 30 minutes
 (or 15 combat turns)
Range to cast: 10'
Range of effect: Range of fairly good vision
 10', fades out at 15'.
Power up per level: Duration ×2

Curses Foiled



Removes evil spells and curses of same or lower order.

Cost: 7 **Duration:** Instant
Range to cast: 50'
Range of effect: N/A
Power up per level: Nullifies higher level curses.

Dem Bones



Animates a reasonably intact skeleton into an undead creature controlled by the caster. MR = caster's STR+ DEX+CON. Vulnerable to fire (×2 damage). Crumbles into dust when spell ends.

Buried remains may require a combat round (based on conditions) to get out of their graves. Loose earth is easy; sarcophagus or crypt will take a round. Just a "creature" and not as durable as a Zombie Zonk zombie.

Cost: 14 **Duration:** 2 combat turns
Range to cast: 10× caster's level in feet
Range of effect: Control to 100× caster's level in feet
Power up per level: Duration ×2 OR number of skeletons ×2 (if available in range)



Combat



Cosmic



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Conveyance



Level 3 spells require a minimum of 14 on IQ & DEX.

Dis-Spell



Negates and/or banishes magic of the same or lower level. Works on all magic within range (which may include friendly magic).

Cost: 11 **Duration:** Instant
Range to cast: 50'
Range of effect: 10' radius from target point
Power up per level: Nullifies higher level magic.

Duraspell



Enchants an item into a magic battery that can store WIZ points, available for spell-casting while battery is held. Capacity in points equal to the caster's level. Only the original caster may use these stored points.

Cost: 7 to cast, plus points stored
Duration: 1 day
Range to cast: Touch
Range of effect: N/A
Power up per level: Cannot store more than your natural WIZ.

WIZ spent to be put into storage recovers to caster in normal fashion. Excess stored WIZ disappears or may even cause backlash at GM's discretion. (See Section 9.62.3).

Fly Me



Allows the target to fly at normal running speed (or slower). Target can carry up to their own weight.

Cost: 7 **Duration:** 10 minutes
Range to cast: 5'
Range of effect: One being
Power up per level: Duration ×2

No effect on dead or inanimate objects.

Freeze Please



Showers an area with hard, icicle-like shards. Damage is (caster's level in dice) plus their personal adds. Damage is split among those in area (including friendly targets).

Cost: 8 **Duration:** Instant
Range to cast: 70'
Range of effect: 5' radius around primary target
Power up per level: Damage dice ×2 (not adds)

When relevant, half the damage is cold and half impact damage.



Level 3 spells require a minimum of 14 on IQ & DEX.

Glue You



Reduces SPD of a single target by half (SPD rounding up). In combat, victim can only act every second combat round.

Cannot stack. Takes effect the same round it was cast, preventing action that combat turn.

Cost: 10 **Duration:** 5 combat turns

Range to cast: 30'

Range of effect: N/A

Power up per level: Duration ×2

Hard Stuff



Hardens up to 1000 cubic feet of semi-liquid mud or sand into a solid state until the spell wears off.

Caster can define shape's height, length, width, and placement, but only as a regular geometric solid.

Cost: 15 **Duration:** 2 combat turns

Range to cast: 40'

Range of effect: N/A

Power up per level: Duration ×2 OR volume affected ×2 per level

Healing Feeling



Cures diseases (natural or magical) and stops all further damage from that disease.

Does not restore CON points lost.

Cost: 14 **Duration:** Instant

Range to cast: Touch

Range of effect: Affects entire person

Power up per level: N/A

Hollow Tree



Opens a hollow in the base of a tree trunk equal in diameter to one half the diameter of the tree. May provide shelter if the tree is large enough. Does not injure the tree.

Permanent alteration; cannot Dis-Spell tree back to its previous form.

Cost: 11 **Duration:** Permanent

Range to cast: Touch

Range of effect: Max diameter of tree ≤ 2' per level of spell

Power up per level: see text



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Conveyance



Level 3 spells require a minimum of 14 on IQ & DEX.

Little Feets



Doubles one target's SPD. In combat, target gets two actions in each combat round.

Cost: 10

Duration: 5 combat turns (target gets equivalent of 10)

Range to cast: 30' **Range of effect:** N/A

Power up per level: Duration $\times 2$

Mirage



Projects an immobile hallucination in the minds of all viewers within 100' range. No sound or smell.

Cost: 8 **Duration:** 10 min

Range to cast: 100'

Range of effect: Illusion to 100' in any direction.
Greater distance, viewer sees real conditions

Contact does not dispel the illusion but it can be Dis-Spelled.

Power up per level: Duration $\times 2$

Slush-Yuck



Transmutes up to 1000 cubic feet of stone or dry sand/earth into a semi-liquid form resembling quicksand until the spell wears off.

Cost: 15 **Duration:** 2 combat turns

Range to cast: 40'

Range of effect: N/A

Caster can define shape's height, length, width, and placement, but only as a regular geometric solid.

Power up per level: Duration $\times 2$ OR
volume affected $\times 2$

Whammy



Triples base weapon dice rolled for a single weapon.

Cost: 10 **Duration:** 1 combat turn

Range to cast: 10'

Range of effect: Affects entire weapon

Cannot stack. Takes effect the same round it was cast, multiplying action immediately.

Power up per level: Duration $\times 2$



Curative



Conformation



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Communication



Concealment



4th LEVEL SPELLS

Level 4 spells require a minimum of 16 on IQ & DEX.

Dastardly Distraction



Disables an opposing wizard's focus device and interrupts any spell being cast, if the targeted opponent cannot make a SR on IQ at the level of the spell.

Does not work on deluxe staves.

Cost: 20 **Duration:** 10 minutes (5 combat turns)

Range to cast: 80'

Range of effect: One focus object

Power up per level: Higher level spell increases SR required.

Double-Double



Doubles one of the target's attributes. When the spell wears off, that attribute is halved for the same length of time it was doubled unless target can make a SR at the level of the spell (tested against the normal value of the attribute).

Cost: 18 **Duration:** 10 minutes (5 combat turns)

Range to cast: 10'

Range of effect: N/A

Power up per level: Duration $\times 2$

Dum-Dum



Reduces target's IQ to 3. If spell fails for any reason, caster must make L4SR on IQ or backlash reduces caster's IQ to 3.

Cost: 8 **Duration:** 10 minutes (5 combat turns)

Range to cast: 20'

Range of effect: N/A

Power up per level: N/A



IQ
↓
3



Combat



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Conveyance



Level 4 spells require a minimum of 16 on IQ & DEX.

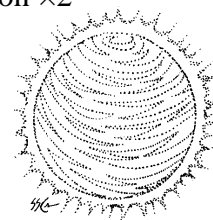
Fire at Will



Conjures a fiery sphere, 1' in diameter, which floats near caster. It launches a single gout of magical fire at one target within range each round the spell lasts. Stream does a number of dice of damage equal to 2x the caster's level.

Cost: 14 **Duration:** 3 combat turns
Range to cast: up to 10' per level of spell
Range of effect: 40'
Power up per level: Duration x2

Caster can perform other actions on following combat turns once sphere is active, but this spell cannot stack (only one "Fire at Will" can be active at a time on the same target).



Healthy Glow



Conjures fiery sphere, 1' in diameter, which floats near caster. Blasts incoming missiles with streams of magical flame. Number of missiles that can be intercepted per turn is equal to the caster's level.

Cost: 14 **Duration:** 3 combat turns
Range to cast: up to 10' per level of spell
Range of effect: See description.
Power up per level: Duration x2

Can destroy all physical missiles: arrows, bolts, darts, spears, even bullets.

Protective Pentagram



Creates a protective energy barrier centered around a single target. Barrier protects others who fit within specified range. Neither spell nor weapon can penetrate this transparent wall (going in OR out).

Cost: 24 **Duration:** 10 minutes
Range to cast: 15'
Range of effect: 3' radius around target
Power up per level: Radius x2

Shield does not move.



Level 4 spells require a minimum of 16 on IQ & DEX.

Rock-a-Bye



Causes target to fall asleep for specified time if the caster's total IQ+ WIZ+CHR > target's MR (or IQ+WIZ+CHR).

Cost: 11 **Duration:** 1d6 × 10 minutes
Range to cast: 30'
Range of effect: Affects single target
Power up per level: Adds 1d6 duration per level

Shield Me, Shield You



Wraps an energy shield around the target that provides "armor" against physically-damaging magical attacks (e.g. *Take That You Fiend* or *Blasting Power*). Armor value is equal to the caster's IQ.

Cost: 18 **Duration:** 2 combat turns
Range to cast: 10'
Range of effect: Affects single person
Power up per level: Duration ×2

Target can take other actions as normal.

Smog



Projects a cloud of poison gas at a given target location. If those in area of effect breathe, they are debilitated and lose half their CON (or MR), rounding down.

Cost: 20 **Duration:** 1 combat turn
Range to cast: 50'
Range of effect: 10' radius
Power up per level: N/A

If spite damage occurs naturally, this does not increase it. Cannot stack. Takes effect the same round it was cast.



Spirit Mastery



Can only be cast on a stunned or subdued foe. Victim submits to caster's will and obeys spoken commands faithfully if caster's IQ + WIZ+CHR > MR (or target's IQ+WIZ+CHR).

Cost: 8
Duration: Permanent until caster's attributes are no greater than target's, or if target gets out of range.
Range to cast: 10' **Range of effect:** 300'
Power up per level: N/A

If they do not share a common language, Mastered victim helps as best it can.



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Clairvoyant



Conveyance



Level 4 spells require a minimum of 16 on IQ & DEX.

Too-Bad Toxin



Stops the harmful effect of any poison and purges it from target's system.

Cost: 7 **Duration:** Instant
Range to cast: 5' **Range of effect:** One being
Power up per level: N/A

Does not restore CON lost nor heal wounds caused by poisoned weapons.

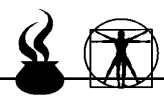
Tough It Out



Enchants an individual piece of armor or a shield to absorb x2 its ordinary protection value.

Cost: 12 **Duration:** 10 minutes
Range to cast: Touch
Range of effect: Affects one item or related pair (e.g. boots or pair of gauntlets)
Power up per level: Duration x2

Tree Friend



Animates tree (as if it were a slow-moving servant), under command of caster. Tree "golem" has MR = caster's STR + IQ + CON + WIZ. Carrying capacity = (caster's STR + WIZ) x 100. Movement = 1/2 normal walking speed.

Cost: 20 **Duration:** 10 minutes
Range to cast: 20'
Range of effect: Control limited to 150' away
Power up per level: Duration x2

Tree replants itself when spell expires and it cannot be reanimated with this spell for 24 hours afterward.

Upsidaisy



Levitate and move/fly an object or creature of up to caster's own weight.

Cost: 9 **Duration:** 10 minutes
Range to cast: 5'
Range of effect: Control limited to 200' away
Power up per level: Duration x2 or weight capacity x2



Level 4 spells require a minimum of 16 on IQ & DEX.

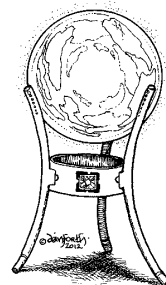
Wink-Wing



Teleports the caster (along with normal weight limit of what the caster can carry) up to 50' in any direction without passing through intervening space. If destination's space is full of solid matter, the spell fails.

Caster can only carry along his or her unliving possessions.

Cost: 11 **Duration:** Instant
Range to cast: Self **Range of effect:** 50' of travel
Power up per level: Range ×2



5th LEVEL SPELLS

Level 5 spells require a minimum of 18 on IQ & DEX.

Breaker Breaker



Targeted weapon or piece of armor becomes brittle as glass (though not as dangerous), so that it will shatter upon next impact.

Only affects non-magical items, but can affect wood, leather, stone, metal, etc. The user of the item cannot easily detect alteration (but Omni Eye or Detect Magic will).

Cost: 32 **Duration:** Instant
Range to cast: 50'
Range of effect: Affects one item
Power up per level: N/A

Dryad



Allows willing target to physically merge with a tree that the target can touch. Inanimate objects are left behind when doing so.

Target cannot communicate nor cast spells, but can see and listen to what's nearby.

Cost: 25
Duration: Up to 24 hours; can emerge at will
Range to cast: 5'
Range of effect: Target must be touching the tree.
Power up per level: Duration ×2



Combat



Cosmic



Construction



Clairvoyant



Conveyance



Level 5 spells require a minimum of 18 on IQ & DEX.

ESP



Detects the intentions or emotions of a person or a monster, but not articulated thought. Has no effect on creatures without living brains.

Cost: 20 **Duration:** 1 combat turn
Range to cast: 100'
Range of effect: Affects one being
Power up per level: Duration ×2

Gotcher Back



The targeted person or creature will automatically resist any one hostile spell (of equal or lesser spell level) cast specifically at them.

Cost: 24 **Duration:** Next spell or 1 hour, whichever comes first
Range to cast: Touch
Range of effect: Affects one person
Power up per level: Higher level spell resists higher level magic.

Mind Pox



Causes mental confusion in sentient beings; victims cannot attack nor defend themselves. The number of beings that can be affected = caster's level.

Caster can specify targets.

Cost: 39 **Duration:** 3 combat turns
Range to cast: 100'
Range of effect: Area of effect up to 200'
Power up per level: N/A

Second Sight



Enables one to distinguish reality from illusion and see things as they "actually are" for the spell's duration.

Cost: 25 **Duration:** Up to 10 minutes.
Range to cast: 10'
Range of effect: Affects one person
Power up per level: Duration ×2



Curative



Conformation



Conjuration



Communication



Concealment



Level 5 spells require a minimum of 18 on IQ & DEX.

Stone Fist



Causes one hand to harden like granite. Fist may be used as a mace-like weapon or hammer-like tool. Caster chooses d6 of weapon damage, up to caster's level.

Cost: 4 per d6 of damage, minimum 4 WIZ basic cost.
Duration: 1 combat turn **Range to cast:** Touch
Range of effect: Affects one person's hand to the wrist.
Power up per level: N/A

Storm Force Five



Summons a localized squall or storm with wind speed of up to 25 mph with damage potential from wind, rain, and hail. Damage = 1d6 per target per spell level. Potential friendly fire damage.

Cost: 27 **Duration:** 10 minutes
Range to cast: 1000'
Range of effect: Storm effect = 100' radius
Power up per level: Wind speed +10mph or duration x2

Taking shelter may reduce effects (cave is safe; hut is not). Higher level storms can destroy buildings.

Sux 2BU

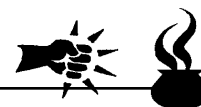


Curse that switches target's LK with their lowest attribute.

Cost: 10
Duration: Takes effect instantly, lasts permanently unless nullified.
Range to cast: 10'
Range of effect: Affects one person
Power up per level: N/A

Can be reversed by a L5 Curses Foiled, whereupon both attributes revert to original value before curse.

Unlucky Bees



Surrounds victim with a whirlwind of crackling energy resembling a swarm of bees. "Bees" deal CON damage = target's LK each combat round (or caster's LK if foe has MR.)

Cost: 24 **Duration:** 1 combat turn
Range to cast: 30'
Range of effect: Affects single target
Power up per level: Duration x2



Combat



Cosmic



Construction



Clairvoyant



Conveyance



Level 5 spells require a minimum of 18 on IQ & DEX.

Lingum



The caster may teleport double one's carrying capacity (of non-living matter) to any location within range and line of sight.

Cost: 26 **Duration:** Instant
Range to cast: 20' **Range of effect:** 50' of travel
Power up per level: Range ×2 or weight transported ×2



Level 6 spells require a minimum of 20 on IQ & DEX.

Divine Disapproval



Slams the designated area with thunderbolts. Number of thunderbolts = caster's level. Each bolt does 2d6 per caster's level against chosen targets within range. Non-magical armor gives no protection.

Cost: 50 **Duration:** Instant
Range to cast: 1000'
Range of effect: 50' radius around target point
Power up per level: N/A

If spell is cast while Storm Force Five is active in the same area, casting cost is reduced by half (before foci or level reduction). Noise may panic animals and certain others.

Mystic Visions



Gives caster a view of what is happening anywhere else in the world with a mental snapshot or short "video" (no more than 2 minutes). The image must be focused on a particular item, creature, or location. The caster must have some knowledge of or link to the subject of the vision.

Cost: 15 **Duration:** 2 minutes (1 combat round)
Range to cast: Self
Range of effect: Global reach but viewing area no more than 1 mile across
Power up per level: N/A

If viewing area is not outdoors, walls may limit range and line of sight.



Level 6 spells require a minimum of 20 on IQ & DEX.

Porta-Vision



Creates an hallucination similar to a *Mirage* spell, but including motion and sound effects. The illusion cannot be touched or interacted with. Those outside visible limit see actual conditions.

Contact does not dispel the illusion but it can be Dis-Spelled.

Cost: 30 **Duration:** 10 minutes
Range to cast: 100'
Range of effect: Visible limit 250' in any direction
Power up per level: Duration ×2

Temper Temper



Enchants a shield to absorb × 3 its ordinary protection value.

Cost: 21 **Duration:** 5 combat rounds
Range to cast: Touch
Range of effect: Affects one shield
Power up per level: Duration ×2

WALL SPELLS

Wall dimensions (in feet) relate to power of spell: up to 10× spell level in width, up to 2× spell level in height; width equals level of spell in feet. Sizes may be limited by existing walls or ceilings. Walls cannot be moved after being created, nor shaped as anything but a flat geometric plane.

Wall of Fire



Raises a sheet of flames. Unless immune to flame, take damage equal to the caster's IQ × level of the spell.

Vulnerable to water

Cost: 20 **Duration:** 1 hour
Range to cast: 50' **Range of effect:** See text
Power up per level: Higher level allows greater size.

Wall of Ice



Puts up a wall of ice. To cut or smash through requires damage equal to the caster's IQ × level of the spell.

Somewhat vulnerable to fire or heat. (Damage required is halved.)

Cost: 24 **Duration:** 1 hour
Range to cast: 50' **Range of effect:** See text
Power up per level: Higher level allows greater size.

(Three more wall spells on next page)



Combat



Cosmic



Construction



Clairvoyant



Conveyance



Level 6 spells require a minimum of 20 on IQ & DEX.

Wall of Iron



Puts up a wall of iron. Impassible unless one has the power to melt, change, or destroy iron. If suitable tools are available, attack must deal damage equal to the caster's $(IQ \times 3) \times$ level of the spell.

Cost: 32

Duration: 1 hour

Range to cast: 50' **Range of effect:** See text

Power up per level: Higher level allows greater size.

Wall of Stone



Puts up a wall of stone. To pass through, must be able to penetrate or chop through solid stone. With suitable tools, attack must deal damage equal to the caster's $(IQ \times 2) \times$ level of the spell.

Cost: 28

Duration: 1 hour

Range to cast: 50'

Range of effect: See text

Power up per level: Higher level allows greater size.

Slush-Yuck softens but does not liquify. (Damage required is halved.)

Wall of Thorns



A wall of thorns grows instantly. Can be cut down or burned if the attack deals damage equal to HALF the caster's $IQ \times$ level of the spell. If come in close contact with this wall (to walk or push through), need a SR on LK at level of the spell, or fall asleep for 1d6 days.

Cost: 14 if open to sky; 20 indoors

Duration: 1 hour

Range to cast: 50'

Range of effect: See text

Power up per level: Higher level allows greater size.

Somewhat vulnerable to fire. (Damage required is halved.)



7th
LEVEL

7th LEVEL SPELLS

Level 7 spells require a minimum of 22 on IQ & DEX.

Energizer



Like Duraspell, but max capacity equals caster's own normal value. Enchants an item into a magic battery that can store WIZ points, available for spell-casting while battery is held. Only the original caster may use these stored points.

WIZ spent to be put into storage recovers to caster in normal fashion. Excess stored WIZ disappears or may even cause backlash at GM's discretion. (See Section 9.5).

Cost: 21 to cast, plus WIZ points stored

Duration: 1 day

Range to cast: Touch

Range of effect: Cannot store more than your natural WIZ.

Power up per level: N/A

Imp Whistle



Summons a minor, cat-sized, winged imp. MR= 10× level of spell. Can understand any language and can fly. Can carry 100 weight units. Not a spellcaster.)

Obedient but feisty. Willingly acts as a thief or spy. Will only fight if cornered; will always try to flee if it can.

Cost: 29

Duration: 1 hour

Range to cast: Touch

Range of effect: Global

Power up per level: Duration ×2

Invisible Wall



Creates an invisible wall of force. Cannot be penetrated by animate beings (living or dead), physical weapons, or lower level magic. See wall spells (L6) for other limitations.

Light, sound, and air does penetrate normally (so sound or light-based attacks or effects will go through.)

Cost: 47

Duration: 1 hour

Range to cast: 50'

Range of effect: See text

Power up per level: Higher level allows greater size.



Combat



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Conveyance



Level 7 spells require a minimum of 22 on IQ & DEX.

Zapparmor



Enchants full suit of armor (matched or not) to absorb $\times 3$ its ordinary protection value.

Cost: 30 **Duration:** 30 minutes

Range to cast: Touch

Range of effect: Affects one person's gear

Power up per level: Duration $\times 2$



Zappathingum



Empowers the weapon and the person wielding it. Triples the total damage generated, including user's personal adds.

Cost: 24 **Duration:** 30 minutes

Range to cast: 10'

Range of effect: Any one weapon

Power up per level: Duration $\times 2$

Will also triple any Spite damage generated.



8th LEVEL SPELLS

Level 8 spells require a minimum IQ of 25 and DEX of 24.

Metamorph Me



Alters the caster's form into any shape desired, but of the same mass (small and dense or big and balloon-like). If form has appropriate parts (voice, hands), wizard can still cast spells. Otherwise, has MR = total of prime attributes.

Cost: 35 **Duration:** Up to 1 hour.

Range to cast: Self

Range of effect: Caster only (no possessions)

Power up per level: Duration $\times 2$

Form only, not special abilities associated with that form e.g. cockatrice or Medusa.



Curative



Conformation



Conjuration



Communication



Concealment

8th
LEVEL

Level 8 spells requires minimum IQ of 25 and DEX of 24

Rock the Walk



Enables the target to walk slowly (half normal speed) through solid rock as if underwater.

Target will be entombed and suffocates within 1 combat round if spell expires before character exits.

Cost: 26 **Duration:** 2 minutes

Range to cast: Touch

Range of effect: Affects one being

Power up per level: N/A

Zombie Lonk



Animates one corpse into a zombie with an attack-MR equal to double the corpse's previous maximum STR+CON (or double its original MR). The zombie obeys the caster to the best of its limited ability. Only fire, edged weapons, and magic can damage it. Poisons and piercing weapons have no effect. Bludgeoning weapons have half effect (round down).

Zombies die if the master is killed.

Cost: 42 **Duration:** 24 hours

Range to cast: Touch

Range of effect: Range to accept caster's instructions = 200'

Power up per level: Duration ×2

9th
LEVEL

9th LEVEL SPELLS

Level 9 spells require a minimum IQ of 28 and DEX of 26.

Death Spell #9



The target of the spell must make a L9SR on LK. On SR failure, target collapses unconscious with CON or MR of 0. (Normal "dying" rules apply.) If the spell fails for any reason, the spell rebounds, and caster must make the LK SR with the same consequences for failing.

Healing spells can restore health as usual. Spell does not work on the undead or on non-living beings.

Cost: 81 **Duration:** Instant

Range to cast: 100'

Range of effect: Affects one being

Power up per level: N/A



Combat



Cosmic



Construction



Clairvoyant



Conveyance



Level 9 spells requires minimum IQ of 28 and DEX of 26

Metamorph Thee



Alters the target's form into any shape desired, but of the same mass (small and dense or big and balloon-like). If form has appropriate parts (voice, hands), can still use weapons and wizard can still cast spells. Otherwise, has MR = total of prime attributes.

Cost: 45 **Duration:** Up to 1 hour.
Range to cast: 20'
Range of effect: One being only (no possessions)
Power up per level: Duration ×2

Pygmalion



Changes unliving stone statues into living flesh, having the same physical shape as the original. If the target had been living (such as one changed by a *Medusa* spell), it reverts to its living form. If the being was just a sculpture, it becomes a self-willed being with attributes or MR. (See notes.)

Cost: 66
Duration: Permanent
Range to cast: Touch
Range of effect: One statue
Power up per level: N/A



Humanoid-sized statues (troll-big to hobb-small) have caster's total attribute value which the caster may distribute as desired, or assign the total as MR. Small figurines should be assigned a proportionate total.

Medusa



Changes flesh to unliving stone. Spell target can be restored to flesh with the *Pygmalion* spell.

Cost: 63 **Duration:** Permanent
Range to cast: Touch
Range of effect: One being only (no possessions)
Power up per level: N/A



Curative



Conformation



Conjuration



Communication



Concealment

10th LEVEL SPELLS

Level 10 spells require a minimum IQ of 31 and DEX of 28.

Blow me to...



Teleports the caster along with normal weight limit of inanimate material to any other location that is at least 1/2 mile distant. The local must be one the caster has visited before, or at least seen in some way (e.g. *Mystic Visions*).

Teleported material must be within 5' of caster.

Cost: 42 **Duration:** Instant
Range to cast: Self; see text
Range of effect: Global
Power up per level: Weight capacity ×2

Hellbomb Burst



Explosion deals damage equal to 10× the caster's combined IQ + DEX. Affects all targets in range (including friendly ones).

Capable of blowing a hole in solid stone or metal.

Cost: 100 **Duration:** Instant
Range to cast: 500'
Range of effect: 15' blast radius from target.
Power up per level: N/A

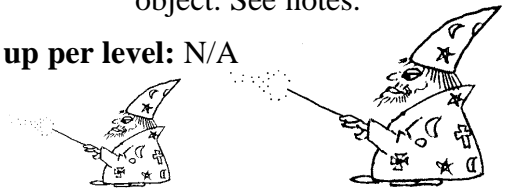
Smaller is Smarter



Shrinks a target creature or object. Divide target's height and weight by (1d6 + 1). If the target is a sentient being, also divide its STR and CON by that number. If a monster, divide MR by that amount. If an object of value, divide its perceived value by that amount.

Target may be composed of very closely-associated parts: a gemmed ring is all one item. However, an army or castle is not "one thing."

Cost: 50 **Duration:** 24 hours
Range to cast: 50'
Range of effect: Affects one being or object. See notes.
Power up per level: N/A



Wizard Speech



The target of the spell can understand and speak all languages, as drawn directly from the mind of anyone with whom he or she wishes to communicate (if they have some kind of "language").

Although this is a form of telepathy, it does not allow communication directly mind to mind.

Cost: 55 **Duration:** 1 hour
Range to cast: 20'
Range of effect: N/A
Power up per level: Duration ×2



11th LEVEL SPELLS

Level 11 spells require a minimum IQ of 34 and DEX of 30

Bigger is Better



Increases the size of target creature or object. Multiply target's height and weight by (1d6 + 1). If the target is a sentient being, also multiply its STR and CON by that number. If a monster, multiply its MR by that amount. If an object of value, multiply its perceived value by that amount.

Cost: 75

Duration: 24 hours

Range to cast: 50'

Range of effect: Affects one being or object. See notes.

Power up per level: N/A

Target may be composed of very closely-associated parts: a gemmed ring is all one item. However, an army or castle is not "one thing."

Blow you to...



Teleports another individual along with normal weight limit of inanimate material to any other location that is at least 1/2 mile distant. The locale must be one the caster has visited before, or at least seen in some way (e.g. Mystic Visions).

Cost: 51

Duration: Instant

Range to cast: 20'

Range of effect: Global

Power up per level: Weight capacity x2



Material to be teleported must be within 5' of the target.



12th LEVEL SPELLS

Level 12 spells require a minimum IQ of 37 and DEX of 32.

Banishing



Banishes a demon, elemental, or other cross-plane denizen back to its home plane. The casting cost of this spell is an amount of WIZ equal to (10x the level of the being that is being banished) + 60.

Cost: See text

Duration: Instant

Range to cast: 200'

Range of effect: One other-plane-of-existence being

Power up per level: N/A

Does not work on ghosts, zombies, traditional vampires, or other animated undead. Deluxe staff's demon is immune.



Level 12 spells require a minimum IQ of 37 and DEX of 32.

Invisible Fiend



Summons a stealthy, treacherous invisible creature from an alternate plane to serve the caster. The fiend has a MR equal to the total of the summoner's attributes + 50, and is bound to complete one task set by the summoner before it can return to its own reality. (See notes.)

Cost: 50 + the caster's IQ

Duration: See text

Range to cast: 20'

Range of effect: Global

Power up per level: Duration ×2

When the fiend's task is done, the caster may attempt a SR on CHR at the casting level of the spell. If SR successful, the fiend can be dismissed safely, or ordered to perform another task. If the SR fails, the fiend attacks caster.

Nefarious Necromancy



Temporarily revives a recently slain character or monster. They can live for 10 minutes for each point of the caster's LK rating. When spell ends, the target dies again. Monsters and NPCs are under control of caster. PCs keep original abilities and knowledge, and should be controlled by original player.

Cost: 60

Duration: See text

Range to cast: 15'

Range of effect: Radius of control 200'

Power up per level: Duration ×2

Only those dead less than 72 hours from time of original death can be revived. (The spell can be cast repeatedly up until then.)

Seek Ye



Forces a sentient being to go on a quest at the wizard's command. GM must agree that the quest is reasonable and can be fulfilled within the conditions specified. This curse does not end until the quest is complete or a 12th level *Curses Foiled*, (see 3rd level spells.)

Cost: Cost = target's (IQ + WIZ) × target's level

Duration: See text

Range to cast: 50'

Range of effect: Global

Power up per level: N/A

Every 24 hours spent not making progress on the geas permanently reduces character's LK by 1d6.



13th LEVEL SPELLS

Level 13 spells require a minimum IQ of 40 and DEX of 34.

Earth Air Fire and Water



Summons an elemental servant of air, earth, fire, or water from an alternate plane. Can perform tasks requiring limited intellect and suited to their element, obeying the caster's commands. In combat, MR = caster's total attributes $\times 2$.

Take double damage from opposite element (fire vs. water, earth vs. air).

Cost: 42

Duration: 1 hour

Range to cast: 10'

Range of effect: Global

Power up per level: N/A

Exorcism



Unbinds and dismisses the spirit that possesses the living or animates the undead. Can only affect those beings of caster's level or lower.

Works on ghosts, zombies, traditional vampires, and other animated undead.

Cost: MR of being exorcised, or total of creature's attributes

Duration: Instant

Range to cast: 150'

Range of effect:

Power up per level: N/A

Force Shield



Creates a wall of colored light up to 1000 ft² in area that cannot be penetrated by lower-level magic or weapons. The caster can shape and move the Shield by mental command. If someone is trapped behind or within the shield, they can shatter it by making a L13 SR on STR or IQ.

Shield cannot penetrate solid matter (stone, walls, etc)

Cost: 82

Duration: Up to 5 hours

Range to cast: 100'

Range of effect: Can manipulate it up to 500' away

Power up per level: N/A



Curative



Conformation



Conjuration



Communication



Concealment

Level 14 spells require a minimum IQ of 44 and DEX of 36.

Ghostly Going



Caster abandons physical body for spirit-like astral form. Can fly at 10× walking speed, cast spells, pass through physical barriers, and see the astral version of the world (usually but not always indistinguishable from the physical). An *Oh There It Is* reveals the astral form. Caster has no awareness of physical body when out of line of sight, but may return instantaneously at will.

Cost: 54

Duration: Up to 24 hours

Range to cast: Self

Range of effect: Global

Power up per level: N/A

Astral body only vulnerable to magical attacks. Physical body is vulnerable to all attacks. If physical form is destroyed, astral body dissipates (dies) after number of combat turns equal to LK.



Slyway Robbery



Allows the caster to drain attribute points (to a minimum of 0) from a victim and add those points to his own score of the same attribute. Only one attribute may be affected per spell. After the spell wears off, the caster's attributes return to normal, but the victim's loss is permanent.

Cost: 15 per point stolen

Duration: 1d6 regular turns

Range to cast: 100'

Range of effect: Affects one being

Power up per level: N/A

If the victim has MR, points drained can only go onto STR or CON at caster's choice.



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15th LEVEL SPELLS

Level 15 spells require a minimum IQ of 48 and DEX of 38.

OmniFlex



Permits the caster to rearrange the target's normal attributes into any other configuration that equals the same total number of points. No attribute may be reduced to 0.

If cast on self, WIZ cost occurs before points are shifted.

Cost: Casting cost = value of total attribute points being rearranged

Duration: Permanent

Range to cast: 5'

Range of effect: One individual being

Power up per level: N/A

Shatterstaff



Destroys target's deluxe staff, dismissing the demon within. Costs WIZ points equal to twice the total attributes of the wizard whose staff you are trying to destroy. Attempting to cast this spell without enough WIZ is fatal.

Cost: See text

Duration: Instant

Range to cast: 100'

Range of effect: One staff

Power up per level: N/A



16th LEVEL SPELLS

Level 16 spells require a minimum IQ of 52 and DEX of 40.

Summoning



Caster can summon and control a demon from an alternate plane. Demon's level = caster's choice but less than than the caster's level. A fighting demon has MR of 100 per level. A "wizard" demon has CON of 20× level, WIZ of 10× level. Has knowledge of spells up to their own level and minimum IQ and DEX to cast such spells.

Physical form is chosen at time of summoning by the caster.

Cost: WIZ equal to 50 + (15× level of the demon)

Duration: Permanent until banished or destroyed in combat.

Range to cast: 10'

Range of effect: Global

Power up per level: Higher level spell may summon a higher level demon.

17th
LEVEL

17th LEVEL SPELLS

Level 17 spells require a minimum IQ of 56 and DEX of 42.

*Hidey Soul**



Allows the wizard to hide life essence in an object (“soul vessel”), discard his natural body and send out astral spirit to try to take over any weaker living being. Prospective host must have lower IQ, or a MR < the caster’s (IQ + WIZ + CHR). Attempt is successful if victim (one with attributes) fails IQ or LK SR at caster’s level; MR victims are taken over automatically. The wizard maintains own mental attributes (IQ, LK, WIZ, CHR) and knowledge, but takes on the physical attributes of the new body (STR, CON, DEX, SPD). If the new vessel didn’t have these attributes, divide its MR among those four attributes. If that body is slain, wizard’s spirit may go find a new vessel.

Victim can be Exorcised only within first number of days equal to victim’s LK. Wizard spirit is destroyed if soul vessel is destroyed. If possessed body is alive when soul vessel destroyed, victim is restored.

Cost: 225

Duration: See text

Range to cast: Self

Range of effect: Global

Power up per level: N/A



18th
LEVEL

18th LEVEL SPELLS

Level 18 spells require a minimum IQ of 60 and DEX of 44.

Born Again



Creates powerful magic that arranges for the target’s bodily resurrection at a location specified upon casting, triggered at target’s next death. Must be cast before the target actually dies. Upon the target’s death, the person awakens in a healthy new version of their body.

Cost: 308

Duration: Good for one death and resurrection.

Range to cast: Touch

Range of effect: Global

Power up per level: N/A

Memories, skills, and normal prime attributes are those at the time of death. Items and equipment do not transfer to the new body. Wizards Guild offices often have a resurrection chamber for this purpose.



Combat



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Clairvoyant



Conveyance

9.6 Tools of the Trade

Wizards use a variety of tools to benefit their spellcasting. The most iconic of these is the grand high wizard's great staff, closely followed by the stage magician's magic wand. But many devices are possible to assist a spellcaster, including rings, crystal or metallic globes, caste marks, specially-made tattoos, and enchanted gems (most of which were seen among the Phoenix players' characters back in the day). Because these things might take so many forms, I refer to them collectively as *focus objects*, *focusing devices*, or simply as "foci."

Wizards use their chosen device to focus their concentration and channel their thoughts. This reduces the expense in kremm (WIZ) necessary to cast a spell. *A focus object reduces the cost of a spell by the wizard's own level.* A first-level wizard without any such device pays 6 points to cast a *TTYF*, but with a magic staff, he need only pay 5 points. A level 3 wizard with a magic wand, casting a level 3 *TTYF*, would pay 15 points instead of 18.

The calculation of spell costs can get complex. You need to pay attention to: (1) the caster's own level; (2) the level of the spell itself; and now (3) the focusing device.

Let's look at an example in detail. Second-level wizard Laiyan is casting a *TTYF* spell. Base casting cost for the spell at first level is 6. Because she's higher level, Laiyan subtracts 1 from the casting cost, so she pays only 5 WIZ. Should she cast the spell at L2, the base cost is 12 and Laiyan's level has no effect, so she pays 12. If she casts *TTYF* at L3, the spell would normally cost 18 but Laiyan is not that skilled, being only L2, so she has to add 1 point to the casting cost. She must pay 19 to cast that L3 *TTYF*.

Now let's look at how the numbers go with her magic wand to help her. Since Laiyan is second level, the wand reduces her casting cost by 2 points. A first level *TTYF* costs her 3 points of WIZ—she gets -1 for her level and -2 for her wand. Casting at second level costs her 10 points of WIZ—no change for her level but she still benefits -2 from the wand. Third level costs her 17 points of WIZ—



+1 for being under level, but -2 for the wand again. And so on!

Additional rules about foci: Specialist mages may use focus devices, but not rogues. A character can only use one normal focus object at a time—no wand in one hand and a staff in the other. (GMs can of course override this with special foci looted in the course of an adventure.) No focus object can reduce the spell cost to less than 1.

9.61 Staffs and wands

Staffs and wands are the everyday focus objects commonly available from the Wizards Guild. In recent years, the Guild has begun pandering to the interests of peasants and ordinary citizenry (and those who prey on them) by selling wands and staffs

that may be more impressive-looking than is justified by their actual quality. Such geegaws may also appear in the open marketplace.

Wizard's Staff Ordinaire

Cost: 100gp

Description: A relatively lightweight quarterstaff, enchanted to reduce the cost of spellcasting. No sparkle, no fancy inlay or jewels, just a tall wooden pole with a bit of spring. It is strong enough to lean on or to defend oneself, although not as good as a proper quarterstaff. The staff ordinaire is a 2d6+2 combat weapon (and magicians get their personal adds if they have to use this in a melee fight).

STR req: 11 **DEX req:** 8 **Weight units:** 20.

Quarterstaff Extraordinaire

Cost: 200gp

Description: A proper hardwood quarterstaff, also enchanted to reduce the cost of spellcasting. Still no fancy decorations, but a nicely-finished stave to defend oneself with in a pinch. It gets 4d6 in combat, but magicians cannot use their personal adds with this weapon.

STR req: 12 **DEX req:** 10

Weight units: 30.

Deluxe Staff

Cost: 5000gp

Description: The deluxe staff is a demon summoned in the form of a heavy black metallic-looking rod, bound to one specific wizard. The staff is sentient, a shadow-mirror of the wizard-owner, and learns all spells cast through it. Deluxe staffs have an IQ one point lower than the wizard who owns it. The intelligence of the staff increases and decreases in parallel with that of its owner/master.

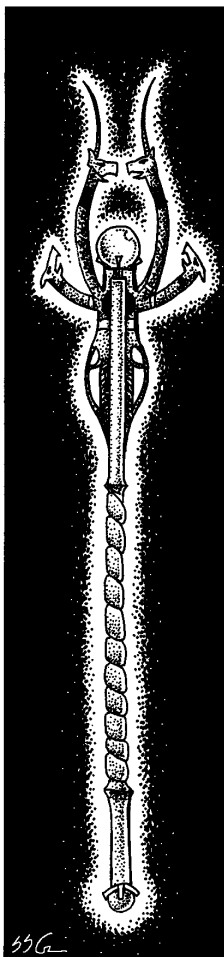
In the event that the staff passes into

the keeping of another magic-user, the staff will retain the IQ it had when its first master died or relinquished it. If the new master has an IQ lower than that of the staff, the staff may try to seize control of the wizard's mind. (GMs may impose a high-level saving roll, or simply dictate that the staff overpowers the hopeful owner.) If the demon gains control, it will use the PC as a puppet and a kremm battery, behaving in what is generally a destructive and evil manner as played by the GM. (It is a demon after all.) If the new owner can master the staff at any point (perhaps because a friend casts a *Double Double* on the wizard's IQ), then the demon will accept its new master, "settle in," and begin to mirror the new owner: its IQ will rise and fall at one point lower than the new owner's IQ once again.

Used in melee combat, the staff works as a quarterstaff that gets 4d6. It is indestructible to anything below 15th level magic (*Shatterstaff*; it is immune to *Banishing*).

STR req: 12 **DEX req:** 10

Weight units: 50.



Art © 1986 SS Crompton

Magic Wand

Cost: 80g

Description: A slender switch of polished wood, available plain but often sold with a polished-glass "gem" attached to one end. Ash, rowan, and oak are common, but any wood may be used. A genuine jewel can be added in place of the glass gem, at going market prices. The wand works the same as any focus object, but it can be mechanically triggered to go off like a tiny sparkler to entertain common folk and draw attention to the mage's prestidigitations (should he or she want this).

No melee combat use.

STR req: 3 **DEX req:** 5

Weight units: 5.

Toy Wand

Cost: 1d6 × 10gp or more, depending on how fancy it looks.

Description: A pencil-thin wand, usually of pine or other inexpensive wood, set with a glass bauble at the casting end. These may be carved with fancy designs, be adorned with ribbons or metallic thread wrappings, as well as strings of beads and small bells. When the wand is waved about, it draws 1 point of WIZ from the person holding it, and emits a sparkling rainbow trail to hang in the air briefly before fading away. That is all it does; it's just a toy. These wands are sold widely, and anyone may buy them.

No melee combat use.

STR req: 1 **DEX req:** 3 **Weight units:** 1.

Added Augmentations

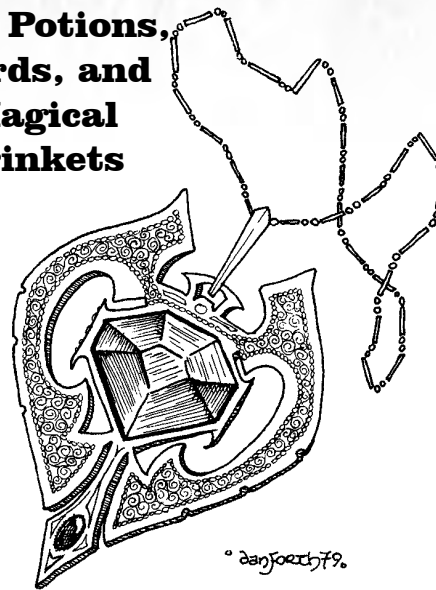
Some magicians are subtle; some are flashy. In a magical world, looking more impressive than the next fellow might be all that separates a successful court mage from a lowly hedge wizard. The Wizards Guild is happy to accommodate those who want to make their clothing and tools appear to be flashy and awe-inspiring... for a price, of course.

Gems may be added to any focus item at the going price for a particular type of gem, +20% for settings and workmanship. (See the Gem chart in **Section 17.1**, page 219).

For 100gp, staffs and wands may have a rainbow shimmer aura added that will happen every time a spell is cast through the focus item. This will cost the caster an additional 1 point of kremm (like the Toy Wand above) and can be very impressive, or it could give away a secretly-cast spell at an inopportune moment!

Finally, remember that fancy embroidered wizard robes are available for sale, costing 15-60gp depending on exactly how elaborate they look. Somehow they always manage to stay clean, too. See the Provisions list, page 58, for this and other articles of clothing available.

9.62 Potions, Wards, and Magical Trinkets



Wizards not only use tools in their spellcasting, they create magical things for their own use or to sell to others. Potions, wards, and magical items have a long and storied history in games, in novels, in comics, and in myth—all of which dT&T draws upon for inspiration. Logically, every imaginable spell or magical effect could be embedded into a physical item for easy transport and convenience of use. Healing potions come in handy when a medic-mage isn't available. A ring of invisibility works pretty much like a personal *Hidey Hole*. A necklace that deflects all spells from the Conformation school of magic keeps the Circe-like swine-makers at bay. A gigantic fire opal carved as a shield could absorb all fire spells and fire them right back at your foes, twice as strong.

Game masters have been making up things like these for a long time, and players know they've earned their fabulous magical treasures after a long hard fight. However, in a highly magical version of Trollworld, it has been argued that these things should be more or less available at the local Wizards Guild shop if you just ask (and pay appropriately). Stop by the convenience store and pick up a six-pack of healing potions and a charm bracelet. Every hostile spell known could have a protective charm for sale, and will always keep you safe. Add in a



generic “I don’t want that to happen” charm just for good measure, and another one that insures you always make your saving rolls. It might cost a small fortune, but you’d invest a small fortune to acquire a massive one, wouldn’t you? With enough wards and magical widgets, nothing has the potential to bother you.

There’s a serious downside to this, though: *if everything is magic, then nothing is magical*. If no challenge is actually challenging, then there is no need for courage, cunning, or wits, and being an heroic adventurer is an oxymoron. If it only takes a pile of gold pieces (or the cooperation of a friendly wizard) to make everything easier than easy, just add a few more zeroes in the “GP” line and be done with it. What do you need a game master involved for anyway?

We are making a few such items available, with limitations to keep from throwing the game’s playability out of whack. In the interest of maintaining the magical atmosphere of the game, it is recommended that really wonderful things should be handed out by GMs, not picked up from a vendor’s cart on a street corner by PCs with money burning a hole in their pockets. The items listed below are useful, and GMs may make them available in limited quantities without overturning the challenges of an adventure. They are included to help PCs but are not intended as a wholesale substitution for the special skills of mages, sorcerers, and healers. In general, the potions and similar things listed here are a somewhat more “dicey” proposition than a spell that gives a similar effect—occasionally the player will have to roll a die to see if it works as advertised!

9.62.1 Potions

Potions are spells and alchemical concoctions infused into various liquids. Some provisioners claim that particular liquids are better suited to certain effects than others—e.g. healing potions might use blood, high quality brandy, or chicken soup, depending on your worldview, or the demographics of the target audience. However, for general purposes,

any liquid will do the trick, whether it’s water, fruit juice, milk, wine, spirits, or herbal tea. Traveling formulators and apothecaries may include other additives intended (they claim) to improve on the overall effect: *caveat emptor*.

Prices listed are for a single dose or intended effect, stoppered into a small vial. They cannot be watered down or shared for partial effect. Each dose is 1 weight unit, packaged for moderately rough handling. (A bad fall still might break some.)

Names of the concoctions are subject to change depending on who makes and sells them, but these potions are representative of things commonly known and most often available.

Note that specific antidotes to individual poisons described in **Section 4.42** will be more rarely available and cost 3-7 times as much as the original poison—costlier than this concoction. This all-purpose remedy is comparable to giving someone activated charcoal if they swallowed something poisonous—better than nothing but perhaps insufficient.

Silly Sal’s Bitters (healing potion; 40gp for 1 CON healed). This potion heals physical damage, and may be purchased in vials that can hold up to 5 doses. (Bottle is marked to show much should be drunk to obtain the desired results.) Occasionally sold as a rather large pill, each good for a dose.

Auntie Dottie’s Best Spider Squeezings (poison antidote; 300gp). Stops or slows the action of some common poisons if taken within 3 full turns of being poisoned. Does not restore CON points.

Poison Potency - Roll 1d6:	
1-2:	Progression of poison effect takes twice as long to have the same effect.
3-4:	Potency of effect is cut in half.
5-6:	Poison is completely nullified per <i>Too Bad Toxin</i> .

If number rolled does not apply to the poison in question, no benefit is gained.



Dromgoole’s Perfect Balm (patent medicine against disease; 420 gp) May cure common diseases, minimize symptoms, or at least makes the imbiber not care so much about being sick. The diseased person may become sleepy, extremely merry, or simply drunk. Does not restore CON points.

Poison Potency - Roll 1d6:	
1-2:	Visible signs and symptoms of illness disappear for 24 hours and do no damage in that time (but disease remains and can return).
3-4:	Potency of disease is cut in half.
5-6:	Disease is cured as with <i>Healing Feeling</i> . If number rolled does not apply to the disease in question, no benefit is gained.

If number rolled does not apply to the disease in question, no benefit is gained.

Bottled Fairy dust (light; 30gp). Not to be ingested! Shake it and it will shine for two minutes, emitting up to 1 candlepower of green fairy light. Suppliers of this concoction swear that no fairies were hurt in the preparation of this concoction, despite widespread rumors to the contrary. Works 1d6 times before liquid becomes inert. (Certain elements of society drink this potion, and assert it has unspecified mind-altering qualities.)

9.62.2 Magical items

Kremm is a volatile and capricious substance, and it typically takes years of training and a brilliant focused mind to learn to cast spells reliably and effectively. Because few magical objects have that kind of self-awareness, their activating energies may depend on the person holding the item or they may be powered by the world’s mana or kremm. Moreover, sometimes the magic works consistently and sometimes it doesn’t.

The only really reliable magical artifacts seem to have been made in ages past, using techniques lost to all (aside from one or two crazed wizards in isolated swamps, their sanity broken by their studies!). These reliable treasures are the genuinely

“magical” items created by GMs as rewards or loot to be acquired in the course of their players’ adventures.

Today’s wizards have relearned the basics of enchanting less powerful items but even the Guild’s archmagi cannot ensure top-quality products that perform with the reliability of a spell cast by a competent magician. In addition, even ordinary people living in a magical world will try to hedge their bets with whatever magical trinkets they can lay hand to, and swear to their efficacy because they simply want to believe. Such things would be made and sold, even if they did nothing at all!

Some GMs may limit players to purchasing only the “lesser” wards, amulets, and talismans from specialty shops and generous guilds. Other GMs may allow all these flawed items described below to circulate freely in their world to any character that has the moola to afford them.

Due to the warpage of reality represented by these items, it is recommended that no character be allowed more than one of any of these items, per character level, carried on them at one time (e.g. one ward OR one amulet OR one talisman for a first-level character; a fifth-level character could have three amulets, a ward, and a talisman.). Carrying more than this results in interference waves and quantum entanglement, with unpredictable results. However, these items should not ordinarily interfere with GM-derived treasures, even things with similar effects. (Keep track of which is which on your character record!)

All of these items can be *Dis-Spelled* if the *Dis-Spell* is cast at the appropriate level.

It is important to recognize that having an amulet or talisman, in particular, may turn an ordinary weapon into a magic weapon, specifically *if the talisman were built into the item itself*—an inscribed gem in the pommel or guard, for example. (The same concept will apply to armor and shields.) Since armor and weapon spells do not usually work on magical weapons, then weapon or armor-augmenting spells will not work on an item with a built-in talisman. The talisman is itself



magical in nature, and that transfers to the physical item it is part of.

However, if that same gem is worn on a ring, and the user hopefully triggers a *Vorpal Blade* when preparing to go into combat, then subsequent spells cast must simply conform to the stacking rules discussed previously. If a talisman successfully *Vorpal*s a warrior's sword (a second level spell), the warrior's friendly magician cannot cast a first-level *Unerring Blade* to combine with it, and a *Whammy* (level 3) will overwrite the *Vorpal Blade* effect. In the event of that the talisman misfired, however, *Unerring Blade* or *Whammy* could be cast on the otherwise commonplace weapon.

Costs of wards depend on many factors. The base cost of a ward is determined by the level of magic it can read. More expensive components (in quality or craftsmanship) are needed to make higher level wards, and the costs increase accordingly. A ward that can respond to the potential danger of first-level spells will cost 50gp and could be made of something as simple as a plain ring of bone or antler, or even a few sprigs of rush and heather cunningly twisted into a triskell shape. Thereafter, prices double every spell level, so a ward capable of "reading" fifth-level magic and below will cost 800gp. It would need to be made of precious metal and/or be beautifully

WARDS					
<i>Base cost: 50gp per level the ward can "read", doubling every level thereafter</i>					
Type	Cost Adjusmt.	Activation	Reliability (roll 1d6)	Kremm used	Activation Range
Lesser Ward	-10%	Must be activated.	1-2: correct 3-4: opposite 5-6: indeterminate	None.	10'
Greater Ward	As given	Must be activated.	1-3: correct 4-5: opposite 6: indeterminate	User's WIZ, 1d6 per level of spell the ward can "read" (not just the spell being dealt with)	25'
Master's Ward	+50%	Automatic activation	1-3: correct 4-5: opposite 6: indeterminate	Ambient world kremm.	50'

Wards are meant to give warnings about the danger of imminent-or-potential magic that could affect the wearer. A silver bracelet that tingles or stings; a carved bit of bone, hanging from a string, that spins clockwise (not so dangerous) or counterclockwise (more dangerous); or an origami paper bear that starts to dance or roar when held in the palm of one's hand... all these might be classified as wards. Wards are something like a mashup of *Detect Magic* with *Omnipotent Eye* with a little bit of *Know Your Foe* thrown in (although they do not duplicate those spells, nor do they give such specific or clear information).

crafted. A ward made of too-bland or inadequate materials simply does not work. (Players are encouraged to exercise their imaginations when creating these things.)

Wards come in three varieties: a *lesser ward* that must be consciously activated by the user, perhaps by being held in the hand and "asked" if something in range is dangerous to the user. It costs the user nothing to ask, but half the time, the ward may not give an accurate reading. Other times, the answer is simply ambiguous, like the Magic 8 Ball's "Ask again later." The magic being read must be relatively close by.



A *greater ward* must also be consciously activated, but drains kremm from the user, at the rate of 1d6 WIZ per level of spell the ward is *capable* of discerning (not just the level of the spell in question). The user does not have to be a magician of any kind. These give more accurate readings. The magic being read can be more distant.

A *master's ward* reacts passively and automatically—that gemmed and enameled pendant your character wears will start vibrating, alerting them that something is up. Reliability is the same as for a *greater ward* (apparently that's as good as these things can be made with current magical techniques) but the kremm to power the magic is drawn from the ambient mana of the world at large. The magic being read can be up to 50' away.

Even master wards do not give enough advance warning for a person to dodge a spell.

Amulets are intended to shield the wearer from specific spells or a small group of spells. A glass bead that looks like an eye might blink away all effects of an *Oh Go Away* (the target could then choose to concentrate on the caster or not); a golden sandal charm might deflect a *Glue You*.

Amulets are tuned for a certain spell and all uses of that spell up to the level it is purchased for. In other words, an amulet that defends its wearer

against a *Take That You Fiend* spell will stop a L3 *TTYF* only if the amulet is made to handle magics at level 3 and below. Furthermore, if the attack is cast at L1, the amulet's reliability is the same as if the spell is cast at L3.

Amulets are “always on”—they need no activation when a spell of the proper designation is about to affect the wearer. Neither is there a range designation because the only spells that an amulet can be designed for will take effect on or because of an individual character. Thus, there are no amulets that affect the wall spells, *Slush Yuck*, and the like.

When an amulet provides protection against *damaging spells*, this should be deducted *before* factoring in for armor, if applicable. When an amulet provides *partial protection* against damaging spells, the damage rounds up. Players should define what “partial protection” means for other individual spells when the amulet is acquired. For example, partial protection against a *Befuddle* spell could mean adding extra points for the purposes of determining whether the spell takes effect or not ($1.25 \times (IQ+LK+CHR)$ for a lesser amulet).

Amulets are more expensive than wards, having the potential to immediately negate deadly danger. As before, quality of materials and craftsmanship are also essential to the creation of amulets capable of handling higher level spells, and thus to the

AMULETS

Base cost: 100gp per level of spell the amulet can protect against, doubling every level thereafter.

Type	Activation	Reliability (roll 1d6)	Kremm used	Specificity
Lesser Amulet	Must be activated.	1-3: misfire, no protection 4-5: stops 25% of damage or other partial protection 6: full protection	None.	Single spell.
Greater Amulet	Must be activated.	1-2: misfire, no protection 3-5: stops 40% of damage or other partial protection 6: full protection	User's WIZ, 1d6 per level of spell being dealt with. If WIZ not sufficient, protection fails.	Up to 2 spells in a single school of magic.
Master's Amulet	Automatic activation	1-2: misfire, no protection 3-5: stops 60% of damage or other partial protection 6: full protection	Ambient world kremm.	Up to 3 spells in a single school of magic.

escalating prices. A backwoods hexweaver might try to sell you on the potential of her beribboned rabbit's foot being effective against *Hellbomb Bursts*, but it probably isn't going to save you from anything more than getting scorched by an *It's Elementary* spark.

Lesser amulets are good for a single spell, but they may still fail half the time. Greater amulets do not misfire as often, and can protect equally well against any two spells that come from the same school of magic. (Spells that are considered to be from more than one school may be applied to either school.) The user's WIZ is withdrawn passively to power a greater amulet, so the user does not have to be a magician. However, if there is insufficient WIZ available, the amulet's protection will automatically fail.

Master's amulets are quite powerful but can still misfire, and can handle any three spells in a single school of magic. It draws its power from the inherent magic of the world.

Talismans are intended to benefit the wearer with positive or beneficial magics. Like amulets, they are limited to specific spells, but they can work only one chosen spell. Unlike amulets, their effects can be applied not just to a person but to a person's general situation, and well as weapons or

armor when appropriate. The shoulderblade of a mouse wrapped with silver wire might let a character *Shrug It Off*. Clutch a small mirrored sphere in a moment of desperation, and the user (alone) can *Alaka-Scram* out of danger. (His or her friends could also benefit from the momentary dazing of their foes, but not the speed boost.)

Talismans for health are common but how they will work may need to be defined on a case by case basis. For example, a carved bloodstone might substitute for a *Poor Baby spell* or a few doses of Silly Sal's Bitters but its effectiveness should be limited to its level—a L3 bloodstone with pretty carvings will heal 3 points of damage. It is something to help in a pinch, but not as good as medic-magician standing by (nor should it be).

Talismans work at no more than arm's length (touching distance), although they can be used on others as well as on oneself. However, talismans cannot be triggered repeatedly in sequence—even a master's ward takes time for the item to recover its effectiveness. Finer talismans recover faster.

Talismans are not "always on." All talismans must be activated, but some can be triggered during combat (the equivalent of taking a combat round to cast a spell) and others cannot. In other words, a lesser talisman that *Vorpals* a sword must be used before combat begins, although a master's talisman

TALISMANS

Base cost: 100gp per level the talisman can work, doubling every level thereafter

Type	Cost Adjusmt.	Activation	Reliability (roll 1d6)	Kremm used	Activation Range
Lesser Talisman	-10%	Cannot be triggered during combat.	1-3: misfire. no result 4-6: full effect	None.	Can be reactivated after 15 minutes (or 8 combat rounds)
Greater Talisman	As given	Can be triggered in or out of combat.	1-2: misfire. no result 3-6: full effect	User's WIZ, 1d6 per level of spell being dealt with. If WIZ not sufficient, spell fails.	Can be reactivated after 10 minutes (5 combat rounds).
Master's Talisman	+50%	Can be triggered in or out of combat.	1: misfire; no result 2-6: full effect	Ambient world kremm.	Can be reactivated after 5 minutes (or 3 combat rounds).

of the same spell could be activated after the fighting has started going downhill—perhaps if the party’s magician is running low on spelljuice himself.

Like the other trinkets, talismans come in three varieties: *lesser talismans* continue to be unreliable half the time, and take at least 15 minutes before they can be used again. *Greater talismans* can be triggered in or out of combat, and draw on the kremm of the person to whom the talisman belongs, regardless of whether they are a magician or not. *Master’s talismans* must be well-crafted of expensive materials, and rarely misfire. They draw on the

world’s most abundant resource, and the spell they replicate can be reactivated in relatively short order.

There are rumors of *spellstones* able to replicate the effects of other known magics—a *Knock Knock* for a thief who can’t learn to use a lock pick, or a jagged crystal shard that draws lightning from the clear sky (*Divine Displeasure*)—but these have not made their way to any public purveyors. For now, items that cast offensive magics in particular, and many similar things, remain a dream for adventurers to pursue only in dungeons, ruins, and in distant lands.



9.62.3 Power Batteries

A special kind of magical item is a spellcaster's power battery, typically referred to as a *kremm battery*—a kind of spare gas tank for magic-users to power their spells with. This is one of the few reliable enchanted items today's wizards can make.

Mana management has long been an integral feature of playing a wizard in T&T. Adventurous spellslingers could find themselves ashen-faced with exhaustion, crying "I must rest!" and then having to fall back on their quarterstaves and daggers to contribute further. But with a few batteries tucked into a belt pouch, *wham!*—mana management ceases to be any issue at all.

Therefore, in Deluxe T&T, freely-available kremm storage devices are available but limited for the everyday PC magician. Players will have to stay on their toes, thinking about their actions, and making creative selections among their choices.

Kremm is everywhere in the world, but each magic-user's utilization of it is uniquely their own, as personal as a fingerprint. Therefore, *a battery has to be filled from the caster's own WIZ points and only he or she can use it.* While legendary magic items may draw upon the world's kremm directly and infinitely, it is recommended that such things be mostly GM-created items, balanced for the level of power enjoyed by the group as a whole. Characters cannot borrow someone else's device and use the kremm stored there. (Stolen or looted batteries can be filled with one's own WIZ, however.)

A spellcaster can have just one kremm battery in their possession at a time, just as wizards typically have and use only one focus device at a time. The *Duraspell* or *Energizer* spells allow you to roll your own.

A second device in close proximity, filled with one's own kremm, (even carried by a friend or minion) quickly drains out the power stored in both.

All spellcasters can use batteries, including rogues, but all are restricted in the same ways.

Player characters cannot store more mana than they can control naturally. A magician with WIZ of 20 can store up to 20 points in a battery. Keeping kremm safely stored still puts demands on a

spellcaster, albeit passively. This explains why wizards do not have a wine cellar full of spare kremm-jugs to be summoned at need. Battery-powered wizards have access to twice as much kremm as they have when healthy and rested, but nothing greater.

Aside from the batteries created by magic, most similar devices should be found in the course of adventuring, not in Ye Olde Magick Shoppe down on the corner. Some GMs may wish to make them only available from adventuring, and disallow the more potent *Energizer* spell completely.

Obviously all these rules can (and surely will be) overwritten by GM decree.



9.7 Creating New Spells



For all the spells in the spell book, there are countless more possible. Formally-educated wizards, including specialists, can start inventing their own spells after their IQ reaches 25. This section is intended to help players and GMs navigate the procedure fairly, with suggested best-practices.

There are two basic types of player-created spells: On the Fly and Researched. Spells created by either method are subject to the Game Master's approval, who may decide what is acceptable. Could a second-level wizard with just enough brains to start inventing spells develop a spell to chill a keg of ale for an innkeeper? Probably such a spell already exists in the *Wizards Guild Compleat Tome of Known Magicks* (Volume 27) and humble hedge wizards use it daily, but yes—it's perfectly reasonable to reinvent that wheel. Could that same wizard create a spell to disintegrate stone powerful enough to make whole cities collapse to dust? That would be thoroughly unreasonable.

Keep in mind the “look and feel” of magic as seen in folklore and fantasy literature. In theory, magic can do anything. The weakest magician could conjure a pinch of poison into the mightiest warrior's heart and stop it cold, or blow every

second atom of The Impregnable Fortress to different dimensions, leaving just the gems and gold to be swept up. But that would make for lousy stories and it makes for terrible games. That's at the heart of the “be reasonable” rule because the game is to have fun!

9.7.1 General Guidelines

Level of spells: *Wizards can only create spells of their own level or lower.* Use the existing spell book as a guide for what an appropriate level for the spell might be.

If your idea suggests a spell that is higher level than your magician, then scale back the spell or get your mage to a higher level! A third-level wizard just cannot get all the details right to create a fourth-level spell (or anything higher), although first, second, or third level spells are within their understanding. (This does not prevent a lower level magic-user from casting *established* higher level spells or to power-up an existing spell, as discussed elsewhere.)

Ultimately, the minimum level a spell can be cast at is up to the GM. You may find it helpful to consider that L1 spells are not much more than apprentice-quality spells, roughly equivalent to a typical student's schooling up to age 18 or so.

Existing Spells: Try not to duplicate the effects of an existing spell. Generally speaking, no “home-brewed” spell should be better than an existing spell in the rulebook—cheaper to cast, more potent, more inclusive, or lower level—for a similar effect. The spells of the rulebook are considered those which the Wizards Guild has honed and refined over the years for efficiency and effectiveness which workaday mages (even very capable ones) are unlikely to be able to match. You may find it helpful to look at Appendix C, where similar types of spells are cataloged. Not only will this give you a sense of what level certain types of spells fall into, but guide you to consider the similarities (and differences) between something like *Befuddle* and *Oh Go Away*.

Spell Abuse: Think through the ways a spell can be used and misused, and the (sometimes unexpected) consequences or aftereffects of using it at all. The *Tree Friend* spell in the Spell Book came from a nifty idea, but what happened when the spell ended and the tree stopped moving? We came up with a fairly simple answer, so it's in the rules now.

Other spells were discarded because they were simply too complicated. Keep things simple, which can put an inventor at odds with the “think through the consequences” recommendation. In the end, if it takes half a page to describe the powers, limitations, and various caveats about a spell to control for all the consequences, you might want to reconsider it. Overexplaining does not make something more reasonable. Consider how simple a

basic *TTYF* is: *it does damage equal to the caster's IQ, and affects a single target.* Few spells—even those in the Spell Book!—match that kind of simplicity, but it does not have a lot of guesswork to understand it, and it's difficult for a min-maxing rules lawyer to break it.

Powering It Up: Consider how you are going to power-up a spell, or if you are going to allow the power-up at all. Take a look at the information about powering up a spell on (in **section 9.2.1**). There are several different ways a spell can be powered up, and just because you could power up a spell in one of several ways may not mean that you should: not all of the options should be possible for the same spell.

Consider whether the magician's own attributes will grow over time, or their level, and how that might affect the spell naturally.

This is a great way to keep spells in check, while at the same time rewarding those who have made improvements to their character's level.

Just because a spell has a time or range limitation in the description, it may not be wise to double that when the spell is cast at a higher level. Sometimes a spell is just a spell, and that's the way it works.

Ownership: Newly-invented spells remain the exclusive property of the wizard character who creates them, and must be explained to the local Game Master whenever first used in a game. Of course, such spells could gain wider currency if offered in an article, online forum, or published adventure! In-game, the character could submit the spell to the Wizards Guild who will refine and perfect it, a process that might take years before they release it for general acquisition.

9.72 When Can You Invent?

Between adventures, trained wizards may spend their time researching, testing, refining, and practicing new spells. *They are inventing spells by doing research.* However, a wizard in a desperate



circumstance while out adventuring can still pull together related concepts and scraps of knowledge to create a new spell on the spot: *this is inventing spells on the fly*.

Inventing spells on the fly: If the wizard is in the midst of combat, he or she must be able to step aside and concentrate for a number of 2-minute combat rounds equal to twice the level of the spell. (However, an 8th level wizard might not need to ponder on a new 5th level spell for the same 10 minutes a 5th level wizard would. The GM can adjust this as appropriate.)

To successfully create an on-the-fly spell, the character must succeed with two separate saving rolls: one on IQ and one on DEX. These rolls must be made at one level higher than the spell being created. If one of these saving rolls fails, the spell creation attempt fails with no consequence. If both fail, the wizard expends kremm equal to what the spell would have cost and the spell still fails to go off. If either one of the saving rolls is a fumble (a critical failure roll of 3), the created spell backfires in a harmful or amusing manner.

Thus, to create a new second-level spell, second-level wizard Jilly needs to make a L3SR on her IQ and DEX. The GM can make these saving rolls higher or lower depending on the stress of the situation and which spells the wizard already knows. If the new spell is closely related to an existing spell, the saving roll might be one level lower.

The cost of a brand-new spell should be worked out by the player with input from the GM, based on existing similar spells, and then adding a percentage equal to $10 \times$ the roll of 1d6, rounding down. The kinks haven't been worked out, so a spell that the player and GM agree "should" cost 12 kremm or mana could cost 10-60% more initially - 13-19 points. This casting cost (tested only once) will hold true until the wizard is out of that adventure, with time to think about it in greater depth, practice variations to test and refine it, and polish the details. Thereafter it can be cast at the agreed-upon cost.

Researched spells: The added casting cost of an on-the-fly spell does not apply since the wizard has time to think through the details and practice it prior to use in an adventure. The casting cost negotiated between player and GM is the cost from the start. Otherwise, the same principles apply: be reasonable; base spell effects, potency, and power-ups on how existing spells are written and how they scale up; and have fun with it!



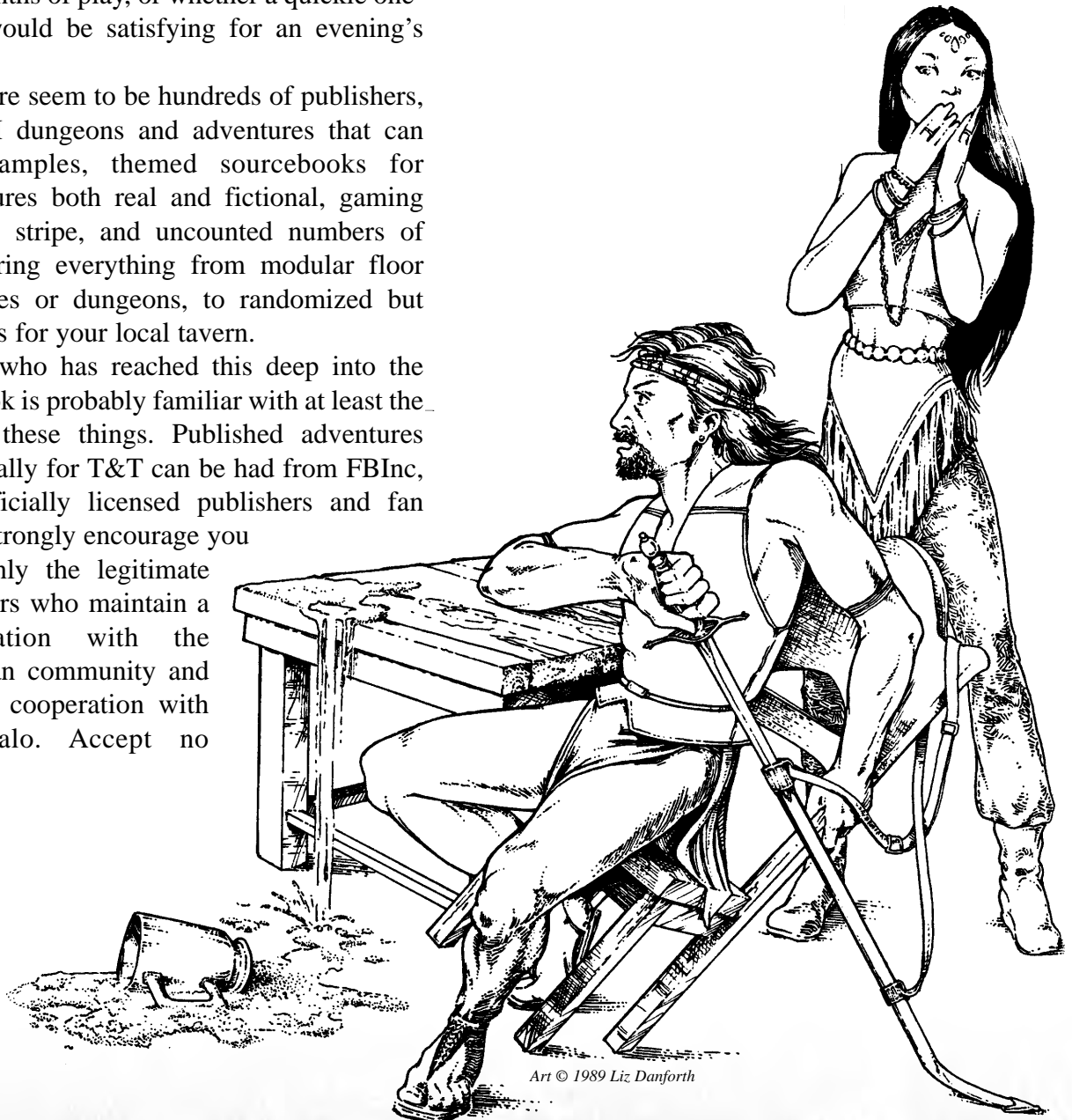
10.0 How To Put It All Together

Back when RPGs were new, a player or GM had few examples of how to get started. There weren't many resources to get ideas about how to go about actually *playing* such a game: how to draw dungeons or what information players needed to know when their characters entered. Little about ways to get or keep them interested but perhaps in the dark about everything going on. How to build a story over months of play, or whether a quickie one-off lootfest would be satisfying for an evening's entertainment.

Today, there seem to be hundreds of publishers, countless GM dungeons and adventures that can serve as examples, themed sourcebooks for different cultures both real and fictional, gaming aids of every stripe, and uncounted numbers of websites offering everything from modular floor plans for cities or dungeons, to randomized but colorful names for your local tavern.

Someone who has reached this deep into the dT&T rulebook is probably familiar with at least the existence of these things. Published adventures made specifically for T&T can be had from FBInc, and from officially licensed publishers and fan groups. (We strongly encourage you to support only the legitimate T&T publishers who maintain a good reputation with the widespread fan community and who work in cooperation with Flying Buffalo. Accept no

substitutes!) There are generic playing aids like FB Inc., Citybooks as well as source material that may be adapted from other game systems. If you are somewhat new to RPGs, all these things provide an excellent example to start creating your own adventures. If you are an old hand, you probably have lots of it on your shelves already!



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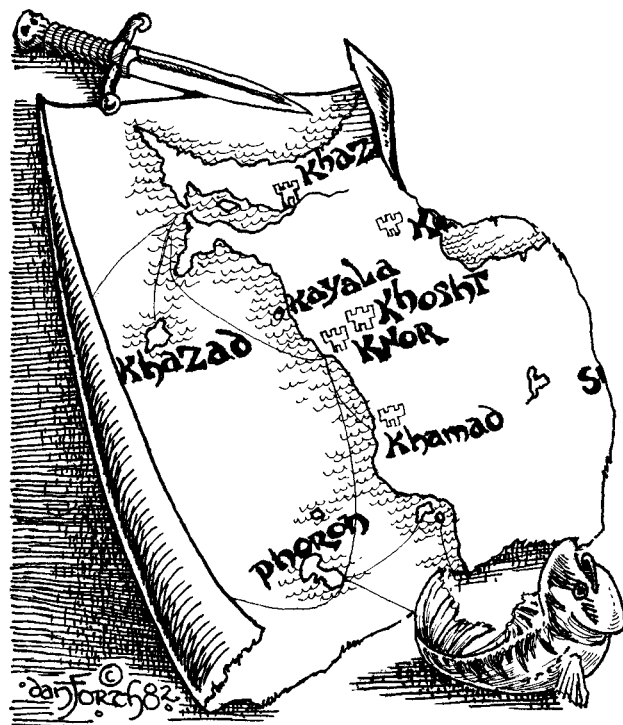
10.01 How to Prepare

Tabletop RPGs like Deluxe T&T are basically intended to be played face to face with a small group. A game master creates or acquires an adventure for the players to bring their characters to, and acts as the lead storyteller and referee. He or she will have some kind of map of the zone to be explored, and a key to what is on that map in the way of NPCs, monsters, treasures, traps, and other challenges.

The players explore what the GM has prepared by declaring their character's actions, asking questions, making decisions, and—most importantly—using their wits and imagination. The “role playing” in an RPG is a give-and-take that can develop between player characters, and between PCs and the game master's NPCs. It is impromptu and improvisational theater, cooperative storytelling where everyone at the table should be encouraged to speak up and have a chance to participate.

Deluxe T&T, like its antecedent editions, can be played solitaire, for those who don't have a convenient circle of gaming companions, or who just want a quick adventure to fill some downtime. These solitaires offer choose-your-own-adventure-style paragraphs in books, whether electronic or physical. The books define what kind of character can be played for that particular book, in terms of

character type, kindred, or level. Each paragraph describes a situation and the possible outcomes. Following the directions given, you read from paragraph to paragraph until the adventure is complete or your character has perished.



10.02 Philosophy of a Good Time

The prepared GM has taken the time to know the game and the scenario. Creating one's own can be a lot of work, and sometimes being a good referee is a lot like herding wet cats. Players usually recognize the value their GM brings to the table. In turn, GMs have to recognize that no matter how awesome the story they've written might be, it cannot come to life without the players. Players are not the GM's puppets—they must be allowed a sense of agency or control, a chance to make a difference in the situation even if it leads the story down a line unplanned by the game master. Players should be acquainted with the rules of the game, or at least be prepared to pick it up as they go. An RPG is both symbiotic and cooperative, and the best games happen when everyone involved works toward a common goal

Licensed T&T Publishers

(Accept no substitutes!)

Go to www.Trollhalla.com for a list of licensed publishers and fansites known at the time of writing. If a seller's name does not appear there, we advise you to ask around the community before taking a deal that looks too good to be true, or just to find out more about the company or seller in question. For updated lists, you should also check the Flying Buffalo website's list of licensed and approved publishers: <http://www.flyingbuffalo.com/tandt.htm> (scroll to the bottom of the page.)



of having a good time together.

You may find it helpful to remember there are three modes of “reality” to draw on at any given time, typified by this very ordinary exchange: “I go into the room and watch for traps. I rolled 9 for my saving roll, using my Perception talent. I’m going to the kitchen to grab a snack; anyone else want one?” No one of normal mentality can fail to understand the differences. The first “I” refers to that player’s character, inside the game’s reality. The second refers to the player handling the mechanics of the game. And the third is common consensual reality and the conviviality of a group of friends playing a game together.

10.03 Some Practical Considerations

All the Dice in the World

Deluxe T&T is a game where you can expect to roll a great many dice. Lots and lots and lots of dice. The fan community is of differing minds about how to handle this.

I believe you should roll all the dice, and let the forces of chance play out naturally. Unlikely is not impossible: it is still technically possible to roll 100 dice and get 100 boxcars! You’ll probably get something close to 350, but anything from 100 to 600 is *possible*. If you don’t roll all the dice, how will there be any chance of an exceptional roll?

A vocal segment of the fan population believes that, once you get above a certain number of dice, the statistical average of 3.5 will be so dominant (when rolling a d6) that it slows down the game to do anything but a simple arithmetic calculation. Adding up the individual faces of 100 dice to get 348 vs 352 isn’t worth the trouble: call it 350 and be done with it.

A third possibility is a little more complicated but provides some of the randomness that can make for a more unpredictable result. If you need to roll 100 dice, roll a smaller number of dice (we recommend three dice, and no more than five), then multiply for the result. There will still be a trend toward the average, but with more variation.

Of course, with the many shapes of dice not

available in the old days, the variety of statistical odds is far more varied and, in some cases, definitive. The suggestions above apply to those holding firm to the use of traditional six-sided dice that T&T has always used.

Be Reasonable

You’ve heard this more than once, but it bears reiteration. Being reasonable, whether as a GM or a player, is a key principle and requirement for all RPGs, really. It is also the one thing that keeps T&T from being a book even thicker than it is: we trust you to use your heads when the rules do not address a particular situation, or if we gave inadequate guidance to using a particular rule. Talk it out with the group. A tabletop RPG is, at the core, a cooperative game so bring goodwill to the table with you, and then everyone wins.

The point of the game is to have fun. Leave the drama behind. People of goodwill can disagree without escalating; debate should be to produce light, not heat. Even those who play solitaire adventures exclusively should think through what seems logical and reasonable if sufficient details are not supplied.

Leveling and Character Power

Players and game masters should think about and discuss the kinds of games they want, and plan accordingly. I think T&T works best in the lower ranges of character level, and less well in the upper ranges. Yet we’ve seen and heard discussions about someone’s 100th level character!

Our spell book of magic goes to 18th level, so you can safely assume we think some of you will aim that high or higher. (In the first draft, it was much less, but we wanted to give characters room to grow and something to strive for.)

I think characters much over 7th level become difficult to deal with in game terms. At 10th level, things shift beyond heroic to absolutely godlike. Opinions on this differ, however, and the early Phoenix players had characters who were level 8, 10, and 13 (under the old style of leveling) who were quite vulnerable to the challenges created by

the GMs of the day. (Today, those characters would usually be lower level, based on the new method of calculating level, but for example, Liz's main character—a 13th level wizard when originally played—would be level 23 today for that character's completely atypical CON of 235.) The puzzle of high level characters lies in what the GM can create to challenge the players to do more than weigh in with weapons and magic, but to use their wits and their role-playing skills.

GMs should think carefully about the adventure points they hand out, particularly bonus APs. This edition of the rules provides several uses for those APs beyond simply boosting a character's level, but GMs who give out bucketloads of APs may create worldbreaker champions. If, in addition, they reward them with incredibly powerful weapons and trinkets, they may create headaches for themselves (and other GMs) down the line, and have no one to blame but themselves.

It is a balancing act. Players want to advance and they should be able to do so! Part of what makes the game fun is watching your alter ego grow and prosper, becoming smarter, stronger, better, faster, richer, and so on. But if it gets out of hand, the game can stop being as fun when all the challenges are trivial, like playing a video game in God Mode with all the cheat codes in hand.

Do what works for the group as a whole, but be aware of unintended consequences.

10.1 How to be a Good GM

We offer a few suggestions to help the GM out.

Saving Rolls

Saving rolls should not be required every step of the way. It slows down the game and the characters are not, after all, stupid robots who need to be tested at every turn. They can probably walk along a street among other people going about their business, amid wagons going at normal speeds, and not tripping over into every pile of trash by the side of the road. Save rolling for the unexpected and out of the ordinary. If you wouldn't consider it a story worth telling about your "adventure that happened today" then it may not be worth asking for a saving roll.

Encouraging the creative solution

Putting players into difficult situations is the bread and butter of an adventure. Putting them in impossible situations demands they come up with creative solutions, whether it's a deliberate GM choice or an

avalanche of bad fortune. Even if you have to fudge a little in their favor, give them a chance to pull off a stunt, invoke a prayer, or you can even step in with a *deus ex machina* to let the story continue unfolding.

You are in total control, after all. Remember that GMs can kill any character, no matter how impressive, with the stroke of a pen. Being arbitrarily nasty is not doing a good job, not even if you're following the written script to the letter. Being a great GM means scaring them half to death instead of having a TPK (total party kill). If



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they've earned it fair and square with deliberately wrong-headed decisions, that's one thing: let karmic justice prevail. If not? Make it a memorable story of derring-do and hairbreadth escapes. That's a great game.

10.2 How to be a better player

Don't be "that guy." Or as Wil Wheaton would say, don't be a dick. Don't be a rules lawyer. Just because you can, doesn't mean you should. You know you've found an exploit, the GM knows it's an exploit, and just because it isn't written down in the rules, or what's there can be interpreted to give undue advantage? That doesn't give you leave to be unreasonable.

Of course, your view of what's logical or reasonable in a given situation may be different from your GM's opinion. Here is where goodwill becomes an absolute necessity: assume the other person remembers that the purpose of the game is for everyone involved to have fun... and make sure you keep that in mind as well. Make your case, win or lose, and then good sportsmanship means accept it and move along. Not everyone gets their way all the time.

10.3 Once You've Got It All Together

The evening is wrapping up, the adventurers have muddled through to a conclusion of some sort, maybe a little treasure was found or some lost dragon-pup was returned home safely. Someone's armor has done its duty and is reduced to rags of leather and steel, the magician

whipped up a new spell she needs to practice in her off time, and now everyone is shuffling papers and putting away the books. What next?

Most game masters will have been awarding AP during the progress of the game, as events transpire. However, at the end of a session, a GM will make a final gift of AP that rewards the players collectively for what they have accomplished.

Wounded characters heal, armor can be repaired, and if there was enough treasure won, perhaps new items can be purchased. Consumables must be replenished: poisons, food and drink, or kremm batteries can now be recharged. It is worth doing all this immediately after a game or the next day, before details begin to fade from memory. Deduct gold spent or items lost, note details about the new items acquired, and record it all on your character's record. The next time you and your friends get together to play, nothing will hold up the show.

GMs who intend to make that adventure available again in the future will want to spend some time restocking the rooms that were stripped of their loot, or re-imagining the traps, situations, and challenges in order to surprise cocky adventurers thinking they know everything they might be facing when next they return. Monsters and opponents should be replaced. On the whole, a troll is a troll is a troll, and one is very much like another. But if your NPCs are special personalities, you might need to hire a replacement or concoct a clever justification about why Max the Magic Ogre is back, but stronger and bigger and better than before! ■





11.1 Appendix A: Spells Listed Alphabetically

Do you remember the spell name but not what level it is, or what school it comes under? This list is for you. The notation of each spell's level should make it easier to cross reference with the main spell book.

SPELLS LISTED ALPHABETICALLY			
LEV.	SPELL	SCHOOLS	PG.
2	Alaka-Scram	Combat	108
12	Banishing	Conjuration	133
3	Beast Master	Communication	109
3	Befuddle	Cosmic	109
3	Better Lucky Than Good	Conformation	109
11	Bigger is Better	Conformation	133
3	Blasting Power	Combat	113
3	Blindsight	Clairvoyant	113
10	Blow me to...	Conveyance	131
11	Blow you to...	Conveyance	132
2	Boom Bomb	Cosmic	108
18	Born Again	Curative, Cosmic	134
5	Breaker Breaker	Combat	121
2	Cateyes	Conf., Clairvoyant	108
2	Crème de la Kremm	Conformation	109
2	Curse You	Conf., Combat	109
3	Curses Foiled	Curative, Cosmic	113
4	Dastardly Distraction	Combat	117
9	Death Spell #9	Combat	129
3	Dem Bones	Conjuration	113
1	Detect Magic	Clairvoyant	105
2	Ding-a-Ling	Communication	109
3	Dis-Spell	Cosmic	114
6	Divine Disapproval	Conjuration	124
4	Double-Double	Conformation	117
5	Dryad	Conjuration, Conf.	122
4	Dum-Dum	Conf., Combat	117
3	Duraspell	Conjuration, Cosmic	114
13	Earth Air Fire and Water	Conjuration	134
7	Energizer	Conjuration, Cosmic	127
5	ESP	Communication	122
13	Exorcism	Combat	134

SPELLS LISTED ALPHABETICALLY			
LEV.	SPELL	SCHOOLS	PG.
4	Fire at Will	Combat	118
3	Fly Me	Conveyance	114
13	Force Shield	Conjuration	134
3	Freeze Please	Combat	114
14	Ghostly Going	Conveyance, Conf.	135
3	Glue You	Combat, Conf.	115
5	Gotcher Back	Cosmic	122
3	Hard Stuff	Construction	112
3	Healing Feeling	Curative	112
4	Healthy Glow	Combat	118
10	Hellbomb Burst	Combat	131
2	Hidey Hole	Concealment	109
17	Hidey Soul*	Conformation	137
1	Hocus Focus	Cosmic	105
3	Hollow Tree	Conjuration	112
7	Imp Whistle	Conjuration	127
12	Invisible Fiend	Conjuration	133
7	Invisible Wall	Conjuration	127
1	It's Elementary	Conjuration	105
1	Knock Knock	Cosmic	105
1	Know Your Foe	Clairvoyant	105
3	Little Feets	Combat, Conf.	116
1	Lock Tight	Cosmic	106
2	Magic Fangs	Conjuration	110
9	Medusa	Conformation	130
5	Mind Pox	Comm., Combat	122
3	Mirage	Concealment	116
8	Metamorph Me	Conformation	128
9	Metamorph Thee	Conformation	130
6	Mystic Visions	Clairvoyance	124
12	Nefarious Necromancy	Curative	133
1	Oh Go Away	Cosmic, Comm.	106
1	Oh There It Is	Clairvoyant	107



11.1 Appendix A: Spells Listed Alphabetically

SPELLS LISTED ALPHABETICALLY			
LEV.	SPELL	SCHOOLS	PG.
15	Omniflex	Conformation	136
2	Omnipotent Eye	Clairvoyant	110
2	Poor Baby	Curative	110
6	Porta-Vision	Concealment	125
4	Protective Pentagram	Combat	118
9	Pygmalion	Curative, Conf.	130
8	Rock the Walk	Conveyance	129
4	Rock-a-Bye	Communication	119
5	Second Sight	Clairvoyant	122
12	Seek Ye	Cosmic	130
2	Shake & Break	Cosmic, Conv.	110
15	Shatterstaff	Combat	136
4	Shield Me, Shield You	Combat	119
2	Shrug It Off	Cosmic	111
3	Slush-Yuck	Construction	116
14	Slyway Robbery	Combat	135
10	Smaller is Smarter	Conformation	131
4	Smog	Combat, Conj.	119
4	Spirit Mastery	Combat, Comm.	119
5	Stone Fist	Combat, Conf.	123
5	Storm Force Five	Conj., Combat	123
16	Summoning	Conjuration	136
5	Sux2BU	Conformation	123
1	Take That You Fiend	Combat	107
2	Teacher	Communication	111
6	Temper Temper	Combat	125
4	Too-Bad Toxin	Curative	120
4	Tough It Out	Combat	120
4	Tree Friend	Conj., Conformation	120
1	Unerring Blade	Combat	107
5	Unlucky Bees	Combat, Conj.	123
4	Upsidaisy	Conveyance	120
2	Vorpal Blade	Combat	111
6	Wall of Fire	Conjuration	125
6	Wall of Ice	Conjuration	125
6	Wall of Iron	Const., Conjuration	125

SPELLS LISTED ALPHABETICALLY			
LEV.	SPELL	SCHOOLS	PG.
6	Wall of Stone	Construction, Conj.	126
6	Wall of Thorns	Conjuration	126
3	Whammy	Combat	116
1	Will-o-Wisp	Conjuration	107
4	Wink-Wing	Conveyance	121
10	Wizard Speech	Communication	131
7	Zapparmor	Combat	128
7	Zappathingum	Combat	128
5	Zingum	Conveyance	124
8	Zombie Zonk	Conjuration	129





11.2 Appendix B: Spells by School of Magic

These lists show spells grouped by school, listed alphabetically within that school. Spell level should make it easier to cross reference with the main spell book. Spells that might be grouped under more than one college are listed under both.



CLAIRVOYANT

(College of the Illuminated Mind)

Spells used to detect hidden things, as well as to observe, understand, and/or comprehend things hidden or obscured—secret doors, trapped items, and so on. (Reading or translation is separate, under Communication magic.)

CLAIRVOYANT			
LEVEL	SPELL	SCHOOL	PG.
3	Blindsight	Clairvoyant	113
2	Cateyes	Conf., Clair.	108
1	Detect Magic	Clairvoyant	105
1	Know Your Foe	Clairvoyant	105
6	Mystic Visions	Clairvoyant	124
1	Oh There It Is	Clairvoyant	107
2	Omnipotent Eye	Clairvoyant	110
5	Second Sight	Clairvoyant	122



COMBAT (Academy of Applied Force)

Any spell used primarily in an offensive or defensive manner — battle magic.

COMBAT			
LEV	SPELL	SCHOOL	PG.
2	Alaka-Scram	Combat	108
3	Blasting Power	Combat	113
4	Breaker Breaker	Combat	121
2	Curse You	Combat, Conf.	109
4	Dastardly Distraction	Combat	117
9	Death Spell #9	Combat	129
4	Dum-Dum	Combat, Conf.	117
4	Fire at Will	Combat	118
3	Freeze Please	Combat	114
3	Glue You	Combat, Conf.	115
4	Healthy Glow	Combat	118
10	Hellbomb Burst	Combat	131
3	Little Feets	Combat, Conf.	116
5	Mind Pox	Comm., Combat	122
4	Protective Pentagram	Combat	118

COMBAT			
LEV	SPELL	SCHOOL	PG.
15	Shatterstaff	Combat	136
4	Shield Me, Shield You	Combat	119
14	Slyway Robbery	Combat	134
4	Smog	Combat, Conj.	119
4	Spirit Mastery	Combat, Comm.	119
5	Stone Fist	Combat, Conf.	123
5	Storm Force Five	Combat, Conj.	123
1	Take That You Fiend	Combat	107
6	Temper Temper	Combat	125
4	Tough It Out	Combat	120
1	Unerring Blade	Combat	107
5	Unlucky Bees	Combat, Conj.	123
2	Vorpall Blade	Combat	111
3	Whammy	Combat	116
7	Zapparmor	Combat	128
7	Zappathingum	Combat	128

11.2 Appendix B: Spells by School of Magic contd.



COMMUNICATION

(Academy of the Echoing Forum)

Spells involved with transfer or extraction of information—telepathy, translation, hypnosis, magic reading spells, etc.

COMMUNICATION			
LEVEL	SPELL	SCHOOL	PG.
3	Beast Master	Communication	112
2	Ding-a-Ling	Communication	109
5	ESP	Communication	121
5	Mind Pox	Combat, Comm.	122
1	Oh Go Away	Cosmic, Comm.	106
4	Rock-a-Bye	Communication	119
4	Spirit Mastery	Combat, Comm.	119
2	Teacher	Communication	111
10	Wizard Speech	Communication	131



CONCEALMENT

(The School You Don't Know About and the Classrooms You Can Never Seem to Find)

Any spell that serves to hide or misdirect observation or awareness—invisibility, e.g., hallucination, illusion.

CONCEALMENT			
LEVEL	SPELL	SCHOOL	PG.
3	Mirage	Concealment	116
2	Hidey Hole	Concealment	109
6	Porta-Vision	Concealment	125



CONFORMATION

(School of Bodily Functions)

Spells that can alter shape, form, makeup, or attributes of living beings (although some undead magic also falls into this category). Shapeshifting spells that actually alter the body fit here; illusions of same fall under Concealment.

CONFORMATION			
LEVEL	SPELL	SCHOOL	PG.
3	Better Lucky Than Good	Conformation	112
11	Bigger is Better	Conformation	132
2	Cateyes	Conf. Clairvoyant	108
2	Crème de la Kremm	Conformation	109
2	Curse You	Combat, Conf.	109
4	Double-Double	Conformation	117
14	Ghostly Going	Conf., Conveyance	135
3	Glue You	Combat, Conf.	115
5	Dryad	Conf., Conjuraction	121
4	Dum-Dum	Combat, Conf.	117
17	Hidey Soul	Conformation	137

Conformation listings continue on next page



11.2



CONFORMATION cont'd.
(School of Bodily Functions)

Spells that can alter shape, form, makeup, or attributes of living beings (although some undead magic also falls into this category). Shapeshifting spells that actually alter the body fit here; illusions of same fall under Concealment.

CONFORMATION Contd.			
LEVEL	SPELL	SCHOOL	PG.
3	Little Feets	Combat, Conf.	111
9	Medusa	Conformation	111
8	Metamorph Me	Conformation	111
9	Metamorph Thee	Conformation	111
4	Tree Friend	Conf., Conjuraton	111
15	Omniflex	Conformation	111
9	Pygmalion	Curative, Conf.	111
10	Smaller is Smarter	Conformation	111
5	Stone Fist	Combat, Conf.	111
5	Sux2BU	Conformation	111



CONJURATION
(School of Creative Invitations and Reality Realizations)

Any spell which produces a previously unrealized condition or entity, e.g. light spells, weather control, demon-summoning — anything that fits the concept of “conjuring something up.” Also applies to spells that explicitly unbind spirits or banish such conjured entities.

CONJURATION			
LEVEL	SPELL	SCHOOL	PG.
12	Banishing	Conjuraton	111
3	Dem Bones	Conjuraton	111
6	Divine Disapproval	Conjuraton	111
5	Dryad	Conjuraton, Conf.	111
3	Duraspell	Conjuraton, Cosmic	111
13	Earth Air Fire and Water	Conjuraton	111
7	Energizer	Conjuraton, Cosmic	111
13	Exorcism	Conjuraton	111
13	Force Shield	Conjuraton	111
3	Hollow Tree	Conjuraton	111
7	Imp Whistle	Conjuraton	111
12	Invisible Fiend	Conjuraton	111
7	Invisible Wall	Conjuraton	111
1	It's Elementary	Conjuraton	111
2	Magic Fangs	Conjuraton	111
4	Smog	Conjuraton, Combat	111
5	Storm Force Five	Conjuraton, Combat	111
16	Summoning	Conjuraton	111
4	Tree Friend	Conjuraton, Conf.	111
5	Unlucky Bees	Conjuraton, Combat	111
6	Wall of Fire	Conjuraton	111
6	Wall of Ice	Conjuraton, Const.	111
6	Wall of Iron	Construction, Conj.	111
6	Wall of Stone	Construction, Conj.	111
6	Wall of Thorns	Conjuraton	111
1	Will-o-Wisp	Conjuraton	111
8	Zombie Zonk	Conjuraton	111



11.2 Appendix B: Spells by School of Magic contd.



CONSTRUCTION

(The Technical College of Fabrincantations)

Any spell that uses matter or energy to “build” something—these are our wall spells, protective fields, stone- or matter-shaping spells. Applies to primarily unliving matter. Shapeshifting of living beings comes under Conformation.

CONSTRUCTION			
LEVEL	SPELL	SCHOOL	PG.
3	Hard Stuff	Construction	115
3	Slush-Yuck	Construction	116
6	Wall of Ice	Construction, Conj.	125
6	Wall of Iron	Construction, Conj.	125
6	Wall of Stone	Construction, Conj.	126



CONVEYANCE

(The Exalted Union of Hod and Cask Translocation)

Teleportation, transportation, levitation, flying, telekinesis.

CONVEYANCE			
LEVEL	SPELL	SCHOOL	PG.
10	Blow me to...	Conveyance	131
11	Blow you to...	Conveyance	132
3	Fly Me	Conveyance	114
14	Ghostly Going	Conveyance, Confor.	135
8	Rock the Walk	Conveyance	129
2	Shake & Break	Cosmic, Conveyance	110
4	Upsidaisy	Conveyance	120
4	Wink-Wing	Conveyance	121
5	Zingum	Conveyance	124



SORRY ORCS, BJORN
PREFERS FLY ME!





11.2 Appendix B: Spells by School of Magic contd.



COSMIC

(Esoteric Lyceum of Splendiferous Wonderment)

A broad alteration of reality, and (because every scheme of magic has one) this is also the dump category for things that don't fit anywhere else.

COSMIC			
LEVEL	SPELL	SCHOOL	PG.
3	Befuddle	Cosmic	112
2	Boom Bomb	Cosmic	108
18	Born Again	Curative, Cosmic	134
3	Curses Foiled	Curative, Cosmic	113
3	Dis-Spell	Cosmic	114
3	Duraspell	Conjuration, Cosmic	114
7	Energizer	Conjuration, Cosmic	127
5	Gotcher Back	Cosmic	122
1	Hocus Focus	Cosmic	105
1	Knock Knock	Cosmic	105
1	Lock Tight	Cosmic	106
1	Oh Go Away	Cosmic, Comm.	106
12	Seek Ye	Cosmic	133
2	Shake & Break	Cosmic, Convey.	110
2	Shrug It Off	Cosmic	111



CURATIVE

(The Caring Ones)

Any spell used to heal wounds, revitalize, cure diseases, nullify poison.

CURATIVE			
LEVEL	SPELL	SCHOOL	PG.
18	Born Again	Curative, Cosmic	134
3	Curses Foiled	Curative, Cosmic	113
3	Healing Feeling	Curative	115
12	Nefarious Necromancy	Curative	133
2	Poor Baby	Curative	110
9	Pygmalion	Curative, Confor.	130
4	Too-Bad Toxin	Curative	120



11.3 Appendix C: Spells by Category

The main purpose of this appendix is to give players a look at what types of spells already exist in the spell book, for guidance when they are creating their own spells. This material served as one of our guides when we reviewed the power and potential of each “type” of spell, to try to make sure that spells scaled appropriately as they went up in level. (Some things were pulled up or down in level by being available at different levels in previous editions too.) A very deep thanks to Starff Orengk (Stefen Jones) for his particular assistance here.

These categories are not comprehensive, and not all spells fit into one of these categories. However, general patterns should be visible, e.g. mid-to-higher level spells are usually needed to summon or control self-willed beings. Altering whole bodies is evidently more difficult than fiddling with a single attribute or two, or with just a piece of a body (e.g. *Stone Fist*). It seems generally easier for a caster to do something to themselves than it is to do the same thing to someone else (although sometimes it makes no difference who the target is).

You may also use this list to consider what spells might be more likely to overwrite each other if cast at the same time/place/target (stacking rules) and at the same level, or which are most likely to interfere with each other. These are only general guides—GMs and players should consider the details written into each individual spell when questions arise.

Level numbers of the spells are provided to help cross-referencing them in the main Spell Book.

WEAPON AUGMENTATIONS		
LEVEL	SPELL	PG.
1	Unerring Blade	107
2	Vorpal Blade	111
3	Whammy	116
7	Zappathingum	128
ARMOR AUGMENTATIONS		
4	Tough It Out	120
6	Temper Temper	125
7	Zapparmor	128
TRANSPORT AND TRANSLOCATION		
3	Glue You	115
3	Little Feets	116
3	Fly Me	114
4	Wink-Wing	121
4	Upsidaisy	120
5	Zingum	124
8	Rock the Walk	129
10	Blow Me to...	131
11	Blow You to...	132
14	Ghostly Going	135

MIND CONTROL		
LEVEL	SPELL	PG.
2	Crème de la Kremm	109
2	Curse You	109
3	Glue You	115
3	Little Feets	116
3	Better Lucky than Good	112
4	Double-Double	117
4	Dum-Dum	117
5	Sux2BU	123
10	Smaller is Smarter	131
11	Bigger is Better	132
14	Slyway Robbery	135
15	Omniflex	136
3	Befuddle	112
4	Rock-a-Bye	119
4	Spirit Mastery	119
5	ESP	122
5	Mind Pox	122
10	Wizard Speech	131
12	Seek Ye	133



11.3 Appendix C: Spells by Category

WALLS AND SHIELDS		
LEVEL	SPELL	PG.
2	Shrug it Off	111
4	Shield Me, Shield You	119
4	Healthy Glow	118
4	Protective Pentagram	118
5	Gotcher Back	122
6	Wall of Fire	125
6	Wall of Ice	125
6	Wall or Thorns	126
6	Wall of Stone	126
6	Wall of Iron	125
7	Invisible Wall	127
13	Force Shield	134

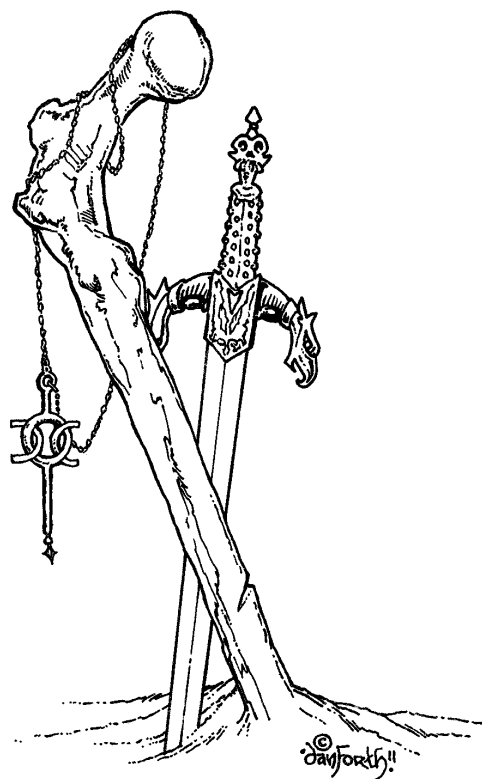
SUMMONINGS AND ANIMATIONS

1	It's Elementary	105
1	Will-o-Wisp	107
2	Magic Fangs	110
3	Dem Bones	113
4	Tree Friend	120
7	Imp Whistle	127
8	Zombie Zonk	129
9	Pygmalion	130
12	Banishing	133
12	Invisible Fiend	133
12	Nefarious Necromancy	133
13	Earth Air Fire and Water	134
16	Summoning	136

VISION AND ILLUSIONS

2	Cateyes	108
2	Omnipotent Eye	110
3	Blindsight	113
3	Mirage	116
5	Second Sight	122
6	PortaVision	125
6	Mystic Visions	124

PHYSICAL ALTERATIONS		
LEVEL	SPELL	PG.
5	Stone Fist	123
8	Metamorph Me	128
8	Metamorph You	130
9	Pygmalion	130
9	Medusa	130



11.4 Appendix D: Spell Creation Acknowledgments

Not all the spells in the current Spell Book were invented by one of the Fellowship. The denizens of the Inner Sanctum of Trollhalla were invited to contribute ideas, and Ken chose some of those he liked best. This is the list of spells invented by Trollhallans, or whose ideas were further developed by others who worked on this section of the rules. Ken invented the majority of the other spells not specifically credited. Liz created a number of spells, and Bear contributed still others.

To all the Trollhallans who submitted spells for consideration in this or earlier editions, thank you again!

Alaka-Scram — inspired by Starff Orenggk	Energizer — inspired by Verdius
Befuddle — Gimor Ironfang	Fire at Will — Moonwolf
Crème de la Kremm — Tmuwo	Healthy Glow — inspired by Moonwolf
Dem Bones — Gimor Ironfang	Imp Whistle — Starff Orenggk
Ding-a-Ling — Khayd'haik	Unerring Blade — Khayd'haik
Duraspell — Verdius	



ELABORATIONS



Art © 1982 Liz Danforth

Rule expansions, alternate ideas and additional suggestions to customize your Deluxe Tunnels & Trolls “house rules.”

12.0 ELABORATIONS

The Elaborations section of the rulebook is something of a smorgasbord. The core rules are designed to hang together, to interlock and be a complete role-playing game of the T&T variety, but the Elaborations are entirely optional. Nevertheless, we think they're too good, fun, flavorful, and/or useful for you to miss out on completely. There are variant rules and additional options to existing material. There are whole new ideas and directions to take the game. There are things that many players will want to use, and things some of you will skip entirely.

Why was this material not included in the main rules if it is such good stuff? Reasons vary. In general, it's probably about one of these reasons: (a) it did not fit well with the fundamental look-and-feel of Tunnels & Trolls; (b) it complicated the mechanics beyond the KISS principle driving much of the game's underlying design, or conversely was too vague; (c) it seemed likely to create difficulty with the overall playability and balance of the game; and/or (d) it was one of too many possibilities, some of them conflicting or contradictory, leading me (Liz, in this case) to sift the options for the best to be included in the main rules. That said, I did not want to throw all the remaining ideas out the window!

Think of the Elaborations like a series of essays from Ken, or as if they were articles in *Sorcerer's Apprentice*, or blog posts on Trollhalla. The other analogy might be to think of this as the director's cut. In some places, you might find the tone of the writing to be looser and more conversational, less structured. There's definitely good stuff in here, even if it didn't make it into the main rules.

Do you want to play untraditional character types—trolls, orcs, ghouls, centaurs, and ratlings? You'll find them here. Putting them in to core rules would have moved the game away from T&T and closer to *Monsters! Monsters!* Putting them here

gives players the option to run interestingly-different adventurers cut from different cloth. (It was also a bit unbalancing to offer Balrog-like krauters and full-grown dragons as basic player-characters right off the bat.)

Do you want your non-humans to be less human-like? You will find some thoughts on whether an elf of the deep woods or gargoyle of the ruins would ever be trained by the Wizards Guild, a military order of warrior-knights, or even if they would be back-alley thieves... or whether they ought to have an entirely different upbringing unique to their society, impossible to classify as warrior, wizard, or rogue.

Ken's original "specialist" characters were more potent and more specialized than in the core rules; you'll find the original version here. You'll also find the statistically-unlikely paragons and the workaday citizen character types.

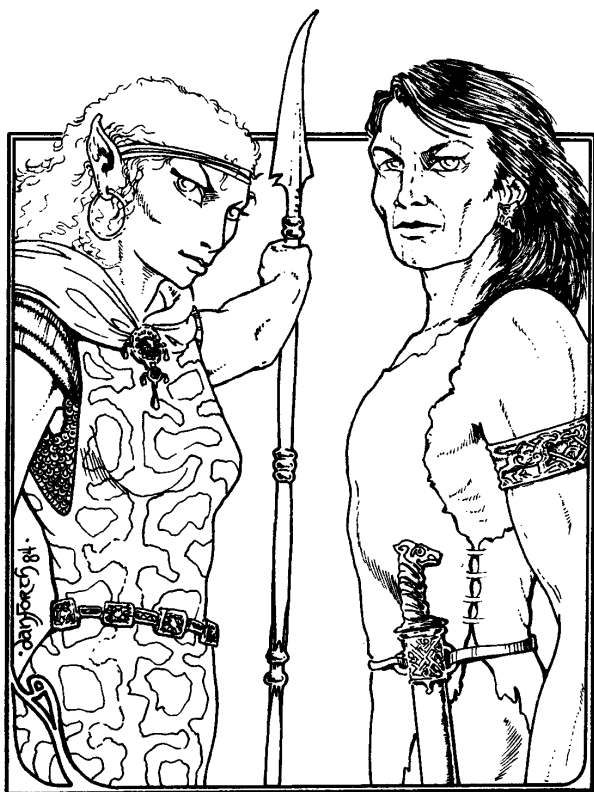
There are charts to help you roll up random treasures and random monsters, and lists of languages spoken by various kindreds. There is the calendar commonly used in the Known Lands. There is a discussion about the jobs held by player characters because, perhaps, adventuring isn't actually a viable career.

You are invited to sample from this smorgasbord, and adopt just the parts you enjoy or need for particular games. You may want to fine-tune some of the pieces to make them fit smoothly into your game, or just roll with what you find and see how it works out. Most of all, this material is here to give you options and opportunity to have more to enjoy in Deluxe T&T.

— Liz Danforth, *developer*

12.10 More About Character Types

I think characters can be much more complicated than what is presented in the basic core rules of Deluxe T&T. In my version of the game, the classic character types of warrior, wizard, and rogue only apply to humans, and maybe to a few non-humans integrated into human society.



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Humankind is not homogeneous, but the basic form of human culture defines the training human children receive, and the training defines the character type. Other kindreds have different cultures. For non-human characters raised in their native environments, there is no reason for these types to apply.

This section describes alternative schemes or tweaks to the basic character types, and adds a few additional ones. There is a separate discussion about all the non-humans and how they can be played in **Section 13.0**.

12.11 Training

If training determines type, let's determine how long a character was trained before becoming an adventurer. To do this randomly, roll 2d6 (DARO: doubles add and roll over) for how many years a character trained before going out into the world. The average human begins at age 10, and gets an average of 7 years of training. However, doubles could leave a fresh PC starting out middle-aged.

Example: Willy, a hobbit, and Ozoli, a human, are two young lads when they start training. Willy's parents enroll him in the Shadowhand Warriors Guild where he starts training. His player rolls 2d6 and gets 10, so he trains for ten years. At the end of ten years, Willy gets blamed for setting a disastrous fire. (It might not have been his fault, but it earned him the name Willy Firehand). He gets ejected from the guild but knows all warrior abilities. From now on, he is a player character and begins his adventures.

Ozoli evidenced magical ability by age 10, so his parents entered him in the Slumgullion School for Wizards. The player rolled 2d6 and also got 10, but in this case he rolled two 5s. With DARO, the player made a second roll with a result of 5 and 2. Young Ozoli is plenty smart but his luck always runs the wrong way. He gets "held back," spending 17 years in Wizards' School.

Ozoli is 27 years of age when he leaves school. He possesses a magician's knowledge of theory and practice, along with all the first level spells. Over time, he begins calling himself Ozoli the Magnificent and ends his days in an abandoned lighthouse on the isle of Nodlam in the Northerly North of the Northern Reaches.

Under this scheme, I allow magicians additional spells at the rate of one for each year of study, spells for which they still need the necessary intelligence and dexterity. Ozoli would start his adventures with 17 additional spells.

The same thing can be done for rogues. I rolled 2d6 for young Kumaus the Cunning, getting 5, 4 and producing a rogue character with 9 years of

Testing and Training

In the Empire of Khazan, most (human) children are trained to be useful members of society. When very young, every child gets tested to see if they have inherent magical aptitude. Those that score highly are noted, and at age 10 they are whisked off to the nearest school of wizardry where they undergo at least seven years of training. Those that don't are brought before the local Warriors Guild and tested to see if they have any talent or ability with weapons. If they do, they are conscripted. The drop-outs and wash-outs and runaways from formal education typically become rogues (if they have magical skills) and the kids that are left over are destined to become farmers, merchants, priests, and thieves... in other words, common citizens with no remarkable aptitudes.

The cities and towns of the Known Lands where we used to play in "back in the day" share much common background history, although at present, the sub-cultures are not unified across the region. In those areas away from Khazan's direct influence, especially the human-dominated lands of Khosht, Knor, and Phoron, formal testing and training of the youth is not dictated from above by a centralized rulership, but rather are a matter of common habit, social class, or simple circumstance.

experience. I allow all rogues a very useful Roguery bonus (a very specific version of the ability, different from that in the basic talent scheme) which they can use to improve their chance to succeed at a required saving roll on IQ, CHR, or LK-the most roguish attributes. Kumaus can add +9 to any roll on IQ, CHR, or LK. (The +9 comes from one point added for each year of experience learning to be a good rogue.) She will know at least one spell and possibly more.

12.12 Warriors

Warriors stay mostly the same as in the core rules. They can never learn magic but their extensive training in arms and armor makes them deadly.

Weapons of Choice: The years of training refine what weapons a warrior starts out being familiar with enough to get their weapons bonus. Roll 2d6 (DARO) to determine how many years the character spent training, and that number will also equal the number of weapons of a particular type the character gets their special benefit from.

For example, Ghoti Gobsmacker trains for eight years. In that time, she learns to use two varieties of swords (straight and curved), daggers, all three kinds of hafted weapons, crossbows, and gunnes. Hand her a polearm, and she won't do any better than a rogue until she spends 300 AP for a talent adding that category of weapon to her arsenal. She can add only one weapon category per character level to reflect the time it takes to practice and adapt her knowledge.

GMs may wish to consider magical weapons their own category of learning, even if the weapon has the basic shape of a normal weapon.



12.13 Wizards

Wizards of the human variety face some limitations as well. The different kindreds of Trollworld do not share nicely when it comes to arcane knowledge.

Most magic in the main Spell Book is known by humans and invented by human wizards. Some is not, and non-human invented-spells are not sold by the human-run Wizards Guild. Non-human kindreds have their own guilds and other sources of knowledge shared only with each other. To learn non-human spells, humans must seek other resources, just as non-humans have to find other ways to learn human magic.

Kindred Exclusivity: The spells listed below are not commonly known to humankind, only to the kindreds listed. This includes those first-level spells normally available to “all graduates” of wizard school. Some magics are well-known to more than one kindred, however. Finally, you may decide that certain spells are simply known under different names to different kindreds. Any spell not listed here is exclusively human magic.

Elf magic:

- Level 2: Crème de la Kremm
Omnipotent Eye
(known to both humans and elves)
- Level 3: Beast Master
(known to both uruks and elves)
Freeze Please
Hollow Tree
Mirage
- Level 4: Healthy Glow
(known to both elves and leprechauns)
Tree Friend
- Level 5: Dryad
Second Sight
Storm Force Five
(known to both humans and elves)
- Level 6: Divine Disapproval
(known to humans, elves, and uruks)
- Level 10: Wizard Speech
- Level 15: Omniflex

Dwarf magic:

- Level 2: Boom Bomb
- Level 3: Befuddle
Hard Stuff
Slush Yuck
- Level 5: Breaker Breaker
Stone Fist
- Level 6: Temper Temper
(known to humans and dwarves)
- Level 8: Rock the Walk
- Level 9: Medusa
Pygmalion
- Level 10: Hellbomb Burst
(known to dwarves and uruks)

Hobb magic:

- Level 2: Alaka-Scram
Ding-a-Ling
- Level 3: Better Lucky Than Good
- Level 5: Gotcher Back
(known to both hobbs and humans)



Fairy magic:

- Level 1: Oh Go Away
Will-o-Wisp
- Level 2: Shrug It Off
- Level 4: Smog
- Level 5: ESP
Mind Pox
- Level 10: Smaller is Smarter
- Level 11: Bigger is Better

Leprechaun magic:

- Level 4: Healthy Glow
(known to both elves and leprechauns)
Upsidaisy
Wink-Wing
- Level 5: Unlucky Bees
Zingum
- Level 10: Blow Me To...
- Level 11: Blow You To...

Uruk magic:

- Level 1: It's Elementary
Unerring Blade
- Level 3: Beast Master
(known to both uruk and elf)
Blasting Power
- Level 5: Divine Disapproval
(known to humans, elves, and uruks)
- Level 10: Hellbomb Burst
(known to dwarves and uruks)
- Level 13: Earth Air Fire and Water
(known to humans and uruks)

Goblin magic:

- Level 2: Hidey Hole
Magic Fangs
- Level 3: Little Feets

Gremlin magic:

- Level 5: Sux2BU

Gnome magic:

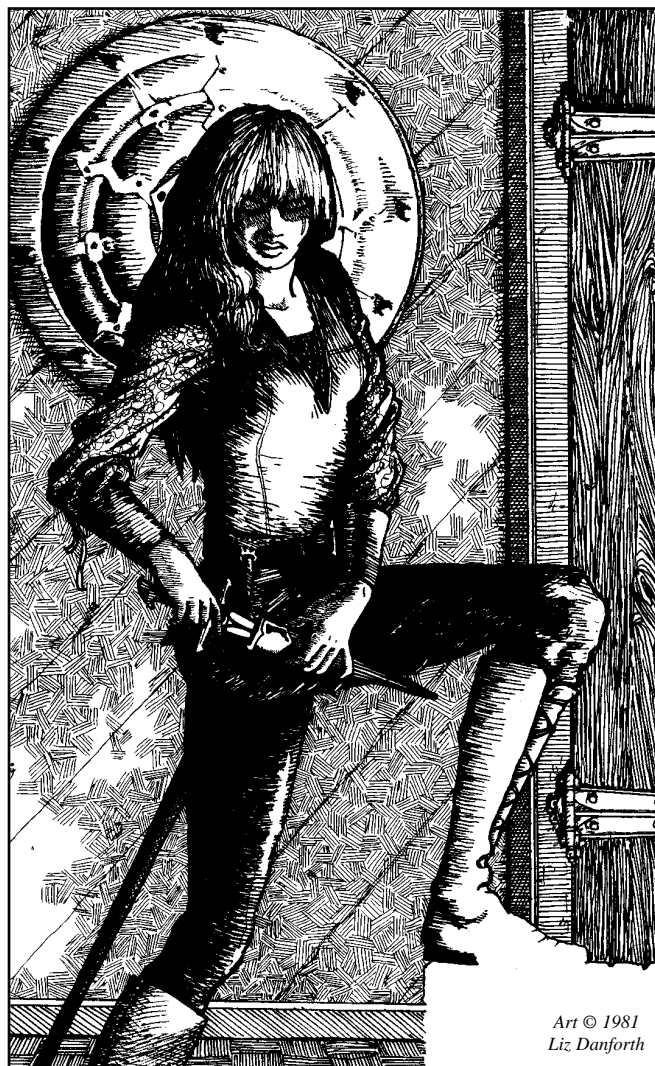
- Level 4: Dastardly Distraction
Dum-Dum

Living Skeleton magic:

- Level 3: Dem Bones
- Level 8: Zombie Zonk
- Level 9: Death Spell #9
(known to humans and living skeletons)
- Level 12: Nefarious Necromancy

12.14 Rogues

Rogues remain much as they are described in the core rules. This method of playing human rogues offers two modifications.



Roguary: Rogues rely heavily on their intelligence, luck, and charisma. Consequently, all rogues start with a special *rogues-only* roguary talent based on the highest of those three attributes. This talent is in addition to all other talents given out for character levels or bought with adventure points.

Players may use this talent in place of any intelligence, luck, or charisma saving roll *unless the Game Master specifically requires that the attribute must be used for the saving roll.*

(Sometimes the GM might want to specifically test one of those attributes, rather than one's ability to cheat or connive through a situation.)

In general, roguery is best used as a talent when using it with or against other characters, and should not be used when a pure attribute test is needed.

A level one rogue would start with two talents: roguery and something else (acrobatics, perhaps). The roguery talent value is calculated by starting with the highest of three attributes (IQ, DEX, or LK) and then adding 2d6 (with DARO) representing how many years from the age of 10 that the character spent becoming a rogue.

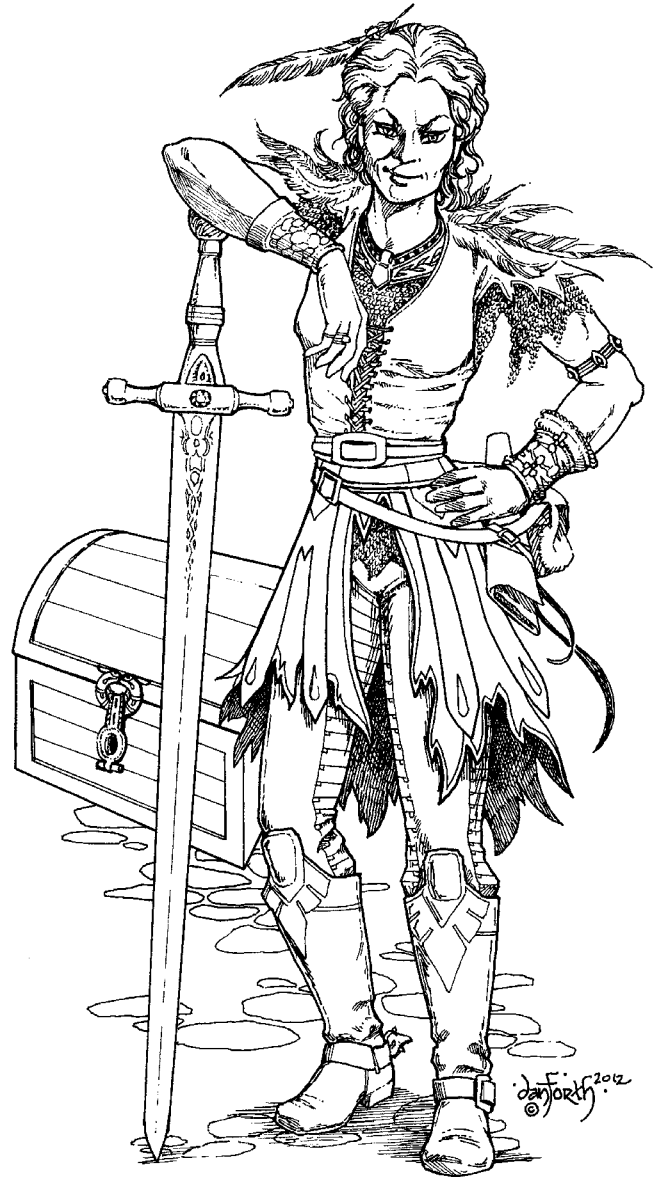
Magical Aptitude: As given in the core rules, rogues may start out knowing one spell for which he or she has the necessary IQ and DEX. It doesn't have to be a first level spell. Thereafter, rogues may buy or learn more spells as opportunities present themselves, but the Wizards Guild will not teach a rogue for any fee.

That's okay—the Rogues Guild will gladly take up the slack, but at double the cost. Some private wizards are not so scrupulous as their guild, and thus over the years most of the known spells have become available to rogues through one means or another. There is a Rogues Guild that is a secret organization willing to mentor and sponsor rogues in much the same way as the Wizards Guild does for wizards. (There is also a Thieves Guild for thieves, a Merchants Guild for merchants, a Smiths Guild for blacksmiths, and so forth for almost any type or class of character.)

These guilds have gained knowledge of spells useful to their profession and will teach them to guild members—even including citizens—for exorbitant prices. Some of these spells are virtually the same as wizards' spells, while others have developed in different directions. Thus the Carters Guild knows a spell for controlling draft animals; the Smiths Guild knows one for heating and softening metal; the Farmers Guild knows one for making it rain, and so forth. Magic is ubiquitous in Trollworld.

12.2 Specializing Your Specialist

Specialists offer rich potential to make your characters more interesting. In the basic rules, specialists are already “born special” because of lucky rolls when the character was created. However, the basic specialists are more about “flavor” of background and role-playing than about special abilities.



Specialists in the Elaborations are their own character type. They are not considered a warrior, wizard, or rogue, although they may have qualities in common with the primary character types.

Players must still have the requisite dice rolls—at least one prime attribute that rolled as a natural triple when the character was created. The TARO rule applies (triples and roll over), so the player continues to roll until they get no more triples.

The player will then invent the character's special qualities related to the unusual attribute before any play begins. There is no limit or constraint on the type of specialist you can create, but one or two specific advantages might be offset by certain detriments. (For example, a *combat mage* cannot heal.) Ideally this will be done with the cooperation and consent of your Game Master to maintain overall balance with other players in the group.

A common type of specialist is the *healer* but you could make a specialist *combat mage*, *ranger*, *acrobat*, *leader*, *gambler*, and so forth. In the unlikely event that you rolled more than one set of triples when generating the character, you may make the character a multi-featured specialist. Thus, one could have a specialist who was both a ranger and a healer, or a leader and an acrobat. Rare is not impossible.

Reading the examples below should guide your inventiveness, but the examples below are just that—one possibility explored for each prime attribute, to give you ideas about how to design your character's abilities.

Specialist in strength: *Strong One*. A "strong one" hardly knows their own strength. Whenever making a saving roll on the STR attribute, double the final dice total before evaluating the result.

A "strong one" does not have to be a muscle-bound brute, but could be a holy warrior or paladin as well: someone whose spirit is strong in a way that translates into the ability to exert force in times of need the very definition of the STR attribute. For example, Amara Tamlin is a front-line heavy fighter who favors a pike in combat. Passionately dedicated to her religious order, symbolized by the figure of a robin redbreast on her surplice, she never tires, never falters, and can push herself far beyond reasonable efforts (with a STR saving roll,

with a doubled result to the die rolls) so long as her faith remains unwavering.

Specialist in constitution: *Sensitive*. A "sensitive" is a person who has one or more of their physical senses developed to an unusual degree—perhaps a very keen sense of smell or hearing or sight. When asked to do something that relies on the designated sense and requiring a saving roll on constitution, the Sensitive may double the final dice total before evaluating the result.



Specialist in dexterity: *Ranger*. A ranger has an uncanny skill with ranged weapons. It might be bow and arrow, or it might be a pistol or even a boomerang. Rangers should choose one weapon to specialize in. When asked to make a saving roll to determine whether a ranged attack hits the target when using that weapon, the ranger may double the final dice total before evaluating the result.

All rangers are good with all missile weapons, but they only get the doubled value of saving rolls for their specialty weapon. For other ranged weapons



they may add their character level number to the saving roll attempt to hit, and may do so twice.

Example: Rathgar is a ranger with a long life of great adventures ahead of him, but even he began as a first-level character originally. He had triples on his DEX but a terrible roll. First he rolled (3, 3, 3), and then he rolled (4, 2, 1) for an attribute total of just 16. He is a specialist with light crossbow, but he finds himself in possession of a regular bow instead. He needs a L3SR on DEX to hit that fleeing goblin, and 'rathgar has a DEX of 16. His target number is 14. He rolls a (4, 4) and gets another roll (DARO) which turns up (3, 2) for a total of 13. Because he is a ranger, he may add his own level for a total of 14. He just barely makes the saving roll to hit. If he had been using his preferred weapon (the light crossbow), and had rolled a (5, 3) at the start, he would have doubled that into a total of 16, nailing that goblin easily.

Dexterity is one of those attributes that lends itself to many different varieties of specialist. Other concepts that suggest themselves include *acrobat*, *craftsman*, or *athlete*.

Specialist in speed: *Martial Artist*. The speed attribute is a measure of reaction time, not of absolute velocity. A martial artist is well served by being able to react more quickly than his or her opponents: it seems like time itself slows down for them. While some martial artists use only their bodies as weapons, others prefer to use physical objects such as staves, swords, or knives. When a martial artist is asked to make a saving roll on SPD, he or she may double the final total dice score before evaluating the result.

Many types of martial artist specialists are possible, and many different things can be done with the enhanced speed attribute. The player might choose a particular fighting style grounded in any of several Earth cultures.

For example, the character rely primarily on bare-handed combat and only do stun damage, specializing in disabling moves and takedowns.

The style might favor striking the opponent to do damage (karate, capoeira) or the focus might be on the practitioner's mental and physical health with full combat being only a secondary feature. (Even



tai chi was once a combat sport.) Evading or redirecting an opponent's strikes might be a primary aspect (jiu jitsu), or disarming one's foe. A martial artist might be able to catch missile weapons in flight, or bat them aside. The martial artist could also be a master assassin. Even wounds that seem trivial could be deadly if he delivers them.

It is all done with the saving roll. That said, a martial artist specialist should not be ALL of these things, and certainly not a master of many skills until they are very high level (if even then).

While I am talking about martial artists, it is worth mentioning that one could base such a specialist on other attributes than speed. Dexterity comes to mind immediately for attacks and defenses that rely on extreme precision. Intelligence could be the key factor in knowing nerve centers, pressure points, and the use of various toxins. Constitution-based practitioners could lead to the Way of the Rhinoceros: the specialist has skin so hard that it serves as natural armor. The player is invited to think of their own unique type of martial artist.

Specialist in intelligence: *Mastermind.* The mastermind character is simply smarter than most of the other characters in the game. She has a better memory, a nimble wit, a swift insight to the implications of minor details, and a greater ability to solve problems. When asked to make any saving roll on IQ, the mastermind may double the final total dice score before evaluating the result.

Specialist in wizardry: *Specialist Mage.* The specialist mage is a character with a natural ability for a certain kind of magic. There are many different types of specialist magic-users possible: healer, combat mage, cosmic controller, and others.

A specialist magician doesn't have to learn spells from the Wizards Guild. This specialist is born with an instinctive understanding and ability in just one kind of magic. When their abilities reach the point where they could learn a spell (IQ and DEX), it unfolds in their mind like a flower.

Henceforth, they can cast that spell just as an ordinary wizard could.

On the other hand, specialist mages never understand magic outside their specialty. A healer can't toss fireballs or learn to lock and unlock doors with a spell. A combat mage never masters the *Poor Baby* spell. They can, however, use a staff or other focus objects like everyday wizards.

Specialist in luck: *Gambler.* A gambler is a person whose luck is best when they are aware that they are depending on it, especially during games of chance. When a gambler intentionally takes a calculated risk, then that special ability is likely to kick in. If he or she is not thinking about it, or unaware of the hazard, then it won't.

When a gambler must make a saving roll in any kind of calculated risk situation, they may double the final dice total before evaluating the result. In other situations, like being hit by an arrow during a volley in battle, luck might be important but the action is not considered "gambling." In such a case, the dice roll does not get modified.

Specialist in charisma: *Leader.* People listen to and follow a born leader. Leaders set policy. They take charge of situations and groups, leading movements. In game terms, charisma saving rolls often determine a character's success leading others. When a specialist leader needs to make a saving roll on charisma in such a situation, they may double the final dice total before evaluating the result.

12.3 Citizens

A citizen is your average resident in Trollworld, a term for all the regular folk who have no special training in combat or magic. They can learn to use weapons or cast the occasional spell, but have no special aptitude for either. There is not much reason for players to make citizen characters although Game Masters will want lots of them just to populate their worlds.

Citizens didn't get any special training as children, other than what their parents and



mentors taught them. Why have citizens in the game at all? Every world needs normal people who are not adventurers. There must be farmers and fishermen and smiths and merchants. The player is advised not to play a citizen unless he or she wants a real challenge. Things are difficult for citizens, who tend to die a lot when the going gets rough. Citizens are in the game mostly to be NPCs (non-player characters) for the Game Master and for the sake of realism. ("Realism? In a fantasy world? You must be joking, Ken!" No. I'm not joking. I mean it. Not everybody can be Conan or Gandalf or Cugel the Clever.)

The line between an adventuring hero and a citizen could be difficult to discern. The graying innkeeper and his elven wife might be just what they seem, unremarkable business people running a modest and not very profitable bed-and-

breakfast hostel on the edge of town. They raised three children, now grown and gone off to make their own fame and fortune. The possibility that Holland and his sensible wife might be freelance freebooters working assassination and espionage jobs for clients in remote cities would never cross the mind of a single one of their neighbors and friends in the close-knit community they come from. After all, they're surely nothing more than ordinary citizens.

Talents: Citizens can have talents. If you play a citizen, you are advised to work on your talent(s) above all, so that perhaps you will be able to create a memorable character who's very, very good at just one thing.

Citizens often learn their professions from their parents or neighbors. Roll 2d6 to see how

many years of training a new character has and then give them a talent equal to the relevant attribute plus that number. For example, Bart the Baker has a Talent of Cookery at IQ + 11 when he is 21 because his player rolled 2d6 and got first a 3, 3 result followed by a 4, 1.

Untrained: Citizens can use weapons and armor, but they're not very good at it. They get only half of the usual combat adds for their attributes. (Round down.) Further, they are just not knowledgeable enough to get the full effect of whatever they are trying to do when casting spells. If a citizen casts a spell that does combat damage, it does only half that damage to the target. If a citizen casts a spell that has a certain duration, it lasts only half as long as that spell would last if cast by a wizard or a rogue. In general, halve the effect of any spell cast by a citizen character.

Note that no citizen character can be created if the player rolled triples for any of the character's attributes. Such PCs are always specialists.

12.4 Paragons

Paragons: The paragon is the most blessed of character types. Under Fifth Edition rules, they were called warrior-wizards and given the advantages of both character types. To be a paragon, the character must have rolled 12 or

higher on at least 6 of the 8 attributes. These characters gain both training in both some warrior society and training in the Wizards Guild or its equivalent. Their IQ, LK, DEX, and WIZ ratings must all be 12 or better from the beginning.

The odds against rolling up a paragon without fudging the dice rolls are very slim. It is much more likely that one could get the character through an alternative character creation process, such as rolling four dice and taking the best three.

Paragons are mostly too good to be true. They make better NPCs than player characters, and as such are good tools for the Game Master. The old warrior-wizard type from the earlier edition had certain limitations—they weren't quite as good as a full-time warrior, and would never go on to inventing their own spells like the full-time wizard. Those restrictions are removed. Paragons are practically gods. Use them sparingly.

The specialist and the paragon are special cases determined by unusual dice rolls. The other character types are chosen by the player when creating the character. Yes, you can make a character both a warrior and a ranger, both a rogue and a leader, both a wizard and a mastermind, both a citizen and a combat mage, or any other combination you can think of.





13.0 Other Playable Kindreds



Once upon a time, “everyone” knew that the world of Tunnels & Trolls was largely populated by heroic humans and their non-human allies fighting the forces of evil, personified by monstrous trolls. Did anthropocentric historiographers pen these lies or they were writing about a parallel world similar to (but not identical with) Trollworld itself?

Trollworld turned out to be a pretty big place. There are more intelligent and potentially playable kindreds than anyone realized.

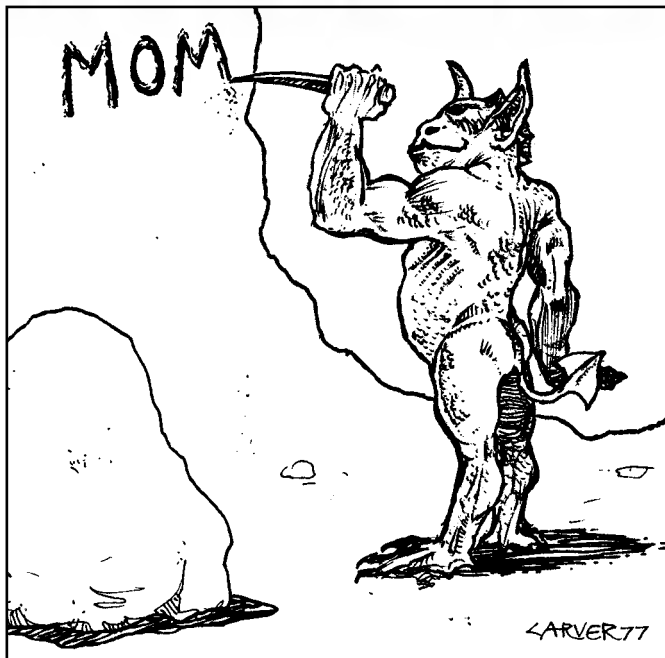
On the pages ahead you will find **The Peters-McAllister Chart 2.0** (Section 13.2), which includes attribute multipliers for all the playable kindred, the good folk and the illkin alike. This is the primary source of statistics to be used for all the playable kindreds for Deluxe T&T. It is broken down into four sections: the good kindred, followed by the familiar illkin, the scarier illkin,

and finally the terrifying illkin. (See Section 13.02 “Monsters and Charisma,” below for more about these subsets of the monstrous kindreds.)

A chart of alternative options for non-human attribute multipliers, more in line with the monster PCs of T&T’s companion game *Monsters! Monsters!*, follows in Section 13.3. This chart is provided for those more comfortable with those attribute multipliers for the same kindreds (and a few others) given in the main chart. (For those unfamiliar with the game, it is the close cousin to Tunnels & Trolls where you play the bad guys out to wreak havoc on the ordinary folk of the usually humanocentric villages and towns. Reprint editions are available directly from Flying Buffalo Inc.)

In Section 13.4, all the illkin named here are briefly described, in alphabetical order. Some kindred deserve much lengthier entries, but that must await a separate dT&T Bestiary some time in the future!

13.01 How to Use These Characters



Monster-type non-humans—the illkin—are created in exactly the same way as the good kindreds. You use the same eight attributes: roll 3d6, and use the TARO rules. Humans have attribute multipliers of $\times 1$ and non-humans may have different multipliers greater or less than $\times 1$. As before, if the multiplier is >1 , round down ... if it is <1 , round up. (Natural numbers and statistics trend toward the median.)

Personalized NPCs with attributes offer more interesting possibilities than any opponent defined by a mere monster rating. GMs should use these character types to make special personalities whenever it seems appropriate to put forward a challenging opponent capable of all the same things a PC can do.

There is no particular reason why all player characters have to be drawn from the good kindreds. Many of the illkin can be run as regular player characters without difficulty. Shape-changers (werewolf, selkies, and other sorts) can walk around the most humanocentric village without automatically drawing much attention. A living skeleton—a humanoid with transparent flesh—could hide their “otherness” with all-concealing

clothes and capes. A centaur or harpy, though, could be harder to explain.

The more monstrous characters can be difficult to handle as player characters, but it can be done. GMs and players will need to work out what settings and thus what characters they want to play with and among, and design the adventures accordingly. In the capital city of the Khazan empire, where the monstrous kindreds outnumber the second-class “good kindred”, an all-monster group makes perfect sense. Conversely, an ogre unable to control his appetite for long pig would not be welcome inside the city gates of Khosht or Knor. But if he has gold to spend and avoids treating the other citizens as a handy snack, he’ll be welcomed with open arms.

The degree of innate hostility (or lack thereof) between different kindred probably depends on local conditions and/or individual behavior—this is a role-playing game, after all, so how a character is run and where it is taking place should matter. But an antisocial jerk (whatever the local norm determines that to be) is a jerk no matter what shape they wear. Beyond that, Deluxe T&T is all about using one’s imagination, so feel free to rationalize how a city-bred human, a deepwoods elf, a man-eating ogre and his corpse-eating ghoul friend, and a silicon-based mountain troll could join forces to go adventuring!

In terms of gameplay, be aware that many of the monstrous kindreds have the potential to wildly unbalance a game master’s carefully-designed scenario. With STR and CON multipliers occasionally reaching double digits, even a young rock troll, newly rolled, could start out as a level 10 character. (Let’s say the player rolls 18 for STR, TARO allows another roll which turns out 17, for a base STR of 35. A “young” rock troll has a $\times 3$ multiplier that results in the character’s STR being a whopping 105. That’s 93 combat adds on STR alone, and the character starts out at level 10. Should the player choose to play a giant instead (with a $\times 5$ multiplier), the STR would be 175, a 17th level character. Even an ordinary giant, rolling the arithmetic average of 3.5 on each of three dice, would

start as a 5th level character based on STR alone.)

If you have a GM who will accommodate it, go for it. Some will and some may not, which could limit your options. However, *Tunnels & Trolls* is not and never was a tightly balanced game, or we would not offer these types of characters at all. Furthermore, there are adventures like *Goblin Lake* (a solitaire adventure by Ken St Andre) designed specifically to be played with monster-kindred PCs (some of the smaller ones, admittedly). In short: go forth and have fun!

Where the wild things are...

In the color pages of the rules, you will find a map that gives you an idea of what kindreds predominate in different areas of the world. Boundaries are not usually hard and fast political borders, although they can be. And just because one kindred predominates in an area does not usually exclude other types from being found there under the right circumstances.

13.02 Monsters and Charisma

Charisma serves multiple purposes, creating problems when used for the illkin. The core rules explicitly state that charisma is not strictly about subjective physical beauty, and that horrifying monsters could have a high CHR stat to reflect their “fearsome personality.” But charisma is usually the attribute called for when a PC is being charming, or stepping into a leadership position, or in situations of seduction. Yet the response to a smile and a come-hither wink is (or should be!) entirely different from a towering, glowering, horrifying monster’s exercise in intimidation. Charisma as “force of personality” may place the emphasis on *force* OR on *personality*. Keep that distinction in mind.

Another problem is that charisma can be situational. Most attributes are about the person’s own qualities—either your dwarf has the strength to benchpress a stone watering trough, or she doesn’t. Charisma, on the other hand, is about how the



person’s attribute *affects other people’s impressions* of them. Who is being affected might matter more than the absolute value of that stat. A rock troll (CHR ×3) trying to make an hors d’oeuvre of an adventuresome shepherd is probably going to frighten the young man, but is the troll going to care that the shepherd is the most successful skirt-chaser (having the same CHR as the troll) for leagues in every direction?

Naturally, the common folk can wield their CHR through intimidation or personality too, but an unremarkable human walking through a unremarkable human settlement is unlikely to be seen as a clear and present danger just for showing his face in town. Similarly, a rock troll among her own people will not automatically seem threatening to them.

To make this distinction more explicit, we have created icons to denote the most likely or immediate response to the monster kindreds, *as judged by the standards of the good kindreds*. These “ordinary folk”—the humans, elves, dwarves, and such—are the player characters of the core rules, and as such they define baseline expectations. Obviously, if there is open warfare between kindreds in your game, or if the good kindreds are not the norm, these suggestions need modification across the board. (See “charisma can be situational” above!)

The three icons below go from the most personality-driven CHR (less immediately threatening, where behavior counts more than appearances), to most force-driven CHR (more threatening, where appearances elicit a hostile initial reaction).

The Familiar Illkin

These monstrous characters may not be considered “one of us” but they do not attract undue attention in most places. Some are indistinguishable from ordinary folk if they conceal their “otherness.” Other types are familiar enough that they might be treated with some bias, but not with immediate hostility and/or fear. Charisma ratings emphasize personality first, force secondarily, based on how the character is played.



The Scarier Illkin

These characters will attract some suspicion in most places. There is no way to conceal their monstrous nature short of illusionary magics. Still, they are likely to be met with wariness or distrust rather than overt hostility. When shape-changers are known for what they are, they shift into this category. Charisma ratings immediately favor neither personality nor force, but fear or disgust can be triggered very easily.



The Terrifying Illkin

No one ignores or overlooks these characters, and all are considered likely to be extremely dangerous until proven otherwise. Charisma ratings reflect implied threat of force, and only careful interaction brings personality factors into play.



animated, so they don't have childhoods spent in training. Uruks are pretty much all fighters, but they they live in tribal groups that don't have concentrated training in military disciplines.

Thus, all non-human kindreds should just be played as individuals with whatever powers and abilities that individual would possess. *This is a big change from previous editions of T & T, but it makes sense.* Every non-human kindred has something that it can do better than humans, but none of them have human society as a basis for their behavior. Dwarves have a big advantage in strength and constitution, but they don't get the double armor bonus. Elves are naturally high in intelligence and charisma so they will excel in tasks that require high scores in those two attributes. They are natural wizards, but there is no reason for them to have attended a Wizard's School when young, and hence no reason for them to have every first-level spell when beginning play.

All non-humans are by definition, different from humans and apart from human norms—you could regard them as a kind of “natural specialist” (with or without the tripled dice) but it is even easier just to think of them as themselves. Then you can make them specialists too, if the dice allow—no reason why elves can't be rangers, leaders, acrobats, combat mages, etc. Of course, if you apply the core rules, they can be warriors, wizards, and rogues instead, but this scheme assumes those types of non-humans would be rare. Players will need to invent a great backstory to explain why Westerling the Just gets the warrior bonus of doubling his armor protection value while Xaxaxe Urukslayer doesn't.

13.12 Consider the Consequences

Going down the road of “every kindred is its own character type” has some potentially awkward consequences. Consider this example of “leprechaun magic,” below. It has interesting possibilities until you extrapolate it to every harpy, goblin, and yeti. It's not insurmountable, but expands beyond the reach of a single rulebook.

13.1 Playing Non-Human Characters

Non-humans just don't have the same kind of societies as humans. As a result, they don't have the same kind of background, training opportunities, or limitations. For example, there are no magic-blind elves or leprechauns. The Gristlegrim dwarves are carved from stone and

Leprechaun Magic

Although all leprechauns are born magic-users, humans won't allow them into the normal Wizards Guild mainly because they are terrible students that would much rather play pranks on other students than practice their spells. With their natural ability to cast *Wink Wing* spells, they can teleport up to 50 feet at any time, making them mighty hard to catch and punish when they grow puckish.



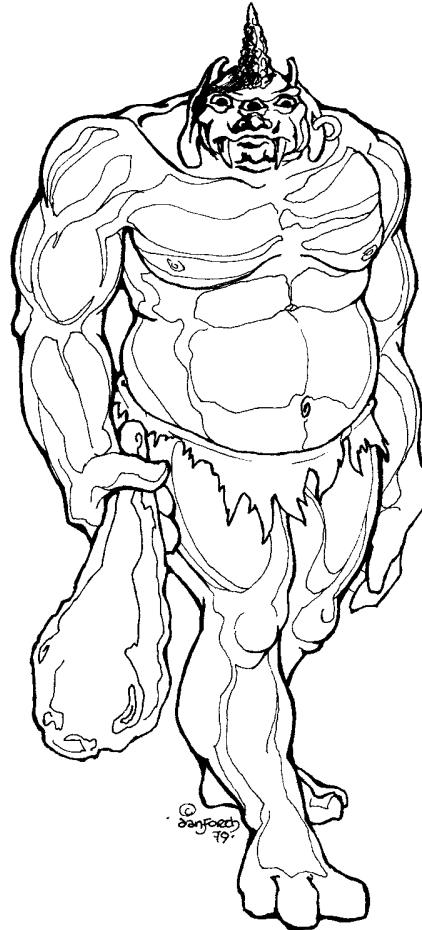
Because humans won't allow them into the Wizards Guild, it has been rumored that leprechauns have started a guild of their own, developing a completely different set of spells, aptly called leprechaun magic, known only to members of their own kindred. As is usual in these matters, now other kindred have started to complain about not being allowed to join the Leprechauns Guild.

There are no wizards' schools in the land of the leprechauns (and they encourage none), so leprechauns must purchase all spells they wish to learn, just as a rogue is compelled to. The Wizards Guild won't teach leprechauns because the leprechaun lords won't allow the Guild to open branch offices in their area.

13.13 Making Your Own Kindreds

The rules and elaborations provide dozens of kindreds, and variations of common types, as options for you to play as your own characters or as NPCs when running an adventure. Don't feel you need to stop there! This is a game of your imagination, and if you can think it up—and get your companion-players to agree to go along with it—never let the rules stop you from finding new ways to have fun. Strive for a little balance and remember that a character with a lot of personality in role-playing will probably be 'way more fun than

a halfblood giant-troll were-elephant wizard-specialist hybrid that plows through everything even the ancient dragons could throw against him.





13.2 Attribute Multipliers for All Playable Kindreds

In the Peters-McAllister 2.0 chart, all attributes are determined by rolling 3d6, applying TARO rules, and multiplying the result to get the final value. You can, of course, use one of the alternative methods for rolling up characters described previously. All these characters use the eight prime attributes described in the core rules. If the multiplier is >1, round down; if it is <1, round up. Speed is not listed on these charts because the SPD multiplier is ×1 for all the kindreds listed on this chart.



(See following two pages.)

THE PETERS-McALLISTER CHART 2.0

Kindred	STR	CON	DEX	LK	IQ	WIZ	CHR	Height	Weight	Notes
 THE GOOD KINDREDS										
<p>These are the kindreds previously described in the core rules, and the attribute multipliers are unchanged.</p>										
Humans	x1	x1	x1	x1	x1	x1	x1	x1	x1	
Elves	x1	x0.67	x1.33	x1	x1.50	x1.50	x1.50	x1.10	x1	
Dwarves Common Gristlegrim	x2 x2	x2 x2	x1 x1	x1 x.75	x1 x1	x1 x1	x0.75 x1	x0.67 x0.67	x0.80 x2	Flesh & blood dwarves. Animated stone.
Fairies	x0.25	x0.25	x1.75	x1.50	x1	x2	x1.50	x0.10	x0.01	
Hobbs	x0.50	x2	x1.50	x1.50	x1	x1	x1	x0.50	x0.75	Also known as halflings.
Leprechauns	x0.33	x0.67	x1.50	x1.50	x1.25	x1.50	x1.00	x0.33	x0.10	
 THE FAMILIAR ILLKIN										
<p>These characters are usually fairly easy to play in most locales: they are familiar, commonly known, and/or able to blend into "normal" society. Illkin with (*) only "blend in" when concealing what they really are. They have a higher CHR multiplier ("Revealed CHR" for intimidation) when their true nature is known—noted in the Notes column.</p>										
Centaur	x3	x3	x1	x1	x1	x0.50	x2.00	x1.50	x8.00	
Dakk*	x2	x2	x1	x0.80	x1.10	x1.10	x0.75	x0.67	x0.80	
Gnomes	x0.33	x0.50	x1.50	x1.50	x2.00	x1.00	x0.67	x0.33	x0.33	
Goblin	x0.75	x0.75	x1.50	x1	x1	x1	x0.50	x0.75	x0.50	
Gremlin	x0.50	x0.50	x1	x1.50	x1.50	x1.50	x0.50	x0.33	x0.33	
Halfbloods Half-elves Dwelfs	x1.25	x1.25	x1	x0.75	x0.90	x1	x1.25	x1.25	x1.50	
Hobgoblin	x1	x1.50	x1	x0.50	x0.75	x1	x0.75	x1	x1.50	
Kobold	x0.50	x0.50	x1.50	x1	x2	x1	x0.75	x0.50	x0.50	
Selkies*	x1	x1	x1	x1	x1	x1	x1	x0.90	x0.90	
Pixies	x0.25	x0.33	x1.25	x1	x1	x1	x1.50	x0.10	x0.01	
Redcap*	x0.50	x0.67	x1.50	x1.50	x1.25	x1.25	x0.75	x0.33	x0.10	
Living Skeletons*	x1	x1	x1	x0.75	x1	x1.25	x1	x1	x1	Revealed CHR x1.25
Uruk (orcs)	x1.10	x1.10	x1.00	x0.67	x0.75	x1.00	x1.10	x1	x1	
Vampire*	x2.50	x1	x1	x1.50	x1.50	x2	x2	x1	x1.10	Revealed CHR x2.0
Vartae*	x1	x0.75	x1.33	x1	x1.50	x1.50	x1.25	x1.10	x1	Singular: Varta
Werekin* Werewolf*	x2	x3	x1	x0.67	x0.75	x1.00	x1	x1	x1.10	Revealed CHR x1.5 Shapeshifters.



THE PETERS-McALLISTER CHART 2.0 (cont'd)

Kindred	STR	CON	DEX	LK	IQ	WIZ	CHR	Height	Weight	Notes
 THE LESS COMMON ILLKIN										
These are the borderline illkin — scary, unusual, and/or not commonly seen in most regions. PCs should expect some difficulties in ordinary game settings.										
Harpy	x1.50	x1.50	x1	x0.50	x0.67	x0.75	x0.50	x1	x0.50	
Hrogr (Ogre)	x3	x4	x1	x0.75	x0.50	x1	x1.50	x1.50	x3	
Keeraptora	x1.50	x0.75	x1	x1	x1	x2	x1.50	x1	x0.50	Winged humanoids.
Lizard people	x1.75	x1.75	x1	x0.75	x0.75	x0.75	x1.25	x1.50	x2.50	
Merfolk	x1.50	x1	x1.50	x1	x0.75	x1	x1.25	x0.75	x0.75	
Minotaur	x2.50	x2.50	x0.75	x1	x0.67	x1	x2	x1.25	x1.50	
Policani	x0.80	x0.80	x1.25	x1	x0.90	x0.80	x1.25	x0.90	x1	Wolfdog centaur or “dogtaur.”
Ratlings	x0.50	x1	x1	x0.75	x1	x1	x0.50	x0.33	x0.50	
Trolls (flesh trolls)										
Forest Troll	x2.50	x2.50	x1	x0.75	x0.75	x2	x4	x2	x4	
Jungle Troll	x2.75	x3	x1	x0.50	x0.75	x2	x4	x2	x4	
 THE EXTRAORDINARY ILLKIN										
These are the most monstrous of illkin—so rare, extraordinary, or terrifying that they regularly face “shoot-on-sight, ask questions later” reactions. This makes them the most problematic kindreds to try to play in a regular game.										
Demon										
Flesh Demon	x4.50	x4.50	x1.50	x0.50	x1	x3	x5	x1	x2	
Kauter (fire demon)	x10	x7	x2	x0.50	x1	x4	x5	x3	x20	Also known as balrukhs.
Dragons										
Great Dragon	x25	x50	x3	x0.50	x5	x2.50	x5	x3	x50	This is a full-grown adult dragon.
Common Dragon	x12	x24	x2	x0.50	x3.50	x2	x4	x2	x25	
Young Dragon	x5	x5	x1	x0.50	x2	x1.50	x1.50	x1	x10	Also known as a lesser dragon.
Ghargh (gargoyle)	x1.75	x1	x1	x0.75	x0.75	x1	x1.33	x0.67	x1	
Ghoul	x3	x3	x1	x0.50	x0.25	x0.50	x0.50	x0.67	x1	
Giant	x5	x5	x0.75	x0.50	x0.50	x1	x2.50	x5	x25	
Man-ape	x5	x5	x0.50	x0.50	x0.75	x0.50	x2	x2	x4	Also known as sasquatch or yeti.
Naga (snake people)	x1.50	x1	x1	x1.50	x2	x1.50	x2	x0.75	x0.75	
Lamia	x2.50	x2	x1	x0.50	x1	x1.50	x2	x1	x1.50	
Rhynon	x2.25	x2.25	x0.75	x0.75	x1	x1.25	x0.75	x1.50	x2.50	Large rhinoceros-human hybrids
Rock (Stone) Trolls										True trolls.
Mountain Troll	x6	x6	x1	x0.50	x0.50	x0.50	x6	x4	x16	
Young Troll	x3	x3	x1	x0.75	x1	x0.50	x3	x3	x9	

13.3 Monsters! Monsters!

Monsters! Monsters! has provided the statistics for non-human kindreds for many decades and because those numbers can be quite different and more familiar, we are providing a second chart for those who prefer to use those numbers.

Some differences, some similarities

The original game of *Monsters! Monsters!* listed many more kindreds than appear in this chart (page 183). The selection of monstrous non-humans here repeat those in the Peters-McAllister 2.0 chart, but many have at least a few different multipliers. Heights and weights may differ. Other adjustments have been made that reflect the evolution of gaming, and to keep the mechanics compatible with dT&T.

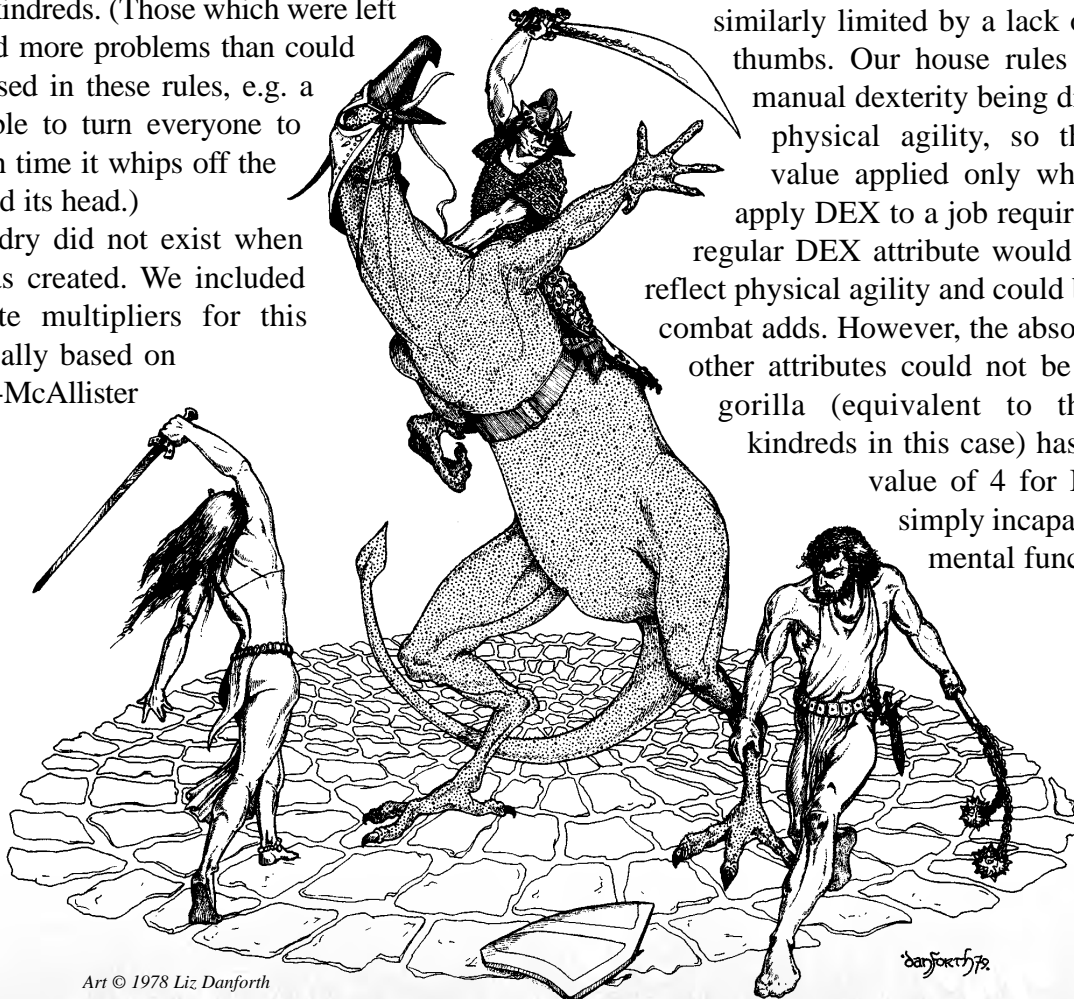
In addition, other non-humans not in the original draft manuscript of dT&T have been carried over from M!M! into this chart to expand on the playable kindreds. (Those which were left out caused more problems than could be addressed in these rules, e.g. a gorgon able to turn everyone to stone each time it whips off the veil around its head.)

Wizardry did not exist when M!M! was created. We included appropriate multipliers for this chart, usually based on the Peters-McAllister 2.0 chart.

Another attribute that did not exist when M!M! was first written was speed. However, *speed of movement* was addressed as Normal (N), Slow (S) and Fast (F), all of which are relative to the speed of a regular human. That convention was carried over, but the reaction-speed attribute remains $\times 1$ for all kindred.

Charisma in M!M! could be a regular attribute number or was an icon. All the icons have been translated to a reasonable numerical substitute for this chart. All monster kindreds in M!M! were expected to terrorize the common folk, but for purposes of Deluxe T&T, they have again been sorted according to whether they are at least somewhat familiar to ordinary folk (or able to “pass”), scary, or terrifying.

Finally, some attributes in M!M! were given a flat absolute value: harpies without hands had only a DEX of 3; werewolves in wolf form were similarly limited by a lack of opposable thumbs. Our house rules allowed for manual dexterity being different from physical agility, so that the low value applied only when trying to apply DEX to a job requiring hands. A regular DEX attribute would be rolled to reflect physical agility and could be applied to combat adds. However, the absolute value of other attributes could not be modified: a gorilla (equivalent to the man-ape kindreds in this case) has an absolute value of 4 for IQ—they are simply incapable of higher mental functions.



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13.4 Monsters Kindred Descriptions

Ape-man - see main entry **Man-ape**

Centaur - These beings have the bodies of horses surmounted at the neck by the upper body (head, torso, and arms) of a human. The human part is not coated with horsehair, and they are equally comfortable clothed or unclothed, armored or unarmored. They make natural cavalry units in military forces but because of their hooves, may have difficulty navigating stairs (especially narrow spiral staircases).



They have a reputation of being lusty by nature, and overly fond of (and susceptible to) alcoholic beverages. When sober, they have the gift of healing (a natural *Poor Baby spell*) and a love of wisdom and learning.

On the Maneland, centauroid subspecies have proliferated and grown more varied. In cooperation with the continent's dwarven population (itself a separate variety from those generally recognized on the Dragon Continent), the centaur clans are hunters, herders, pastoralists, beekeepers, smiths, and sailors.

Common dragon - (see also main entry: **Dragon**) Among dragonkind, the so-called "common" dragon is still relatively young although old in human years. These creatures have learned a few tricks, but is typically more openly vicious, acquisitive, and downright greedy than a shrewder, subtler, elder dragon. In all other respects, their qualities are those described in the main entry on Dragons.

Dakk - The Dakk are a breakaway clan of Midgardian dwarves, identifiable by their small but pointy ears and tiny squinting eyes. Among dwarvenkind, they are considered too smart for their own good, being inclined to seek out forbidden knowledge and unsavory practices. The Dakk are craftsmen on par with their relatives, but less inclined to endless labor in the forge or mines. They can be quite skilled in the darker arts of sorcery, although they have the huskiness of their more upstanding relatives, and can be dangerous fighters and the most scheming of rogues.

A Dakk ordinarily favors robes in vivid colors: bright screaming crimsons, yellows, and greens unlike the usual steel and leather worn by most Trollworld dwarves. Their heavy belts are often hung with many daggers, from plain stilettos to some strange hooked blades and saw-toothed knives

Demon -

see also individual entry: **Kauter** (fire demons)

see also individual entry: **Rock Demon**

These insidious beings normally dwell on another plane of existence but find their way to Trollworld by various means (including being called by powerful mages using the *Summoning* spell). A typical "generic" player-character demon is a humanoid of vaguely reptilian physiognomy, short-tempered and possessed of considerable magical ability. However, demonic characters can be of any size or shape desired, although telltale indicators like glowing eyes, or extreme body temperature (hot or cold) are often giveaways.

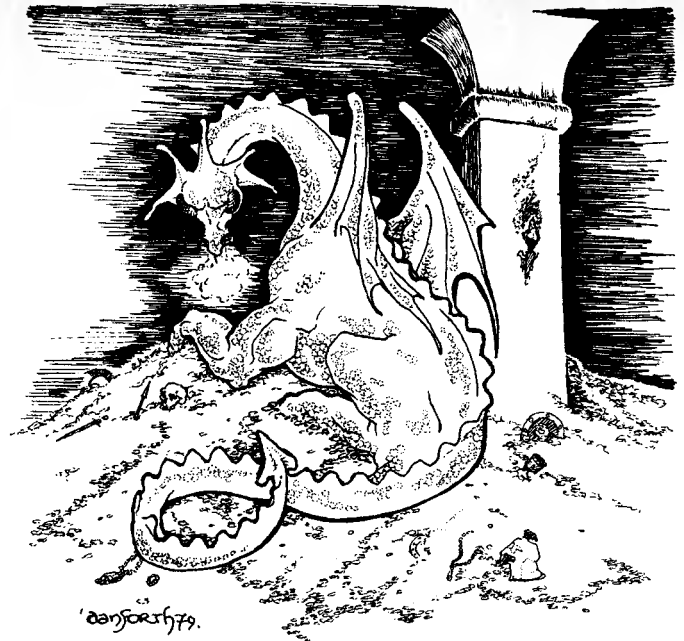
Dhesiri - see also main entry: **Lizard People** Dhesiri are small lizardish humanoids who live underground in colonies, preferring temperate or warm climates. Created by dragons eons ago, the great dragons made the Dhesiri in mockery of the annoying habits they saw in humans. They also made them stupid and inherently inclined to bedevil mankind.

At the head of each colony is a queen: a huge snakelike (some say slug-like) monster whose sole

purpose is to produce eggs and the various hormones that determine the product of those eggs. A queen can produce over one thousand eggs from one mating.

The most common Dhesiri are the worker drones that stand four feet tall, are sexless and tailless. They do all work, from gathering food to tending eggs. They mindlessly follow the orders of the queen or a warrior. While extremely easy to kill, they swarm in groups to overwhelm their prey.

Warriors are twice the size of the workers and very male. They mate with the queen and fight to thwart major threats to the colony. It is rare to have more than a half dozen warriors in a colony at any one time since their appetites are voracious and they are not above cannibalism.



They commonly breathe out blasts of fire but may use frost, lightning, or spit acidic venom instead. Their coloration is no indicator of their abilities. While their scales make them nearly indestructible, dragons always have one completely vulnerable spot. Dragons are intelligent, and grow more wise and canny over time. The ancient dragons (the “great” dragons) are considered the full-grown adults among their own kind. The younger varieties are seen more frequently but are not as powerful or dangerous. Some legends suggest dragons become progressively more resistant over time to magic that is cast by those with an IQ lower than their own.

Dwelf - see also main entry: **Halfbloods**. Half-dwarves, called dwelfs, are often the product of a dwarf mating with one of the Vartae, since both favor underground environs. Dwelfs have the elven sensitivity to the presence of iron but not the aversion, and can be among the finest ironmongers around. They don’t remain long in elvish communities, however, since pure-blooded elves avoid the metal. The male dwelfs usually leave communities of pure-blooded dwarfs once they reach adulthood, because they cannot produce the heavy beards and are deemed lesser folk because of it.

Elves - see **Vartae**



Dogtaur - see **Policani**

Dragons -

See also individual entry: **Great dragons**

See also individual entry: **Common dragons**.

See also individual entry: **Young dragons**

The dragon is a large reptilian being, usually with bat-like wings and capable of flight. However, forms vary considerably: some have long necks; others resemble alligators or dinosaurs. A few are capable of shapeshifting into humanoid forms, but their tails always remain which can give away their nature. In reptilian form, they may be possessed of 2, 4, or 6 sets of limbs which end in rending talons.

Flesh Troll, see also **Rock Trolls** - True trolls are the native inhabitants of Trollworld, a silicon-based life form. Trolls of flesh and blood come into existence by somehow ingesting a fragment of a rock troll's stony heart, whereupon the heart "regenerates" itself with some of the animal-creature's qualities. There is no limit to the combinations that can result.

A "common" troll might be an ape-troll combination or an unremarkable human laborer afflicted with trollhood. Swamp and river trolls seem to have crocodilian qualities, with scaly green skin and little intellect but great ferocity. Forest trolls get mistaken for lowland man-apes.

All trolls, meat and stone alike, have considerable powers of regeneration but flesh trolls cannot regenerate if the body is burned to ash, dismembered into small pieces, or obliterated by magic. Trolls would be more numerous everywhere but for the dedicated policy of extermination practiced by other kindreds (nagas and dwarves in particular).

Ghargh (gargoyle) - The Ghargh are small tough humanoids with hard scaly skin in mottled shades of gray, browns, and/or black. They possess large bat-like wings that allow them to soar into the skies. A provincial and insular people, ghargh are generally hostile to outsiders. They do very little trading with anyone but their own kind. A ghargh found wandering in the world at large probably has a secret... and wants to keep it that way.



Ghoul - Becoming a ghoul is the result of a disease. Most infections happen by being bitten or scratched by a ghoul. Eating uncooked rotting meat may also bring it on. Healing magics can cure the disease, but the disease warps the mind as well as the body—and ghouls avoid healings to retain the "beneficial" side-effects. The longer someone is a ghoul, the greater the benefits.

Ghouls regenerate health more quickly than other kindred, and they never die of old age. Over time the body becomes more baboon-like, the skin gets dark, green and scabby as the disease progresses. The jaws elongate, teeth lengthen, and the talons get harder and sharper. They all hate vampires (it's envy, really) for being able to move among ordinary folks and even in high society, to infect them with their particular disease. Whereas ghouls have to kidnap victims to satiate their hungers, their lusts, and their desire to procreate their kind by infecting new victims.

Ghouls frequent underground necropolises and graveyards. Harsh or bright light pains their eyes and reduces their vision, so they use phosphorescent mosses and fungi as their light sources underground. Their vision is excellent in low light conditions.

Ghouls give off a disgusting carrion odor. They hate fire because it cleanses and purifies—they cannot regenerate burn damage.

Giant - Like many beings in Trollworld (and in fantasy in general!), giants defy the square-cube law of area and volume. The world is magical and they exist when physics suggests they should be impossible. They are relatively rare, even so, on par with dragons and kauter.

Giants are among the most titanic of kindreds, and must eat prodigiously. Anything meaty will do, but a whole sheep or cow is no more than a single meal. Giants are not particularly clever and their movements are often relatively slow and clumsy. But when they strike something, it knows it has been struck! Smaller kindred trying to attack a giant have difficulty reaching any of its vital spots until or unless they can bring it down to their level.

Gnome - Gnomes have long believed they deserve the respect accorded the Good Kindred, and resent the leprechauns for taking what they believe to be their rightful place. An inherently resentful attitude brings out their mean streak, which only serves to affirm their position among the illkin.

Gnomes are similar to leprechauns in height and overall appearance, but much smarter. This intelligence gets put to work concocting all manner of schemes and machines, but practical application is less important to a gnome than clockwork cleverness. They are exceptionally skilled and innovative inventors, but boredom with rote manufacturing makes many gnomish creations truly one of a kind... and lack of oversight or quality control makes gnomish artifacts prone to occasional but spectacular malfunctions.



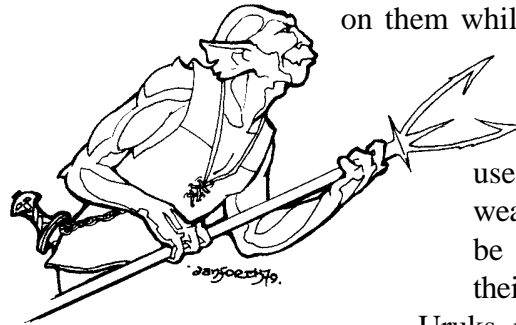
Gnomes frequently associate with dwarves, whose own gruff nature can overlook the rather bipolar mix of clever wackiness and entrenched bitterness. It is often a dwarf who takes a kooky gnomish innovation and turns it into a marvel of advanced technology with a useful function. The collaborative efforts of the two kindred inflate gnomish perceptions of themselves as one of the unsung greats, more than worthy of a place at the table with the rest of the Good Kindred.

Goblin, see also **Grobrin** - The goblins are unfriendly green-skinned humanoids distantly related to amphibians. Smaller than humans, the little characters sport large yellow eyes, pointy ears, pointy teeth, and most have the slick skin of a frog or salamander with mottled pattern markings. Their hairless bodies feature arms and legs that seem slightly too long, a sunken chest, and a little pot belly.

With a voracious appetite for fresh fish, they

live along riverbanks and commonly dwell in swamplands and marshes. Few exhibit an interest in magic, although they have the wit to make use of whatever they can learn and master. They experiment freely, which tends to shorten the lives of young would-be wizards.

In everyday life, they wear little that might drag on them while swimming,



but adventuresome goblins will use any armor or weapons that can be made to fit their size.

Uruks regularly enslave goblins. Some urban kindreds regularly hire goblins to act as messengers or as night watchmen for their businesses. Some tribes of goblins zealously defend their marshy homelands against interlopers, while others have a more cooperative arrangement, supplying fish to the city markets or transporting unsavory goods through untrackable wetlands.

Gorilla, see **Man-ape**

Great dragon, see also main entry: **Dragons** - The great dragons are often called “ancient” dragons by kindreds with a shorter lifespan, but the great drakes are simply the fully adult version of the type. These dragons have the widest range of abilities, schemes, and are the most intelligent and learned.

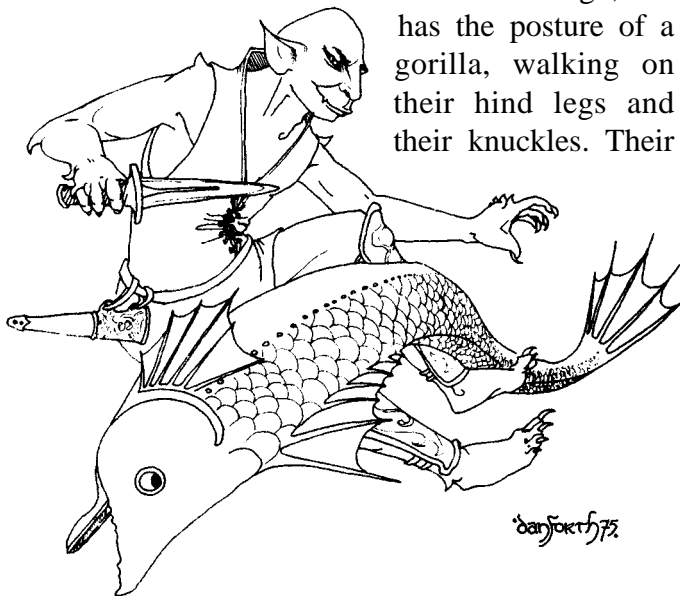
Extremely territorial, they are few and far between. Even those who think they know them well, really do not. The dragon would let a “dragonfriend” labor under that misapprehension for exactly as long as it serves the interests of the dragon.

Gremlin - Among the smallest of the humanoid monsters, gremlins have greenish and slightly scaly skin, tall pointed ears, bulging yellow eyes, and a great fondness for malicious pranks. Many of them compensate for their size by learning all the magic they can get their hands on, although some

are more successful in this regard than others. (Any character class is open to them.) Their favorite foods are chickens, fish, and lady fingers.

Gremlins can be found in any locale, although their delight in mischief draws them to cities and villages, or any place other kindred dwell in large numbers. They have a natural talent for eluding perception if they don't wish to be seen, although this is not an actual invisibility spell. Gremlins take particular pleasure disrupting the mechanical contraptions of dwarves and gnomes, and getting leprechauns blamed for runs of bad luck or the consequences of their mischief.

Grobrin see also **Goblin** - Grobrins are a little-known race related to goblins that have a friendly relationship with the mountain trolls. Each stands about 4 feet high, and has the posture of a gorilla, walking on their hind legs and their knuckles. Their



hairless, slightly scaly skins are mottled red and yellow, and their eyes are green and appear to glow in the dark. They have short pointed bony tails projecting about a foot from the base of the spine. Their culture is primitive, and by preference will usually fight with clubs and stone axes.

Halfbloods see also individual entry: **Dwelfs**
See also individual entry: **Half-elves**
See also individual entry: **Urukin**

Evidently the great well of magic on the planet makes cross-species forms viable that would logically not be possible at all. Even so, many couplings produce no offspring even with magic to help matters along. Dwelfs, half-elves, and the urukin represent the most common halfblooded kindreds that can be discovered and played in Trollworld. See their separate listings for specifics.

Half-elves see also main entry: **Halfbloods** - Half-elves of human admixture usually favor the charisma of the elf parent, and lose the aversion to iron. Unusual skin tones and slightly pointed ears might combine with a more robust body.

As noted in their own entry in the core rules, elves seek to enhance their fertility with magics, and half-elf hybrids of all sorts are a direct consequence in combination with their naturally high personality-based charisma.

Half-orc, see **Urukin**

Harpy - Despite their appearance, harpies are not halfblooded mixtures of human and giant bird—they are more numerous than can be accounted for even with magic to facilitate such procreation.

In appearance, harpies have the body of a large raptor, complete with powerful legs ending in razor-sharp talons. The human element may be found in the face or head alone, or the head and upper torso of a human woman. In either case, they have wings instead of arms. Some appear beautiful; some are horrific. Their wide feathered wings allow them the freedom of the air, but the lack of arms and hands limits their ability to use anything but specialized tools, weapons, or magic.

Harpies all appear to be more or less female. While other winged humanoids are seen elsewhere in Trollworld, harpies do not associate with any of them frequently. Parthenogenesis seems the likely explanation since the harpies' population seems stable.

Hobgoblin - Hobgoblins have never been as prolific the goblins, and they assert they are unrelated—a claim that seems reasonable, since they lack amphibian characteristics. Some suggest they are distantly related to hobbs, or an admixture of hobb and goblin (which would account for their name). For whatever reason, the hobgoblins intensely dislike hobbs.

Hobgoblins are rather human-like in size and shape, but are rather coarse and blocky forms. Their skin tones range from pale grayish to dark tan. Hobgoblins are often quite hairy (tufting even marks their slightly-pointed ears), but like hobbs, they keep themselves relatively well groomed. When a hobgoblin befriends someone, they often perform useful chores and necessary tasks without being asked or expecting payment. However, they are easily insulted and they take insult from being over- or underpaid for any exchange of goods or services. They don't like to take direct orders—it suggests they're incapable of thinking for themselves (which is actually true; they're not very bright). Working with a hobgoblin requires gentle persuasion and recommending actions that they can choose to adopt or refuse without further consequence. Their sense of self-determination is paramount, and while they will negotiate to work with others (to do a job, or to learn certain skills), the agreement must be followed to the letter. Most adult hobgoblins wear a perpetual scowl thinking on their long litany of real or imagined ills, and plotting how to get back at the person who did them an injustice. Like gremlins and leprechauns, hobgoblins favor malicious mischief as a way to even the score, but these pranks can be extremely dangerous. They will often team up with a redcap when they are particularly set on a gruesome revenge.

Hobgoblins have difficulty finding mentors of other kindreds to teach them skills of magic or weaponry, but they do not lack the capacity to be any character class. Often their teachers are other hobgoblins who negotiated with some outsider to learn what they know. Hobgoblins seem able to

navigate each other's prickly tempers with more ease than in their interactions with other kindreds. It may have something to do with a hobgoblin's ability to "sing" in their unique twelve-tone thrumming which confounds most kindreds into thinking it is some sort of irregular purring or sub-vocalized humming, but which can communicate a great deal of sophisticated information.

Hrogr (ogre) - Ogres are huge, mean-looking humanoids of ancient lineage, although no one has identified exactly where or when they arrived on Trollworld. They live anywhere, even in cities, but most prefer mountainous or rocky terrain. They have big rectangular heads (earning them the contemptuous name of "blockheads," although it's dangerous to say that to their faces!). They have rectangular mouths and even their eyes look squared off. Some subspecies are completely hairless while others are covered in a thick pelt which is often matted and prone to becoming lice-ridden.



In their natural environment, they wear clothing made of rope braided together as if it was woven. A tabard-like garment covers them from shoulder to knees, front and back, belted with another length of rope tied below their overhanging bellies.

When wading into a fight, ogres favor bashing weapons like clubs and maces, and the rectangular shape of a beam suits their aesthetic sensibilities. While not bright, they will use whatever weapons, armor, or magic they can if they take it into their block-shaped heads to go adventuring.

Human scum - What many illkin call us.

Kauter (fire demon) see main entry: **Demon** - Kauters are a rare variety of exceptionally powerful fire demons, associated with dark shadows and blazing flames. Not entirely solitary, kauters often seize positions of leadership among uruks and trolls, and have been known to command dragons. Their preferred weapon is a many-thonged whip of flame, though they will also use flaming swords, axes, maces, etc. Inherently sorcerous and with great knowledge of the dark arts, kauters could become the mightiest of wizardfolk if they didn't despise everything but raw power.

Keeraptora (also called **youwarkee**) - The keeraptora most closely resemble the descriptions of angels: slim beautiful humanoids with vast wings growing from their shoulder blades, capable of carrying them aloft. The wings can be folded tightly against their back and legs, but in small rooms, they tend to knock things over and get in other people's way despite a graceful manner overall. They can present themselves as male or female, but most often seem androgynous. Their bodies are covered in fine soft down. They wear as much or as little clothing as suits them, but eschew heavy armor. Their weapons tend to be primitive in their native territory (on the Maneland) but they have a great curiosity and considerable creativity, and adopt novel items and ideas easily.

Despite a gentle and rather innocent appearance, the kee (as they are usually called) are quite capable combatants. Spears, darts, slings, crossbows,

swords, and daggers are their weapons of choice. They learn magic easily, and seem to actively enjoy reshaping reality with it. This occasionally leads to people objecting to their playful ways when the results entertain the kee more than those around it. Whatever motivates a keeraptora, it is something internal: they usually seem rather indifferent to what others think or want.



Kobold - Kobolds are small ugly humanoids with skin the color of rocks and stone. They are also natural shapeshifters, but their choice of forms is limited to small animals like cats, dogs, foxes, or young children. They can briefly project their consciousness into small fires (like candles or hearth flames) and both speak and listen. However, if the flame is snuffed before they can escape, they take considerable damage.

Like hobgoblins, kobolds will occasionally decide someone needs "help"—which might or might not be actually helpful in the slightest. Then they take offense at any imaginary slight: being overcompensated, undercompensated, asked to do something different, differently, or to stop altogether. They know they're smarter than most, and are quite sure they have all the answers. Kobolds often work in mines or underground, whether for their own purposes or as an effort to do whatever they believe to be helpful. They are good at the forge and blacksmithing, and are capable at all types of metalwork.

Kobolds can be any character class but their conviction that they already know everything makes finding a patient teacher (for spells or anything else) particularly difficult. Kobolds can be their own worst enemy.

L'zshan, see main entry: **Lizard People** - L'zshan are an advanced society of lizard men, warm-blooded reptilians alien to Trollworld that resemble velociraptors. They can run faster than a horse for short distances on powerful legs (articulating like a bird's) that end in slashing claws, one larger than the rest. Their arms are short, but capable of holding weapons in their two-fingered hands. Their heads are birdlike with black eyes and beaklike mouths filled with daggerlike teeth. L'zshan have brownish-red scaly skin but their wizards are distinguishable by their crest of feathers. On a truly powerful wizard, the feathery mane becomes a vivid cloak covering the head, neck, and shoulders.

Adventurous L'zshan are always found in triads (one female and two males). Their "clothing" is rarely more than a baldric or other straps of leather for weapons or pouches where they can carry small necessities. Soldiers occasionally wear metallic helmets and leather longcoats, and all L'zshan like to bedizen themselves with jewels glued right onto their scales. They are perfectly willing to fight,



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explore, trade, or even serve as mercenaries but they have no concept of friendship—that is replaced by loyalty to the mating triad, loyalty to their ruler, and to others of their own people (in that order). Non-L'zshan are either enemies or just temporary allies.

Lamia and Nagas - The common term for this kindred is "serpent people" because they possess a serpentine lower body that supports the upper body of a more conventional humanoid. They have a somewhat viper-shaped head but muscular arms with three-fingered hands. They can move with surprising speed, swim even faster, and tend to be rather cold-blooded in their interactions with other kindred. Their bodies shimmer with small, smooth scales in a variety of colors and patterns which have great significance to understanding the clans, abilities, and lineages of the people, but of which outsiders have little accurate comprehension. The serpent people exhibit extreme sexual dimorphism, enough that some still try to maintain they are two completely separate kindreds. The smaller, smarter males are called nagas; the large and powerful females are called lamiae (singular lamia). Some feature of these differences has also resulted in considerable differences in luck as well! Nagas and lamiae are seldom seen in the Known Lands and the Empire of Khazan, but they are rumored to have access to legendarily powerful and unique varieties of magic. They have a profound enmity against trolls of all kinds.

Lizard People

See also individual entry: **Dhesiri**

See also individual entry: **L'zshan**

A lizard-man is a hybrid creature with the head and body of a crocodile, but with arms and legs that are man-like. Both arms and legs are shorter and more muscular than any human's. Its body is covered with thick, green, overlapping scales. The feet are wide claws. They aren't very intelligent but they are sentient enough to have language, work together, and fight as a team.

Lizard-men stand between seven and eight feet tall, although the total body length including the long crocodilian tail is closer to twelve feet in length. They wear neither clothing nor armor, but have a harness of crossing straps with places to carry sword-clubs, daggers, and a pouch. Their hides are dark emerald green, their three-inch long teeth are yellow as lemons, their claws and fingernails hard black keratin capable of ripping through leather.

Although they resemble crocodiles in the shape of their heads and tails, they are land lizards and not aquatic. It is not certain whether lizard-men are a degenerate tribe of the powerful L'zshan or if they are a completely distinct kindred. How the Dhesiri fit into the picture is also uncertain. The only certainty is that they are all reptilian or lizardish enough to be considered related.

Living Skeleton - These people can be mistaken for the walking undead, because their flesh and interior organs are translucent, which becomes obvious if one stops long enough to look closely.

The skeleton folk know the shock factor they can achieve by seeming to be undead skeletons and will use this to their advantage. Others who wish to move about in public go fully clothed, using paints or makeup on exposed surfaces to "pass" as more or less ordinary individuals. On the whole, they are a genial people who have the misfortune to be wildly misunderstood.

The eye structure of living skeletons gives them an unsettling appearance, because light cannot simply pass through but must register against the nerve bundles in the eye for them to be able to see. The result is a ghostly haze of blood and nerves in visible eyeballs. Even when their "beautiful bones" are tolerated, some skeletons consider it good etiquette to wear a band painted around their head and across their eyes to appear less troubling to their companions.

Man-ape - Sometimes these creatures are taken for dumb beasts and not one of the intelligent kindred. They are not bright but do use simple tools, have a rudimentary language, and live in



small bands in the mountainous habitats they prefer. They have a primitive culture, and wear skins for clothing. Their heavy pelts range in color from wheaten blond to dark gray. When found in the highest mountain, a subgroup of "snow men" or snow apes have uniformly white fur.

In shape, they resemble gorillas (hence their name) with the deep chest and long powerful arms of an ape. They move on all fours like an ape but can stand

and run bipedally when they wish. Five-fingered hands end in claw-like nails strong enough to gouge wood. The head is more bull-like than ape, however, with a wide muzzle, wide-set yellow eyes, and a pair of short horns. They call themselves the G'narrff. Outsiders sometimes call them sasquatch or yeti. Some have learned to understand other languages, though they cannot speak them.

Man-bat - A man-bat looks like a very hairy Neanderthal-like being with large bat-like wings. They are primitive and stupid. Their most advanced weapon is a club. They usually wear tunics made of sewn-together bat hides. These hides are neither cured nor tanned, so they tend to be a bit rotten and they smell bad. Man-bats are strong enough to carry a grobriin on their backs when they fly. Often allied with goblins and grobriins.

Merfolk - These piscine people are at a real disadvantage when away from water, although they can leave the water and shape change to walk on



two legs. No one would mistake them for anything but a fish-person, because of their bubbling speech patterns and damp or slimy skin. Possessing both gills and lungs, they can breathe air or water. They become feeble when away from water for extended periods of time and keep themselves moist to avoid collapse. There are separate subspecies that inhabit saltwater oceans and freshwater lakes, but a small subset call themselves Vod'noi.

Merfolk perform best in their natural habitat, when they take their normal form of the lower torso of a gigantic fish with a humanoid torso above. Their scales are fine and small, and their digits are webbed. When called upon to fight, they tend to favor small, lighter weapons (knives and spears) and avoid heavy armor, relying on their agility and quick moves.

Minotaur - These characters bear a bovine head on the body of a powerful man or woman. They are flesh-eaters with bad tempers. Not too bright but strong as a bull, they make fierce warriors. Usually solitary, minotaurs show a marked preference for using big heavy weapons like a double-bladed axe. Their hides are marked with cattle-like markings or warpaint designs, and they seldom wear much armor. (As thick as their hides are, they come equipped with natural leather armor.) They are often encountered in caverns and other underground structures, places they seem drawn to explore and even inhabit, but their natural home is on the wide grassy plains like their distant ungulate relatives. They are very solitary beings.

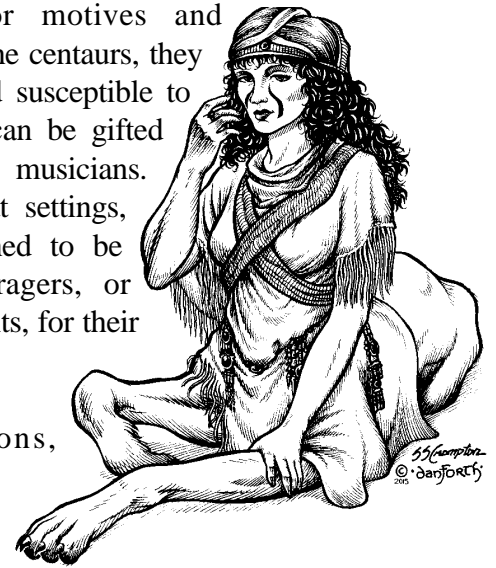
Mountain Trolls - see main entry: **Rock Trolls**
Mountain trolls are a variety of rock trolls, somewhat older than the other troll varieties found among other kindreds on the planet surface. These mountain trolls are vaguely man-shaped walking lumps of living stone most often encountered living in deep caverns. They have acidic lava for blood and share the regenerative properties of other trollkin.

Naga, see **Lamia** and **Naga**

Orc, see **Uruk**

Ogre, see **Hrogr**

Policani - Some people call these “dogtaurs” although not usually in front of them. These unusual beings have the bodies of very large wolfish dogs with the head, torso, and arms of humankind. Originally the product of wild magic, the prideful Cu (as they call themselves) prefer the company of their hunting dogs and other animals to other humanoids, whom they always suspect of having ulterior motives and agendas. Like the centaurs, they are fond of and susceptible to alcohol. They can be gifted storytellers and musicians. In large combat settings, they get assigned to be scouts and foragers, or light cavalry units, for their four-footed swiftness, their dog-companions, and their skill as archers.



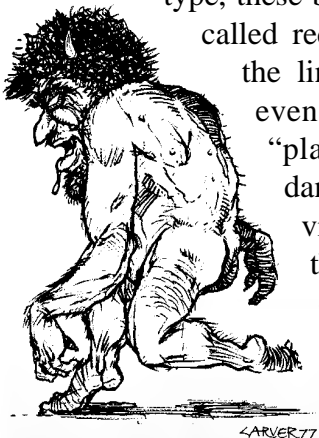
Pixies - When portals between universes open, many things slip through. Many unpleasant little insectoid pixies accompanied the Vartae, as pets and servants to those malevolent elves. The pixie resemblance to fairies only extends to them being approximately humanoid with natural exoskeletons, able to fly with tiny wings. Wild pixies are savage and dangerous blood-drinking carnivores; more civilized ones are viewed as untrustworthy but will be found in the company of other humanoids, especially Vartae and human scum.

Pixies may choose to wear clothes or not. Their weapons are often natural objects like spines and thorns, but their owner-masters may supply them with specialized instruments of destruction suitable to their size and intellectual capacity. Poisons are favored, and magic is as natural to a pixie as to any true fairy. Pixies have an affinity for other insects and small animal life. They domesticate giant spiders for steeds; and snakes, toads and frogs for companionship. Sprites are usually their enemies.

Rapscallion - Not all hobbs are the genteel country squires and stalwart adventurers one normally thinks of them as being. Some have a mean and petty streak that seems to know no bounds. These disreputable hobbs are called rapscallions, and are notable but for their scraggly hair and squinty dark eyes. Males wear beards that are not neatly trimmed but left unkempt and matted. Females are grasping and possessive, and all are prone to gossip, thievery, and all manner of unsavory activities.

Ratlings - Ratlings are not related to rats and they often resent the comparison. Given their small size and appearance, the assumption is inevitable. Ratlings look like overgrown rats, with long narrow skulls, small round ears, and beady dark eyes. They are covered in short fur everywhere except their front and back paws, the front half of their muzzle, and their hairless tail. Pelt colors range from black to gray to earthier brown and tawny shades. In combat they are ruthless fighters with a daunting ferocity. Their magicians are subtle and often remarkably skillful with fingers no less dexterous any other humanoid.

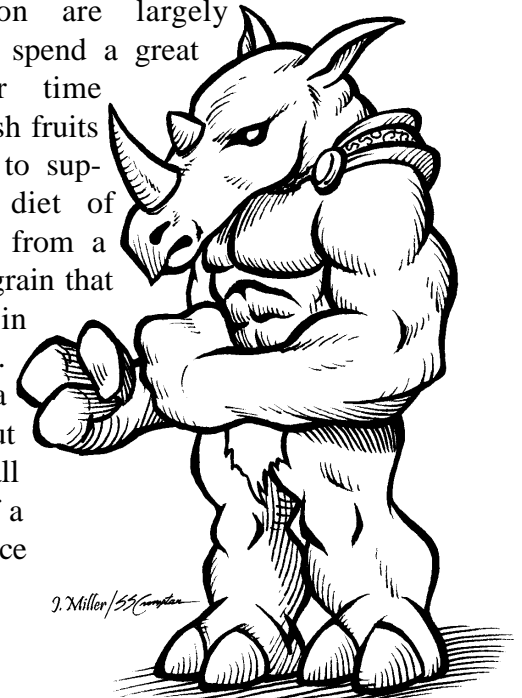
Redcap - Ordinary hobbs and leprechauns have a good reputation among the other good kindred, but not all individuals live up to those upstanding societal standards. When played as a monstrous type, these black-hearted leprechauns are called redcaps. Their pranks go over the line from comical to vicious, even deadly. Their idea of “playful” includes things like dancing a maypole with their victim’s intestines. They get their name for their iconic red caps dipped in the fresh blood of their victims.



Rhynon - This unusual species of bipedal humanoids are commonly encountered across large swathes of the Maneland. They have never been common on the Dragon Continent, but as contact across the world grows, they are becoming better known even there.

The size of an ogre, these horn-faced humanoids look like rhinoceros people: massively-built, tough, and strong. Mentally they are less prepossessing and their eyesight is relatively weak. Magic is a foreign language to them. They are capable of building huts, but usually prefer “homes of opportunity”: caves, tangles of fallen trees, or hollows in hillsides. These they embellish with crude improvements and crafts to make them more comfortable.

The Rhynon are largely vegetarian, and spend a great deal of their time foraging for fresh fruits and vegetables to supplement their diet of porridge, made from a rye-like native grain that grows readily in their territories. They are relatively solitary, but do live in small family groups if a steady food source is available.



Art © 2013 Justin Miller, SS Crompton

Rock Demon see also main entry: **Demon** - This one particular variety of demon is not uncommon, perhaps because they are relatively self-involved and not out to ruin the lives of others—and on top of that, they can be plied with beer. When they stand still in front of a wall of rock or finished stone, rock demons become virtually invisible.

Mean-looking, short, and red-eyed, these characters are very anti-social unless full of beer. Their rocky hides are tough as armor, which they do not wear (nor clothes, for that matter). They can see in the dark and are not susceptible to (most) poisons.

Rock trolls (True trolls)

See also **Flesh Trolls**

See also individual entry: **Mountain Trolls**

See also individual entry: **Young Trolls**

True trolls are a silicon-based life form, the native inhabitants of Trollworld. Originally they were shape-changers who took whatever form they wished, although this could take months or years to accomplish. When elves arrived on the planet, trolls were impressed by elvish speed, flexibility, and creativeness (and perhaps even they were swayed by elvish charisma). Trolls slowly morphed themselves into a humanoid bipedal form, although considerably larger and heavier.

Trolls consume minerals for their sustenance, including calcium bones and iron-rich blood, putting them in conflict with all the carbon-based life forms, including tasty humans and their livestock.

Trollish coloring is often slate gray, but can be any color from sandy red to cobalt blue. Trolls can

use weapons if they wish, and if one perceives a fabulous weapon to be a status symbol, they frequently do so.

Trolls of all kinds heal abnormally fast and regenerate lost body parts. They can live forever unless killed, which is possible but difficult. To kill a troll permanently, all the “heart stone” organs must be destroyed, by magic or liquefaction (melting down to pure magma). Lesser fragments may result in flesh troll hybrids. Any chunk that contains a whole heart (of which a troll has several in different parts of its body), that heart will eventually regenerate a complete new rock troll. As they grow (slowly over centuries), racial memories are recovered until they finally attain full sentience. It is these young trolls, still coming to full awareness, that are most often seen on the surface of the planet. They are intensely curious and embrace new experiences, especially if those new experiences lead to a crunchy mineral treat.

Rock trolls do not fit the concepts of warrior, wizard, or rogue. They just hit things, and should usually be treated like unarmed rogues that know no spells. Some trolls do have the capacity to learn a little magic if anyone will teach them, and some will carry sufficiently large weapons, which might be tree trunks or roofing beams.

Although growth and maturation is slow, trolls are not sluggish creatures. Their fiery blood provides enormous amounts of energy, and trolls can move nearly as quickly as other kindred.

Sasquatch, see **Man-ape**

Selkies - Like the merfolk, the seal-like selkies can move at will between land and water, taking off their seal skins to come ashore in humanoid form. Being of a mammalian extraction, they cannot breathe underwater although they can swim faster, and dive both deeper and longer than a human when in either seal or humanoid form.

When on land in humanoid form, they are recognizable for their huge dark eyes and a head of short fine hair than does not grow out. Selkies’ fingers are not as webbed as those of the merfolk.



They are vulnerable insofar as needing to keep their “seal skin” nearby—it is typically worn as a small belt close to the skin, under other clothes. Deprived of this link to their other form, they cannot change back into a seal form.

Like the merfolk (with whom they have an uneasy relationship) they tend to favor small, light weapons and avoid heavy armor. They do not drown easily but is too easy when heavily armored.

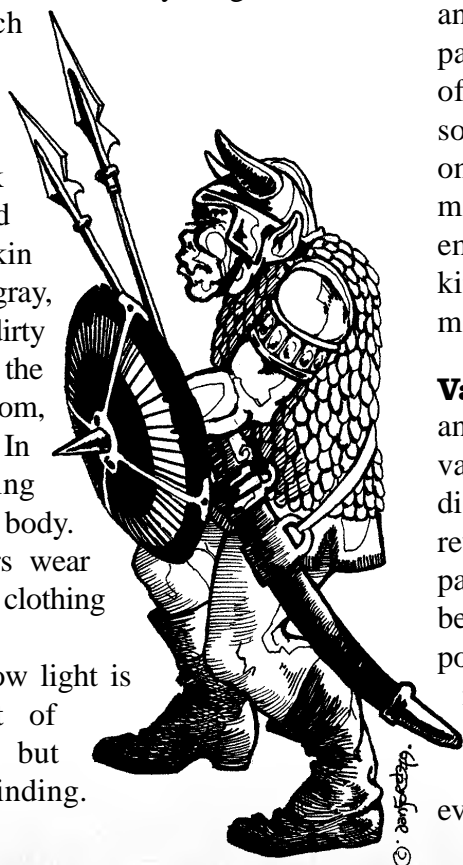
Snow man - see **Man-ape**

Trolls - See either **Rock Trolls (true trolls)** or **Flesh trolls**

Uruk (orcs) - See also **Urukin (half-orcs)** Loopo “the Mad Mage” studied magical mutations, and created the first uruks (also called orcs) while doing experiments on captured Vartae. He developed a people of grotesque appearance, physical huskiness, and a savage nature. They retain the pointed ears and sexual drive of elven kind, although they lack everything else that makes elves such desirable mates.

Orcish skin is coarse and their body odor is bestial. Uruk mostly lack head and body hair, with skin colors in tones of gray, green, or a kind of dirty yellowish shade. Like the elfkin they derive from, uruks dislike full sun. In the deserts, clothing covers their whole body. Underground dwellers wear only such armor and clothing as suits them.

Their vision in low light is comparable to that of dwarves or Vartae but bright light is blinding.



Possessing little imagination, they do not fear of death or wounds, making them fearless in battle. Uruks love talking about fights almost as much as they love fighting.

Uruks form nomadic tribal groups in the wastelands. Tribal paint or tattoos are common, denoting status and clan affiliation.

On the Maneland live a subspecies of orcs that are smaller, thinner, and more sinewy, more like large goblins in size. These are called “iron orcs” as their bones incorporate more iron than other uruk, giving their bones remarkable strength. They are better adapted to living under the light of day, and “wolfpacks” of raiders frequently harass anyone out on the plains.

They do use magic and have their own spells, but on a limited basis.

Urukin (half-orcs) see also **Uruk (orcs)** Although there is little about orcs to recommend them as a mate, does not seem to inhibit the production of half-breeds, called urukin. Human and elven half-breeds are common, but smaller parents such as goblins or gnomes are not unheard of. (Attribute multipliers for the urukin are somewhat generic, and assume one human and one orcish parent. Averages with other kindred may differ slightly.) Half-breed urukin often emerge as leaders among the uruk. When their kind reject them (as often happens), they become mavericks and lone wolves.

Vampire - Vampirism is a blood-borne mutagen, and the bite of a vampire is what creates new vampires in the world. The affliction begins like a disease, during which time it can sometimes be reversed by powerful healing magics. Once they pass through The Change (as they call it) and become one of the undead, vampires relish the new powers and abilities they acquire. At that point, the mutagenic disease cannot be reversed by magic.

Vampires are masters of magic and illusion, and can “fit in” easily. Once their nature is revealed, even other monstrous kindred hate and fear them.

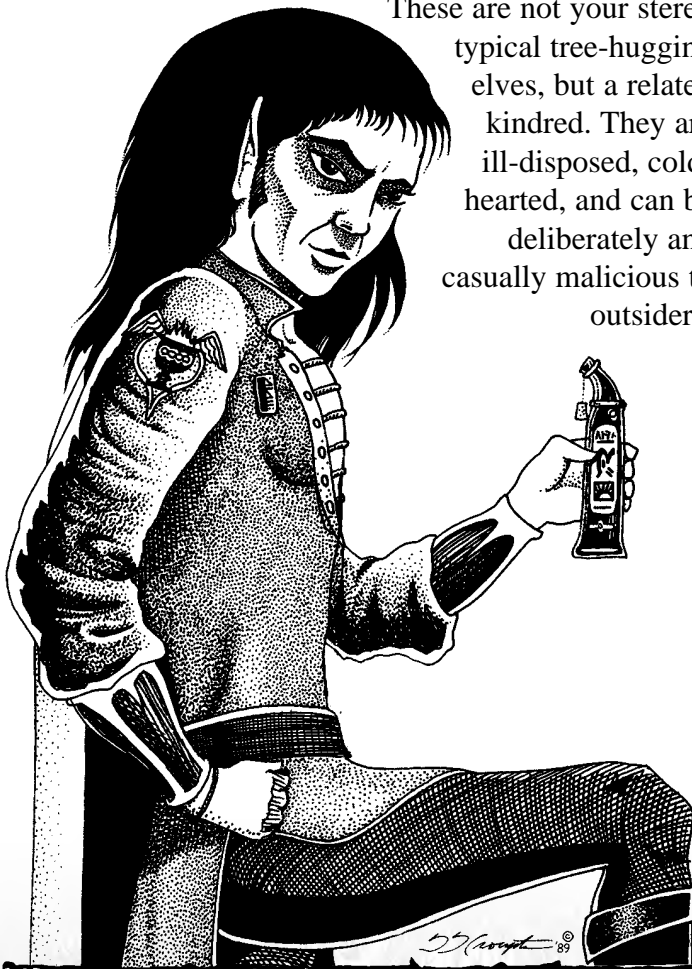


Ghouls in particular envy their long life and acceptance into the better strata of civilized society. Vampires make a sport of ghoul-killing, seeing them as particularly disgusting versions of themselves.

Vampires are natural shapeshifters, and can temporarily invoke unusually fast reflexes. They regenerate as quickly as a troll. They have charming personalities as well as the ability to seem terrifying at a moment's notice. They are not affected by sacred objects but fire, garlic, and silver (particularly elvish moonsilver) are especially potent used against them. Sunlight is painful and blinding, and fire can destroy them beyond hope of regeneration. To kill a vampire permanently, the head must be struck from the body, and both parts burned to ash.

Vartae - When the elves fled their homeland, one of the dimensional portals allowed the shadowy Vartae to migrate to Trollworld.

These are not your stereo typical tree-hugging elves, but a related kindred. They are ill-disposed, cold-hearted, and can be deliberately and casually malicious to outsiders.



The singular of Vartae is Varta.

The Vartae shun sunlight, which is as painful to them as iron is to the more common elfkin, whom they call a name that translates as "the sunlight elves" or "the elves of light." When they go abroad by day, they are usually heavily robed, hooded, and often masked.

These elves share the same sort of bodies as their sunlight relatives, with pointed ears, slanted jewel-toned eyes, and a tall slender build. They have the same range of skin tones as other elves, but many appear slate gray and even a dark cobalt blue. Hair color runs the spectrum from white to black, including many shades of purple and vivid blue. Their force of personality is remarkable, and their sexual proclivities likewise. They see well in dim light, but cannot see in full darkness any better than any other kindred.

The Vartae prefer underground realms and build pocket universes as a private refuge. Dwarves know them as well as any outsider kindred, crossing paths with them underground, but the dwarves are hardly unbiased in what stories they have to tell. Certainly the elves are capable using all kinds of typical and unusual weapons, and their skill with dark magics is uncontested. Their lives are long, and they practice music, drama, and storytelling with the same passion as their relatives—but these arts have a twisted and disturbing flavor by the standards of outsiders.

Werekin - Werereatures come in many varieties around the world, and they can derive from any of the more ordinary humanoid kindred (the flesh-based ones). They are natural shapeshifters, changing between beast and human(oid) but mass remains constant, simply rearranged.

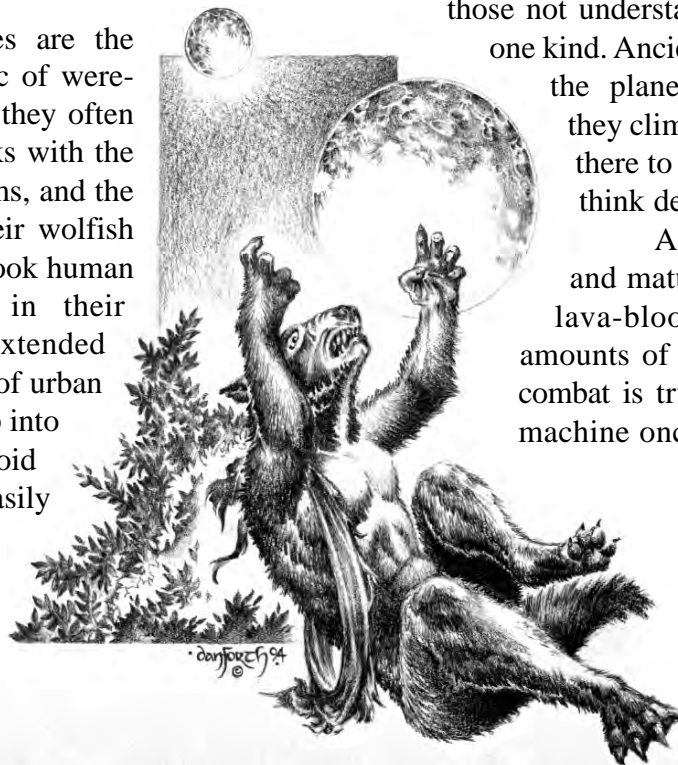
Clothing, weapons, and other belongings temporarily disappear into the void, to be regained when the individual regains his or her humanoid shape. Typically, the nature of the ordinary type of beast strongly dominates the nature of the were-beast, whatever it is. That beast's nature is reflected in the behavior and attitudes of the person when in

humanoid form, but less so. Most were-creatures are in the approximate weight-range (mass-range) of the normal version of the beast, which can produce were-chickens from leprechauns and were-hamsters from fairies. Were-tigers and were-panthers are less common but may include ogres as well as large humans and dwarves.

Were-creatures quickly regenerate damage caused by ordinary weapons, making them seem almost invulnerable. This is not technically true, but swift healing even during combat makes it seem so. Magic, magical weapons, and silver weapons inhibit this effect, and the wereperson must deal with the consequences of those wounds the same as anyone else.

Were-creatures are not controlled by phases of the moon(s) or the need for extensive rituals to change shape, but frequent changes can be exhausting. Remaining too long in beast-form can lower one's cognitive powers over time along with the memory of how to change back. Large packs often include a number of individuals who live permanently in their bestial forms, either from age or inclination.

Werewolf - Werewolves are the most common and prolific of were-creatures, in part because they often exist as wild-running packs with the wit of their humanoid forms, and the intense cooperation of their wolfish troop. Werewolves often look human or occasionally elvish in their bipedal form, and extended families exist on the edge of urban and village areas, and deep into the wilderness. In humanoid form, they can "pass" easily



among ordinary folk with no distinguishing characteristics to give away their true nature.

Yeti, see **Man-ape**

Young Dragon - see also main entry: **Dragons** Young dragons are the stuff of every villager's nightmares. They are ferally vicious, permanently hungry, and almost impossible to reason with. Typically, they have not mastered more than one form of breath-attack, and their scales have not grown as thick or invulnerable as one of their elders will enjoy. They can fly faster, though, and perform acrobatic maneuvers in midair that their larger kindred can no longer execute. A young dragon is not a good neighbor to have.

Young Troll - see also main entry: **Rock Trolls** It is a "young" troll like this most often seen in the company of other kindreds, as they come to sentience and grow, curiously seeking new experiences as they build their own identity on what begins as a somewhat blank slate. These youngsters are sometimes called "mountain trolls" by those not understanding that they are all of one kind. Ancient trolls are rarely seen on the planet's surface except when they climb to remote mountaintops, there to watch the stars and slowly think deep trollish thoughts.

Although a troll's growth and maturation is slow, their fiery lava-blood carries enormous amounts of available energy. A troll in combat is truly an awesome fighting machine once it swings into action.

14.0 Languages

Many kindred roam Trollworld, each contributing their own unique tongue to the symphony of sounds that drift across the lands. Whether they are the lilting tongues of the civilized peoples (generally called the good kindred) or the harsh barks of the ancient tongues, each has its own complexities. From time to time, even the beasts can speak to humans and their kin, communicating vital information to lost travelers.

In earlier editions of T&T, if a character got an IQ boost of ten points, they suddenly developed the ability to be fluent in ten more languages. The chart here offers a somewhat more logical means of finding time and means to learn the languages of Trollworld.

Tower of Babble

Many character types are mentioned here that do not appear in the playable list of non-human kindreds. These sections were originally generated at completely different times. Because both lists are optional elaborations, we did not try to reconcile the two lists for this book. You are encouraged to elaborate on or invent what you want to use that is not here.

14.1 The Civilized Tongues

Common (Khaz'ni) is the general tongue of both humans and hobbs on Rrr'lff. It is a pidgin of many different languages used in this part of the continent and is spoken by most of its inhabitants. But on Zorr (the Eagle Continent), the most widely-spoken language is Zhennsh. It has no more in common with Khaz'ni as Swahili has with English. On the Maneland, the centaur language of Uinni is the most widely-spoken tongue.



Elvish tongues: People talk about Elven as if it were one language, but in fact there are several elven languages, and most of them are divided into the High Speech and the Low Speech. The High Tongue is reserved for use by the nobility, the wizards, and elves more than 5000 years old. Commoners use the Low Speech.

In the western part of the Dragon continent, the low or common speech of the Elves is called Vaarci-den-peri or just Vaarci. The High Tongue is Perriperr-denden-M'ardom. In the eastern elven empire, the base language is Laavik, and they won't even tell non-elves what the High Language is called. Laavik and Vaarci seem to have some characteristics in common such as the doubling of the "a" sound wherever that appears, but otherwise

seem unrelated. The low speech is also the commonly-used tongue for peoples that migrated together, including fairies, leprechauns, Vartae, and pixies.

Dwarven tongues: The original dwarven language of Gristlegrim's golem-dwarves has no vowels and was called Khzd. The modern form of the tongue suitable for use with outsiders is called Khzad, and dwarven now has vowel sounds—all soft using a, e, o, u. On Zorr, the fire dwarves speak Zelh. (Zel is the common word for fire in that land.)

The familiar dwarves of Midgardian extraction speak Vetr, a stable creole derived of various Nordic and Germanic tongues originally spoken in the abductees' homelands.

14.2 The Ancient Tongues

Urukish is spoken by uruks and the urukin. The uruks themselves make no distinction between the name of the people and the name of the language, and is generally pronounced as *uurrk*.

Khargish is the language of the rock trolls. Flesh trolls speak the language of their original forms, and learn a debased form of Khargish known as Grhargg.

Gobble is commonly spoken by goblins, hobgoblins, gremlins and grobrins.

Gnomick is the language of gnomes and kobolds. It is very hard for non-native speakers to understand as each word takes its meaning both from context and also from the relative position of the sun and moons of Trollworld.

Nehrrc is commonly spoken by the ghouls and living skeletons. Other undead tend to speak the same language they spoke when they were alive. Nehrrc is one of the three great languages of ancient magic and it must have once been important, although in the present it is almost forgotten.

Flametongue is commonly spoken by the dragons, all demon-types and the elementals. The sounds are generally unpronounceable by human vocal chords.

Baribar is commonly spoken by gargoyles, the gorgons, the harpies, the kelpies, the selkies, the swamp-fiends, and the toad warriors.

Hroga is the ancient tongue of the ogres and giants. The written form of the language consisted of over 100 different types of gems cut in different ways—square, hexagonal, oval, etc. The gems, differentiated by color, size, and cut formed syllables in the ancient Hrogr language and were often combined in words between 10 and 20 syllables long. The degenerated ogres of the modern day almost never use any word more than two syllables in length.

Olfa is the language of the centaurs on Rrr'lff.

Muu is spoken by the minotaurs.

S'sharraa is the language of nagas and lamias.

14.3 The Tongues of the Beasts

Low Tongues are divided into several groups: **pteran** is spoken by all flying beasts; **serpentine** by all reptiles; **insectoid** by all insects; **blood speech** is spoken by canines and felines; **herdspeak** by pachyderms and pigs; **ursian** by bears and ulogulos; **simian** by all primates; **equine** by all animals of the horse family, including unicorns; and **bovine** by all animals of the cattle group, etc. These are not really language names, but simply descriptions covering a wide variety of noises and body movements made by such animals when they are communicating.

14.4 Languages that May be Learned

Learning languages is not really as easy as we have made it out to be in earlier editions. If you are creating a character randomly, roll once for each 3 points of Intelligence over 12. (For example, with an IQ of 13, roll once; IQ of 19, roll three times.) Each character begins with fluent knowledge of their own basic kindred speech. Literacy in that language is not a given. (You might want to make an exception for any wizards, who are the more



bookish academics of the world.) To be able to read and write one's own language, make a L2SR on IQ when creating the character.

If you, as player or Game Master, are not creating the character randomly, you can pick and choose any language or combination of languages necessary to

complete the character's origin or backstory. For example, if it is important that your human character was raised by goblins, then your human character speaks Gobble as her native language.

Characters who increase their intelligence ratings may learn new languages from this table. As

LEARNING A LANGUAGE CHART				
Roll d100	Language Name	Kindred/location	Learn to speak and understand (IQ SR required)	Literacy: reading and writing (IQ SR required)
1-30	Common (Khaz'ni)	Humans, hobbs, skeletons, ratlings (<i>western Rrr'lff</i>)	L1SR	L2SR
31-40	Common (Baribar)	Gargoyles, humans (<i>eastern Rrr'lff</i>)	L2SR	L3SR
41-45	Common (Zhennsh)	Humans (<i>Zorr</i>)	L2SR	L3SR
46-50	Common (Uinni)	Centaur, humans (<i>the Maneland</i>)	L3SR	L4SR
51-53	Vaarci-den-peri	Elves	L5SR	L7SR
54-56	Laavik	Elves	L5SR	L7SR
57-58	Khazad	Dwarves	L2SR	L3SR
59	Khzd	Dwarves	L4SR	L6SR
60-61	Vetr	Dwarves	L2SR	L3SR
62	Zelh	Fire Dwarves (<i>Zorr</i>)	L3SR	L5SR
63-68	Uurrk	Uruks, urukin	L2SR	No written form of its own. Usually written in Common or Khazad.
69-70	Khargish	Rock trolls	L7SR	No written form of its own. Usually written in Khzd.
71	Grhargg	Flesh trolls	L7SR	No written form of its own.
72-74	Gobble	Goblins, etc.	L3SR	No written form of its own. Usually written in Common.
75	Gnomick	Gnomes, kobolds, some dwarves	L10SR	L12SR
76	Nehrrc	Ghouls, skeletons	L5SR	L10SR
77-78	Hroga	Ogres, giants	L3SR	L10SR (Modern Hroga is seldom written. Ancient Hroga exists in early inscriptions and books.)
79-81	Olfa	Centaur	L3SR	Generally transcribed in Common.
82-84	Muu	Minotaurs	L4SR	Generally transcribed in Common.
85	S'sharraa	Nagas and lamias	L7SR	L10SR
86-96	All other languages of Trollworld	Choose your own kindred for any of these tongues	L3SR	L5SR
97-100	Animal languages	Choose your own animal	L4SR	Generally translated into Common.

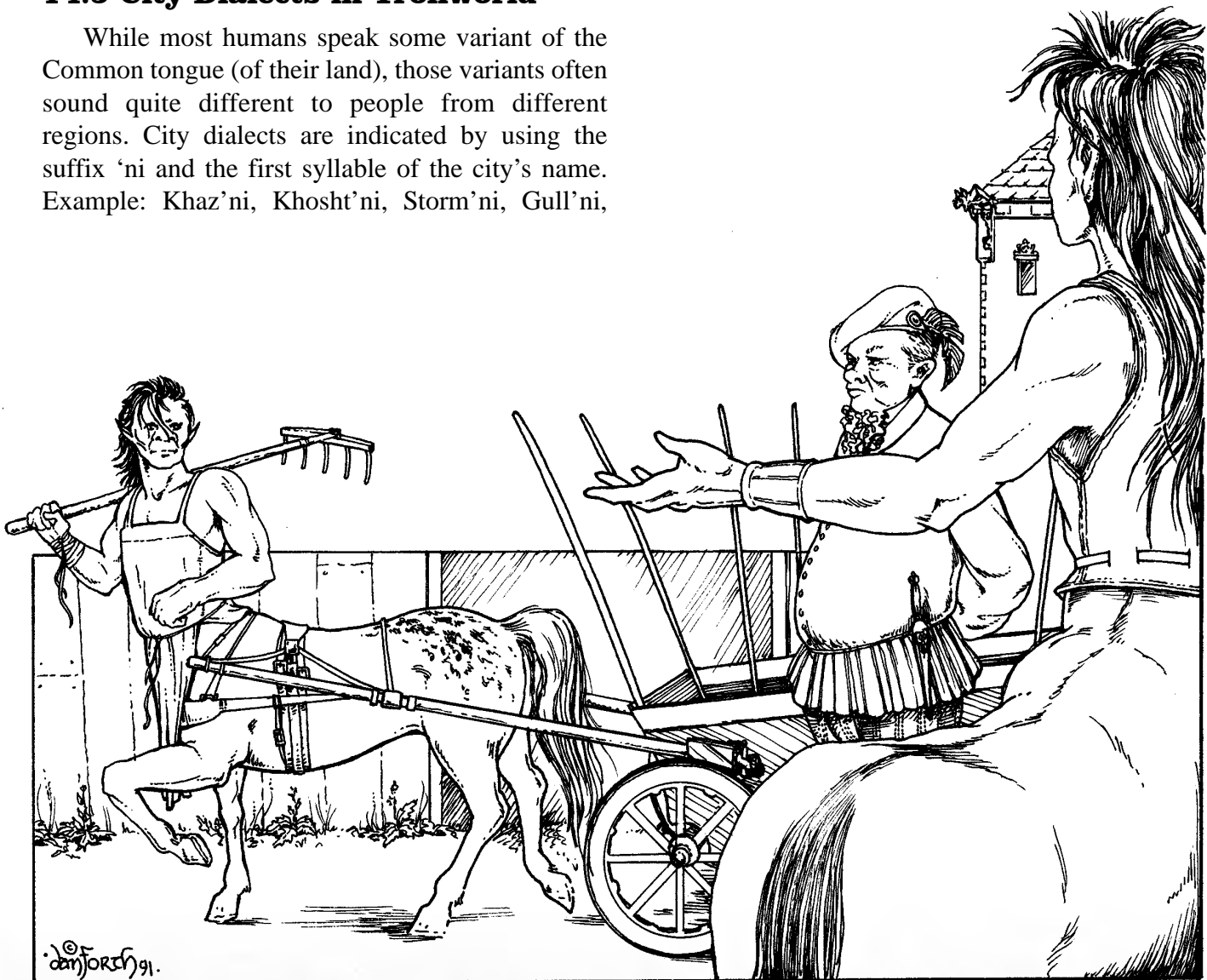
a player, you may either choose the language you wish to learn or roll for it randomly with a d100. If you work randomly, roll the d100 *just once* for each increased IQ point. Should you fail the associated saving rolls, the language did not “stick” despite being exposed to the opportunity to learn.

Wizard Speech is a special “language” which GMs may use for their NPCs, may let players use, or disallow entirely. It is true telepathy that bridges all language barriers, being heard (or read) as the native speech of the hearer. Magic is usually the only way to obtain this.

Kar’ni, and so forth. In the eastern lands where Baribar is the Common tongue, the suffix is -ar and the whole city name is used. Example: Tarka-ar, Raaka-ar, Skratz-ar. On Zorr city dialects are indicated by a prefix Zo- and the first syllable of the city name. Example: Zozygg, Zoga, Zoref. On the Maneland they do not use any such construction to denote language differences—Uinni sounds pretty much the same throughout the land.

14.5 City Dialects in Trollworld

While most humans speak some variant of the Common tongue (of their land), those variants often sound quite different to people from different regions. City dialects are indicated by using the suffix ‘ni and the first syllable of the city’s name. Example: Khaz’ni, Khosht’ni, Storm’ni, Gull’ni,



15.0 Extended Talents

During development of the Deluxe rules, the Fellowship tackled talents and their uses on several occasions. Some of the variations on the theme were shared with backers for feedback, and from there we refined our ideas. The simple one-talent version you have in the core rules as Section 6.0 survived. Additionally, rogues received special treatment in their talents as well.

However, even when fans' feedback tipped the balance for a simple, single-talent system, a significant number of respondents expressed a liking for the more

complicated (crunchy) version we originally proposed. Among the Fellowship, Bear Peters was the tireless champion of the tiered talent system, and that is what is offered here. After all, the Elaborations section of the rules is all about player-choice.

We trust that you looked over the basic talent system in **Section 6.0**. Some of that material will be reiterated here, with the modifications noted that allow the use of multiple tiers of talents. We don't want you to have to flip back and forth, but review Section 6.0 further if something here is unclear.

15.1 What is a Talent?

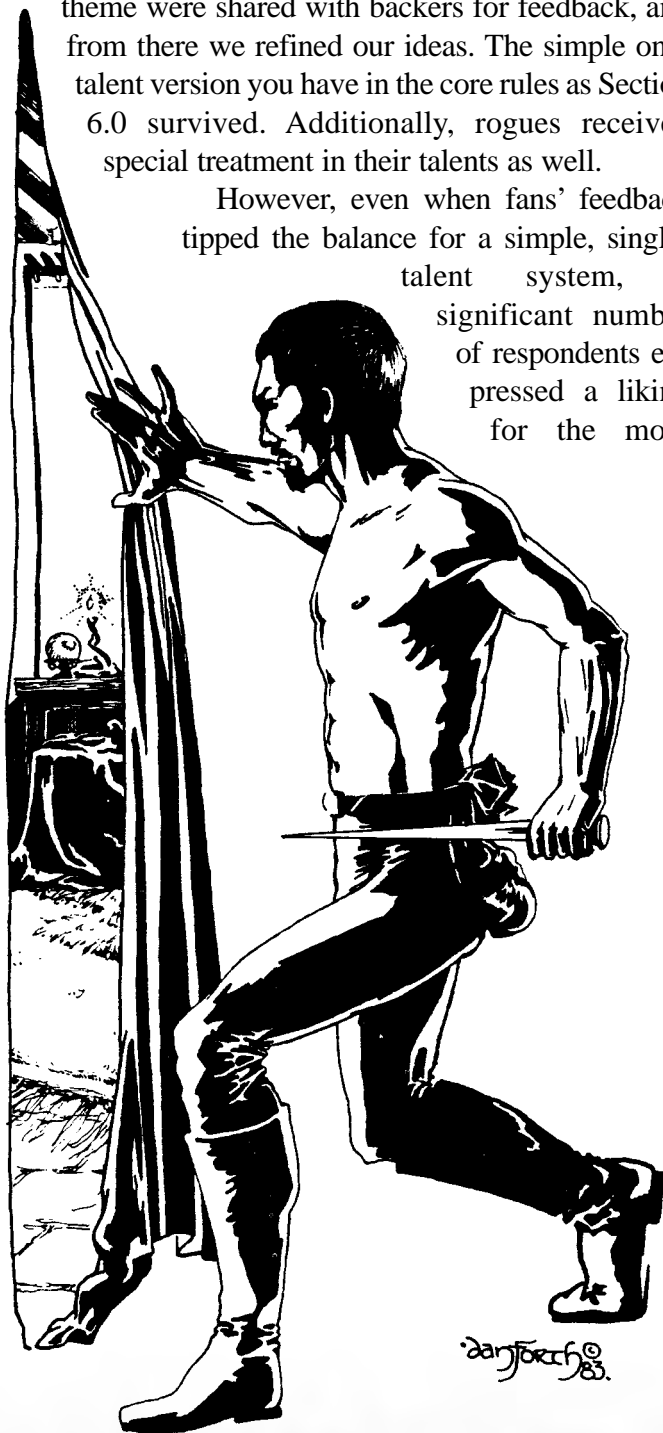
We start by presuming that player characters (and NPCs as well) have background-inspired interests and experience they can bring to their adventures. The basic game describes how a character might know fishing or boating, tailoring, or leatherworking because of how their lives unfolded before they took up the adventurer's road.

Using talents in the game can be very subjective—more so with tiered talents. To get the most from them, you will need to work closely with your Game Master.

15.2 Acquiring Talents

Every character begins with one talent at first level. Talents always begin at Novice/Basic degree and can progress through three additional degrees of expertise: Apprentice, Journeyman, and Master. Each successive degree of expertise provides a larger bonus to related saving rolls as shown in the table below.

Having a talent confers a bonus to saving rolls called for when the character attempts to use their relevant skill or knowledge in an appropriate but specific situation. The bonus can be added to any relevant attribute. For example, a novice blacksmith might gain a +3 bonus to their dexterity roll to craft a new sword, +3 to his intelligence saving roll to recognize the quality of a sword for



sale, or +3 to his charisma roll to convince a would-be buyer of the quality of the sword the blacksmith is selling.

The attribute being tested with the saving roll must be at a minimum value if the player wants to get benefit of the bonus. Knowledge and training can only take one so far—natural capacity for the talent’s application must be present first.

A novice-quality talent requires a minimum of 10 for the relevant attribute. (This is what is required in the basic game.) Apprentice level requires a minimum of 17; journeyman minimum is 24, and master’s quality is minimum of 27.

An example may clarify that rule. Ruus Dor’osaie brews ale for the local taverns, using an Apprentice Brewmaster skill. After an expedition to the north, he experiments with flavoring his ale with the rare winterice berries he brought back. Ruus’s player asks to apply the +5 talent bonus to the LK saving roll his GM asks for. Ruus’s LK is 18, so the GM agrees—the odds are in his favor that he won’t ruin the batch by accidentally mixing in the fell-green ones.

On another occasion, Ruus is attempting to discern the secret ingredients of a particularly unique ale he has an opportunity to try. The player asks to add the +5 bonus to his IQ saving roll, but when the GM determined that Ruus’s IQ is only 15, he denies the player that bonus. Ruus isn’t smart enough to recognize what those special flavors might be unless it comes to him the old-fashioned way, with a basic IQ roll, no bonus.

15.3 Improving your Talents

New talents can be gained or *existing talents can be improved* in one of three ways: leveling up, using adventure points, or by GM fiat.

Leveling Up:

As characters level up, they may choose one of the following options for free, each time they go up a level:

- ◆ Acquire a new talent at **Novice** level
- ◆ Increase a known talent from **Novice** to **Apprentice**

- ◆ Increase a known talent from **Apprentice** to **Journeyman**
- ◆ Increase a known talent from **Journeyman** to **Master**

IMPROVING TALENTS			
Expertise	Saving Roll Bonus	Minimum Attribute Required	Purchase Cost in Adventure Points (AP)
Novice/ Basic	+3	10	300
Apprentice	+5	17	600
Journeyman	+7	24	900
Master	+9	31	1200

Experience:

In addition, one time each level (after first level), you can spend adventure points to acquire or improve your talents.

- ◆ Purchase a new talent at **Novice** level = 300 AP
- ◆ Increase a known talent from **Novice** to **Apprentice** = 600 AP
- ◆ Increase a known talent from **Apprentice** to **Journeyman** = 900 AP
- ◆ Increase a known talent from **Journeyman** to **Master** = 1200 AP

Game Master Fiat:

Highly situational (even capricious), there will be times the GM will decide that your character’s in-game activity merits being made into a talent, or perhaps that it could provide a bigger bonus than +3. No rule can define how to implement this but it should not be automatic just because a character attempts something and succeeds. Making or missing saving rolls awards APs. Adventure points earned while attempting to perform a feat with a talent can be used to improve that talent or to buy entirely new talents. That is the payoff of learning from one’s success or failure.

Most GM-given skills will be handed out at the

novice/basic level of competency (if the talent is entirely new), but possibly at the apprentice level in exceptional cases. Thereafter, the player must put their own effort into improving their talent above apprentice, either by raising the character's level or by investing adventure points.



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15.4 Broad vs. Narrow Talents

A player may select broad or narrow talents for their character, or a combination of both. This can be what makes talenting so subjective.

As a guideline: broad talents represent minor interrelated abilities, or a wide but shallow area of knowledge. "History" would be a broad talent because it involves a "big picture" overview and does not focus on details of any particular time or place. ("The English and the French fought many wars against each other in the Middle Ages" might be the extent of it.)

Narrow talents are much more specific in scope and represent a single, finely-honed skill or a limited field of knowledge. (A very narrow example would be "I can tell you everything about Waterloo, but not much about the Spanish campaign or who was ruling England at the time.") In Trollworld context, a talent for the "Military History of Khazan" would be detailed in describing that region, but do little to

inform the PC about history of the human cities in the south, and nothing at all about more distant lands.

A broad talent will have wide applicability, able to be used often. On the other hand, a narrow talent could be more powerful in application, if applied appropriately. It might actually reduce the level of a saving roll required by a level or two.

Consider this example: Roo the Hunter and Crow the Elf decide to have an archery contest. Roo has the broad Marksman talent and Crow has the rather narrow Elf Bow talent. Both are shooting at an apple sitting on a tree stump, and the GM determines that they each should make a 6th level SR on DEX (target number of 45) to hit.

Roo adds his Marksman bonus of +3 to his dexterity of 25 and must roll 17 or better on two dice to hit—he'll need doubles for sure. Crow adds his +3 Elf Bow bonus to his dexterity of 28 and would normally need to generate a total die roll of 14. He would also need doubles.

However, Crow's player points out that he is using his special elf-made bow with his Elf Bow skill and asks for a reduction of the saving roll needed. The GM agrees and reduces Crow's SR to 5th level (target number 40). Now Crow only needs to roll a 9 or higher, and has a much better chance of success.

Part of your job as a player will be to think about exactly what your talent encompasses, and how you expect it to apply. Conferring with your GM, and perhaps with others in your playing group, may help clarify the boundaries.

15.5 A GM's Guide to Assigning Talent Saving Rolls

The GM should always think about how difficult the task would be for an adventurer without any special training or ability, and use that as the baseline. Most saving rolls should be at the same level as an untalented person would face, but the talent improves the results for the person who brings "that special something" to the table. Sometimes one's particular knowledge will lower the saving roll slightly—not more than 1-2 levels, usually, and only if the talent is particularly apt (as

in the example above). Sometimes, a feat will actually be impossible to attempt for someone with no particular talent for the job, in which case the saving roll will be possible but set at a high value.

The GM must weigh what a talent brings to a given situation. Allowing only the narrowness of a talent to affect the SR level will definitely encourage players to choose specific talents rather than categories of abilities or even whole professions as talents.

Let's explore an example.



The characters have been informed that the Earl of Summerhall is throwing a birthday gala for his comrade, the Silver Duke (so named for his love of the metal, particularly in the form of jewelry). The Earl has put out a challenge to “bring the best gift and you will be rewarded.” The GM decides the nobles are not easily impressed by an everyday gift, and that an 8th level saving roll is going to be the baseline.

The first competitor is the clever mage Ferino. In the course of his life, he has learned enough to become a master goldsmith, in the habit of making magical jewelry for the wealthy and adventurous. He isn't accustomed to working with silver, though, so his skill with gold doesn't directly apply. Still, he is a metalworker accustomed to creating interesting and attractive jewelry.

Ferino has competition from a young friend named Gobo, who enthusiastically decides he wants to give it a go as well. He is a journeyman blacksmith who once made a set of silver-chased warblades. He understands a little about the metal,

but a delicate bit of jewelry is beyond his experience.

Neither of these characters are dedicated silversmiths, so the GM has to decide how much of their knowledge applies. The GM allows the goldsmith to apply his knowledge of jewelry-making by lowering the saving roll to a L4SR. $((35-DEX)+9)$. If Gobo tries to make a piece of jewelry, his prior experience pounding out meat-cleaving swords of steel and iron doesn't apply very well. Generously, the GM allows him to try at least (which is more than a non-metalworker could do) but he is stuck with the basic L8 roll $((55-DEX)+7)$. However, if Gobo's player says “Hey, I'll make the Duke a nice silver dagger!” then he might get a lower roll—perhaps L5 or $((40-DEX)+7)$. In this case, he is at least working on something closer to what he's ordinarily accustomed to doing.

In the end, along comes the renowned cavalier Xol the Amazing, an accomplished silversmith with a long history of serving kings, queens, and emperors across the land. He sweeps the contest with a L2SR on his master-level talent.

The GM is cautioned to make sure the talent applies to the task at hand. If another competitor, Goldie Llangrims (also with a goldsmithing) got his name from applying gold leaf to statues carved in his workshop, then he won't begin to know how to make silver jewelry any better than Gerda Longshanks the pig merchant, whose talents come under the heading of animal care.

Limitations

Talents are not “always on.” In the heat of action, a talent may slip the mind of an adventurer (or the player). If it is not called into play at the time, it may not be used retroactively.

No talents simply make you “better” at things you normally do, like being better in combat. (That comes from your personal adds, your weapons and so on.) Talents apply to special actions, specific feats, and limited situational conditions. A talent like “Exceptional uses of weapons” will allow you



the opportunity to disarm a foe, or maybe even bean an ogre by throwing your mace. It won't add to your hits of damage every turn.

Talents are not additive. A character, especially an experienced one, may have several talents that could apply to a given situation. The character must select the one talent he feels applies best, and cannot attempt to add them all together.

Special Case Talents

Rogues acquire talents more easily than the other character classes, and are more likely to rely on them. Rogues get one extra talent immediately, at the time they are rolled up. Other first-level characters begin with one talent; rogues start with two.

As rogues level up, they also get on the fast track for extra talents, or they can invest in upgrades to existing talents instead. For these, the cost in AP is the same. On every even-numbered level, a rogue may take *one additional rogue-like talent or an upgrade to an existing rogue-talent* (the ones starred in the talents list) for "free" and in addition to a character's normal talent available for leveling up.

15.6 A Final Note

Talents are not additive. A character, especially an experienced one, might have a number of talents which apply to a given situation. Characters must select the one ability they feel best applies to the challenge. They may not assemble a laundry list of talents and attempt to add them all together. The player must make a selection from among his or her characters' applicable tools, and the GM must decide if the talent applies.

Kinevil the Rogue is at it again: he has decided to cut the purse of an elvish lord in the market. He has *roguey* at journeyman level, *cutpurse* at apprentice Level, *elven anatomy* at novice/basic level, and *stealth* at apprentice Level, any of which might be brought into play. The GM will sets the difficulty level at a level 6 SR on dexterity (45-Dex). While all of these might be used to augment Kinevil's attempt, the player must select the one he feels is the most appropriate, and make his case.

Kinevil's DEX is 25. With his journeyman roguery talent, that would yield (45-25+7) or a SR of 13. But Kinevil's player rightly decides that his apprentice cutpurse talent +5 and a request of the GM that this calls for a lower level of SR is the way to go. The GM turns out to be sympathetic, and lowers the SR level to 5 (40-DEX). Kinevil applies his apprentice level cutpurse talent and can now make a SR of 10 (40-25-5). If the GM had remained adamant it would have been (45-25+5) for a SR of 15!

15.7 Talent lists

You are not limited to talents listed. Use this list only as a guide, and as a place to start.

Talents can be anything the player can think of. They can be broad in their application or narrow. Players and GMs will find it helpful to some idea about what and where and how your character came to learn and practice this talent. This might shorten the discussions about whether the talent would apply to any given circumstance.

The list below contains talents that are broad, whole crafts (like *blacksmith* or *fisherman*), and those which are specific (*poisoner* or *calligrapher*). The applications of these talents will lie with the creativity of the player, arbitrated by the Game Master.

This presentation of more specific talents, as indented under broad talents, is to suggest how the ideas might relate to each other. Some are listed with alternative names for similar (but not necessarily identical) options.

Talents

- ◆ Anatomy
 - ◆ Butcher
 - ◆ Specific anatomy (*Elvish anatomy, trollish anatomy, etc.*)
 - ◆ Surgeon
- ◆ Animal knowledge
 - ◆ Animal husbandry
 - ◆ Horsemanship or riding
 - ◆ Hunting, Tracking
 - ◆ Training: Dog/Cat/Horse/Bird
- ◆ Artisan

- ◆ Actor
- ◆ Painter
- ◆ Sculptor
- ◆ Calligrapher
- ◆ Scribe
- ◆ Jewelry maker
- ◆ Leather worker
- ◆ Musician
- ◆ Potter, Ceramicist
- ◆ Singer
- ◆ Bard
- ◆ Athlete
 - ◆ Contortionist
 - ◆ Dance (*or specific dances*)
 - ◆ Deep water diving
 - ◆ Acrobat*
 - ◆ Juggler
 - ◆ Martial arts (*or specific types*)
 - ◆ Mountaineer
 - ◆ Skier
 - ◆ Caver
 - ◆ Swimmer
- ◆ Botany, Knowledge of plants
 - ◆ Apothecary
 - ◆ Healer
 - ◆ Herbalist
 - ◆ Poisoner
- ◆ Builder
 - ◆ Architect
 - ◆ Engineer
 - ◆ Mason
 - ◆ Shipbuilder
- ◆ Charming (CHR)*
- ◆ Chemistry
 - ◆ Alchemist
 - ◆ Apothecary
 - ◆ Explosives
 - ◆ Healer(*or specialized for certain kindreds or for animals*)
 - ◆ Medicine
 - ◆ Poisoner*
- ◆ Cleverness (IQ)*
- ◆ Crafts
 - ◆ Brewer (*or specialized for wine, beer, ale, mead, spirits, etc*)
- ◆ Candymaker
- ◆ Tailor
- ◆ Weaver
- ◆ Cook
- ◆ Farmer
- ◆ Tinker
- ◆ Jewelry maker
- ◆ Leather worker
- ◆ Armorer
- ◆ Blacksmith
- ◆ Farrier
- ◆ Swordsmith
- ◆ Culture knowledge
 - ◆ Diplomat
 - ◆ Species specific lore (*Elf lore, troll studies*)
 - ◆ Historian
 - ◆ Literature
 - ◆ Poet
 - ◆ Social status (*being third son of a duke, you can move in those social circles; or you simply have friends in high places.*)
 - ◆ Comparative religion (*may specialize for regions or kindred*)
 - ◆ Knowledge of rites and rituals
 - ◆ Mental discipline
- ◆ **Exceptional uses of weapons*** (*not the same as "better combat skills"*)
 - ◆ Archer
 - ◆ Sharpshooter (*should be weapon specific*)
 - ◆ Swordsman
- ◆ **Geology, Earth sciences**
 - ◆ Miner
- ◆ **Daily life skills**
 - ◆ Bargaining
 - ◆ Bartering
 - ◆ Streetwise
 - ◆ Merchant
- ◆ History (*may specialize to region, locality, or time period*)
 - ◆ Historian (*Kindred Specific*)
 - ◆ Librarian
 - ◆ Intellectual
 - ◆ Literate, Well-read



- ◆ Philosopher
- ◆ Playwright
- ◆ Poet
- ◆ Storytelling
- ◆ Writer
- ◆ **Language Proficiency**
 - ◆ Ancient tongues (*May specialize in a certain time period or kindred-specific ones*)
 - ◆ Codes, Ciphers, and Secret Writing
 - ◆ Translator
 - ◆ Rhetoric
- ◆ **Bureaucrat**
 - ◆ Judge
 - ◆ Lawyer
- ◆ **Persuasion**
 - ◆ Leadership
 - ◆ Seduction
- ◆ **Marine Knowledge**
 - ◆ Deep-water Fishing
 - ◆ Canoeing or Kayaking
 - ◆ Navigation, Piloting skills
 - ◆ Sailing
 - ◆ Knot Tying
- ◆ **Mathematics**
 - ◆ Accounting, Bookkeeping
 - ◆ Astrology
 - ◆ Astronomy
 - ◆ Gambling
 - ◆ Practical math, Geometry, Trigonometry
 - ◆ Theoretical Math
- ◆ **Mechanics**
 - ◆ Clockworks
 - ◆ Siege machinery
- ◆ **Leadership**
 - ◆ Military Tactics, Small unit tactics
- ◆ **Resilience**
 - ◆ Competitive drinking
 - ◆ Endurance
 - ◆ Self-defense
 - ◆ Dodge*
- ◆ Scientist, investigator
 - ◆ Anatomy
 - ◆ Chemistry
 - ◆ Medicine
 - ◆ Research skills
- ◆ Subtlety, Roguery, Thievery
 - ◆ Arson*
 - ◆ Assassin*
 - ◆ Conspiracy*
 - ◆ Disguise*
 - ◆ Gambling*
 - ◆ Garrote*
 - ◆ Lock-picking
 - ◆ Pickpocket*
 - ◆ Poisoner*
 - ◆ Sleight of hand*
 - ◆ Streetwise*
 - ◆ Spy*
 - ◆ Stealth* (*hiding, tailing, evasion*)
 - ◆ Thievery*
- ◆ Wilderness Skills, Outdoorsmanship
 - ◆ Camping
 - ◆ Firemaking
 - ◆ Fishing
 - ◆ Hunting
 - ◆ Knot tying
 - ◆ Overland trekking
 - ◆ Trapping
 - ◆ Wilderness Survival - (*Area specific: jungle, snow and ice, desert etc*)

15.8 Living in the Past

Many of you have “legacy characters” after adventuring with Tunnels & Trolls, in one edition or another, for years. Your existing characters may or may not have quantifiable talents. Even if they do, you may want to modify what they know to reflect these rule changes. What follows will advise players how to retrofit those well-loved legacy characters so they too can enjoy the fun and relative advantage conveyed by talents. In an active campaign, this should be done in consultation with your GM, but not necessarily. These older characters have their unique history of memorable experiences. Obvious talents will probably suggest themselves!

Start with the basic options outlined in the main rules or the longer version here in Elaborations. Look at the character’s level and allow one talent

or talent improvement per level.

If the character has unspent Adventure Points, he or she may purchase an additional number of talents or upgrades, until the available pool of AP are used up. Remember to allow only one purchased additional talent or upgrade per character's level. If there are not enough AP available at the time of re-talenting to fill out one for every level, then that "window of opportunity" closes. The character presumably spent the APs on attribute upgrades instead of talents, and should simply move forward from there.

By way of example, we're going to re-talent one of the oldest existing characters in Tunnels & Trolls history: Gill Thistledown, best known from his illustration in the very first edition of the game as "Gill The Mad Hobb(it)"! Gill has been resting on his laurels for a long time—even originating so long ago, he is only an 11th level character.

First step is to build a "shopping list" of talents to consider based on the character's past, and starting by browsing the existing list of talents above. Throughout his history, Gill was renowned for his *Resilience*. (See the dented helmet?) He has also survived by being difficult to hit, either by being inconspicuous or actively dodging, so both *Dodge* and *Stealth* as possibilities. He has a known skill with thrown objects (conceptually something that seemed right for being a hobb), so some kind of *Exceptional Uses of Weapons (Thrown Small Objects Rocks and Daggers?)* or perhaps *Sharpshooter* would recommend itself.

Conceptually, the evasion/dodge/acrobatics are related ideas in how Gill was always played, so it

seems appropriate to consider making up an unique talent to demonstrate Gill being a slippery character let's add *Escape Artist* which appears nowhere on the talent list above. These ideas could unify all those abilities, and possibly free up a few points to be used elsewhere.

Now with a framework to hang Gill's talents on, let's look at how many he will get to choose from his shopping list. Being an 11th level character, he has 11 automatic talent raises to begin with. Second, let's look at his AP pool. Like most Tunnels & Trolls characters, Gill put his accrued AP into his attributes. As a result, his pool of available points is only 631 AP at present. Although he could theoretically purchase 11 more talents or upgrades if he had enough AP, Gill is going to have to make do with what he has.

Now we can begin to help

Gill "go shopping."

The first thing to note is that Gill's limited AP will go farther buying two Novice/Basic level abilities than they will taking one Novice-level skill up to Apprentice. We'll use those points first, something beginning-level characters obviously cannot do. (Gill earns the just rewards of the long history and legacy of characters who have been around since earlier times!)

Using 300 AP each, Gill takes Novice/Basic talent level in *Resilience*. For his second choice, he decides to go with Novice/Basic *Throwing Small Objects Rocks and Daggers* (under *Exceptional Uses of Weapons*), noting that he's played around mostly with all kinds of daggers and slings but not bigger things like spears. The 600 AP are used up and gone, and only 31 remain in the bank.

Now the eleven level-based "free" talent raises

**Gill
Thistledown
the Mad
"Hobb**



A 1st Edition
T&T character!



come into use. Gill wants *Escape Artist* at Apprentice level (using 2 raises total), and grabs Journeyman *Dodge* (3 raises). He upgrades *Resilience* and by changing it from Novice/Basic to Journeyman level (another 2 raises). He raises *Throwing Small Objects Rocks and Daggers* to an Apprentice level (1 additional raise) talent. Gill has made use over the years of going unnoticed in tricky situations, so he adds *Stealth* at an Apprentice level (2 more raises).

Up to this point Gill seems to be a very martial character, but then it occurred to me that he was the go-to guy on long campaigns as the camp cook and short order chef. To use the last talent raise, let him buy the talent of **Cook** as a Novice level skill. Now Gill's talent list will look something like this:

- Resilience*: Journeyman
- Dodge*: Journeyman
- Stealth*: Apprentice
- Throwing Small Objects Rocks and Daggers*: Apprentice
- Escape Artist*: Apprentice
- Cook*: Novice/Basic

And thus we have a reasonably well-rounded character profile of the plucky "Mad Hobb" adventurer with all the talents his long history would suggest. If he had more Adventure Points lying around, he could have purchased up to nine more talents. But fair is fair, and this is all he has to face his next great adventure with!

15.9 More Recent Edition Characters With Existing Talents

Gill was originated under the oldest T&T rules, but with the advent of the later editions, talents were introduced into game play. They were generated by a random d6 die roll and generally ranged from +2 to +6 (even the stingiest GM usually let a "one" roll again.) To bring these characters up to date, the following adjustments can be made.

If a current talent is +1 to +3, the character has that skill at Novice/Basic level. If she was lucky and has +4 to +6, she has the talent at Apprentice level. This talent will be treated as having been given by Game Master Fiat and will not factor into retrofit costs.

Now take the character and determine what his current level is and how many unspent AP he has. This information will help determine how many new talents are possible and at what levels they may be.

Let's use as an example Grolbert, an orc of surprising resilience. He has reached the lofty heights of 5th level. Furthermore, Grolbert has amassed 313 unspent Adventure Points. His level would entitle him to 5 talents or raises. His meager pool of AP would net him only one talent purchased at the Novice/Basic level.

So let's take Grolbert "shopping."

Grolbert's Legacy talent was *Evasion*, and being lucky by nature he rolled it at 6. So to begin, Grolbert has this talent at Apprentice level. As a redoubtable elf fighter he has amassed substantial talent at *Forest Survival*, buying that with his AP at Novice/Basic, and adding a level to Apprentice (1 raise). He is adept at taking captives, and as such knows *Knot Tying*, at a Novice/Basic level (1 raise).

While growing up with goblins he learned *Fishing* at a Novice/Basic level (1 raise). That he has survived this long can be attributed to his ability to not get hit when attacked; to finish his talent pool Grolbert acquires *Dodge* at Apprentice level (2 raises).

Grolbert's talent list looks like this:

- Evasion*: Apprentice
- Forest Survival*: Apprentice
- Dodge*: Apprentice
- Knot Tying*: Novice/Basic
- Fishing*: Novice/Basic

A well-rounded, upstanding Orc on the rise, Grolbert is poised for greater things.

Specialized Talents

Expand Professional Secrets—similar to the Elaborate Specialists, but using the core talent rules.—for examples, for Wizards:

Not only the Schools of Magic, 1-10 but

Unarmed combat skills (monk)

Musical adept (bard)

for Warriors, *gladiator (wrestler, rogue's thuggery, pugilism with a dose of showmanship)* ■

16.0 Accessories

When T&T was first invented, you could hardly find anything fancier than six-sided dice even at a hobby store. The environment has changed over the years, and different accessories for gamers are now abundant. We mention just a few here, but you can learn of many more with a trip to your Friendly Local Game Store, or by connecting up with other gamers online in any of the many social media venues. The popular choices for online media change yearly, so we will not list specific ones here—but it is probably safe to say there will be shared online social environments for some time to come. Make use of them to find others of like mind.

Miniatures have been embraced by many tabletop gamers, so we are providing some guidelines for their use in Deluxe T&T. More high-tech are the virtual tabletops that overcome one of the key problems traditional role-playing gamers have faced since the beginning: how and where to get friends together to play if you can't get together face to face. Finally, although T&T does not (yet?) have a dedicated mobile app for the tablet or i-thingy of your choice, some common types of applications and reference sites can be useful or at least interesting to have for a game.

Accessory Kudos

Kudos to David Nelson and Jerry Teleha of Trollhalla for providing the main concepts that underlie the ideas put forth here, because the Fellowship may be a little clueless about these things. That didn't stop us from building on what they sent, perhaps beyond their recognition, so don't blame them for any confusion that ensues!

16.1 Miniatures

The game of Tunnels & Trolls did not come from the miniatures tradition. But T&T's combat system is emphatically not “blow by blow,” so you will not find those game-mechanics added here, even for miniatures use.

Still, some players and GMs use miniatures, or even random tokens, to indicate general positioning on battlemats, paper, or even a dry-erase board with quickly sketched-out maps. This clarifies game situations by using visual placeholders for special situations: talent-based stunts, line of sight magics, and missile attacks at specified ranges to name just a few. There is no better way to quell confusion or disagreements if everyone is envisioning the same situation.

If you want to invest in metal miniatures and enjoy painting them, it can be a related hobby in its own right. Alternatively, use a few spare dice, cardboard tokens, coins, or that old boot from your vintage Monopoly set to get everyone on the same page.

Range

Tunnels & Trolls uses distances in feet, so determining a standard scale of distance relative to the printed battlemat or drawn map is an essential first step. Most miniatures today are 32mm (or the heroic 28mm), which makes a scale of 1 inch = 5 feet about right for the space taken up by an ordinary human. This is also a scale commonly used in other tabletop RPGs, making it a quick and familiar adaptation, and one that transfers equally well to the occasional use of tokens instead of molded minis.

Published battlemaps come in many varieties, most printed with grids or hexes, but GMs can simply make sketches on the fly, or prepare likely situations by drawing templates in advance. Pick a scale and use it consistently. Rulers, yardsticks, and

tape measures help determine distances and line of sight opportunities.

Positioning

Setting out the tokens at the start of combat sets the scene. It clearly identifies who is where, which makes targeting between PCs and NPCs easy to assess. If magic or missile attacks require line of sight, then the characters have to be sure they aren't shooting their comrades in the back and that they are within range. If there is an area-of-effect spell or trap, those who have to make saving rolls can be separated from those who don't.

When combat is set to start, the GM needs both PCs and NPCs in place on the map. The progress of combat begins as usual, with ranged attacks going first (missiles and magic), and then melee fighters closing in. Melee characters can intentionally engage specific enemies to prevent them from reaching a ranged attacker "behind the front lines" which will account for why the warrior can absorb most of the hit point total for the whole group if the party loses the combat round. However, if the warrior is incapacitated or pulled away from the larger group, that also will be evident from his or her positioning—and the magic-users who were counting on their meatshield taking most of the hits may not be able to justify it, even under T&T's loose rules. Ouch.

Groups of characters who are adjacent to each other and attacking the same opponent(s) can always pool their attacks. The GM ultimately decides what is possible in terms of such groupings.

Movement

The prime attribute of speed is clearly defined in these rules as reaction time, not foot speed. Reaction time is probably good enough to use in relatively close quarters fighting such as might be seen in a dungeon, a back alley, or a close forest path—and for most individuals of whatever kindred, SPD = 1. Therefore, jockeying for position is more likely to be a question of who can shoulder past whom than how fast they can get there or who goes first. (Remember, T&T combat mostly

Movement

While it is possible to assign more "realistic" travel and movement rates to kindreds based on their height, T&T's flexible combat round would make this nonsensical. Consider this thought-experiment. Normal humans walk roughly 3 mph. That means they could walk around 500 feet in a two-minute combat round, even carrying equipment. (Put that on a 1"=5' hex grid playmat, and they're crossing 100 inches.) And that's just walking - Olympic-class sprinters cover half a mile in two minutes on flat ground, so athletic adventurers should be able to run around quite a lot in that time even if they aren't Olympians or in ideal conditions.

If you try to use height to calibrate T&T ground speed, an ogre (1.5× the height of a human) would be able to walk ~150 inches of playmat in a combat round. Giants (5×) would stroll at 500 inches - over 40 feet of playmat.

Don't get hung up on movement speed. Unless the players and GM need to break down combat into much smaller segments of time, stick to whatever is easiest or makes the story tell well.

happens "all at once" with allowances for things like magic taking effect before most melee fighters get their first swing in.)

Characters that can fly or move in unusual ways, however, muddle that picture. A fairy who had been scouting behind the party can flit by overhead to jam his poisoned thorn-dagger in the ear of the shambling horror at the front ranks. A leprechaun might *Wink Wing*. And if the combat is in open ground like an arena or field, then other considerations come into play. It is only logical that a short-legged dwarf is going to travel more slowly than a long-legged giant, if they get into a footrace around the hills of the Bronze Uplands. (Put that dwarf on a horse, and it becomes a different story yet again.)

If you use a hex grid map of some kind, then

you can deal with close-quarters movement in some detail. Have players and NPCs declare they will not plan to move, or will move 1-6 spaces per combat round. Roll 1d6 and actually “step through” those grids, stopping on whatever grid is rolled. This represents where the person actually wound up at the end of the combat round, after maneuvering around, forward and back. If two or more individuals end up in the same space, the higher STR or DEX got there first, but that would not prevent the other individual from moving as well—however, they would have to “stop” one hex sooner (from being outmaneuvered). A saving roll would also do well in this case, with the player choosing which attribute to apply—shoving through or slipping by with a quick hip check.



T&T Miniatures circa 1980 from McEwan miniatures

Breaking Away from a Fight

Combat in T&T usually means everyone fights until one side surrenders, is incapacitated, or until one’s foes have all died. Sometimes, however, NPCs or PCs know the better part of valor is to run away to fight another day.

T&T combat works on the premise that, over the course of a combat round, everyone on one side can get a swing in against pretty much anyone on the other side. Setting up the scene shows you that cannot always happen. Groupings should be handled loosely, but a rogue locked in combat with a ghoul 50 feet away from his or her buddies might need to break away and rejoin them. The party may not be able to handle what they’ve gotten themselves into either, and want to cut and run before everyone dies.

The spell *Alaka-Scram* resembles the way the spells *Little Feets* and *Glue You* did in the earliest editions, allowing party members to bug out of a losing battle with their hides more or less intact. In

the absence of that spell, and when using miniatures, breaking away from a fight becomes a matter of determining where you can go.

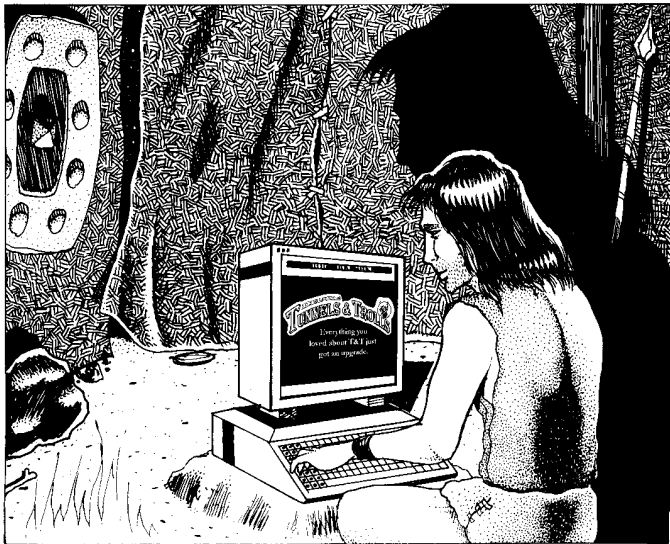
A character engaged in melee can break away by delivering on just half as much damage as the dice actually roll (weapon or spell damage, plus any adds, rounded down). Remember that this hit point total is offense and defense. Therefore, if they are fighting one-on-one, that lack of defensive numbers could result in being hit hard if they were already losing the battle, which is appropriate if they have turned their back on their opponent.

If the run away is making a more carefully planned, tactical retreat, then a kind GM might allow a luck or dexterity roll to sustain only as much damage as the runaway would take if they were still fighting normally (while eliminating all offensive damage done). A talent-based stunt would serve well here, if the character had something applicable like *evasion* or *roguery*. If they survive, then they can then move twice as far. (Using the quick’n’dirty 1-6 spaces movement method above, you could roll only 1d6 but double the result... or for an extreme case of adrenaline-inspired booster-boots, roll 2d6 with DARO!)

If those in need of a break are part of a larger group, then as long as one character is doing full damage to hold the bad guys’ attention, the others can break off combat without needing a stunt or saving roll. This mirrors the way a character (typically a warrior) can absorb all incoming damage in a bigger fight. However, those running off will still be limited to delivering half their normal damage, which is likely to put a bigger burden on the fellow staying to hold the line.

This same method can be used to break away

from melee with one opponent in order to engage a different opponent: to help a buddy across the room, to stop an opponent trying to escape with the Emerald Eye of An Elder God you were sent to retrieve, or just to leave behind the hamstrung foe who can't contribute anything more to the fight if you get out of arm's length. It is rarely wise to turn your back on a foe, but sometimes you can maneuver your way out of the fight altogether.



16.2 Virtual Tabletops and Other Digital Tools

A part of tabletop gaming's appeal is its less-technological aspect. You are in the same room with friends, family, and/or random acquaintances, able to look each other in the face and read the body language. So when your character is bluffing that brutish guard that you're actually *helping* his admiral win the upcoming naval battle by removing the keel from the Netherway warship because, really, it was cursed and you've all been tricked that it was enchanted to assure victory, no *really*... you can do that. If the game developers for a video game didn't think of that fiddle in advance, you can't invent it on the spot. Yet it couldn't be easier in a face to face game.

But technology offers tools to augment even a tabletop game. Can't get the old gang together this week? Or the GM travels for work, in Geneva one

week, Stockholm the next? Virtual gatherings can be handled through a VOIP like Skype or video chat platform like Google Hangouts (and no doubt many others), with nothing more than a webcam and a microphone—both of which many computers come with natively these days. Carry on the conversations which are at the core of a tabletop fantasy RPG, and it's almost like being together.

In addition, there are dedicated virtual play-spaces developed specifically to serve the RPG community that carry this idea several steps further. They provide features as simple as dice-rolling apps and mapping software, as complex as Fog of War visualizations, or pre-built adventures with all the rooms, monsters, traps, and treasures, along with tokens to represent each item individually. Some are free, some are subscription-based, some are donation-funded, some are open source. Some run in the browser, some are apps to download. For paid versions, GMs may pay a higher price than players in order to have more controls and toggles. There are dozens and dozens of these virtual tabletops. At the time of this writing, none of them (to our knowledge) specifically supports T&T at this time.

You'll have to take the time to adapt things to fit but a quick Google search of "virtual tabletop" will give you many to choose among, and some meta-sites that discuss the pros and cons of some popular ones.

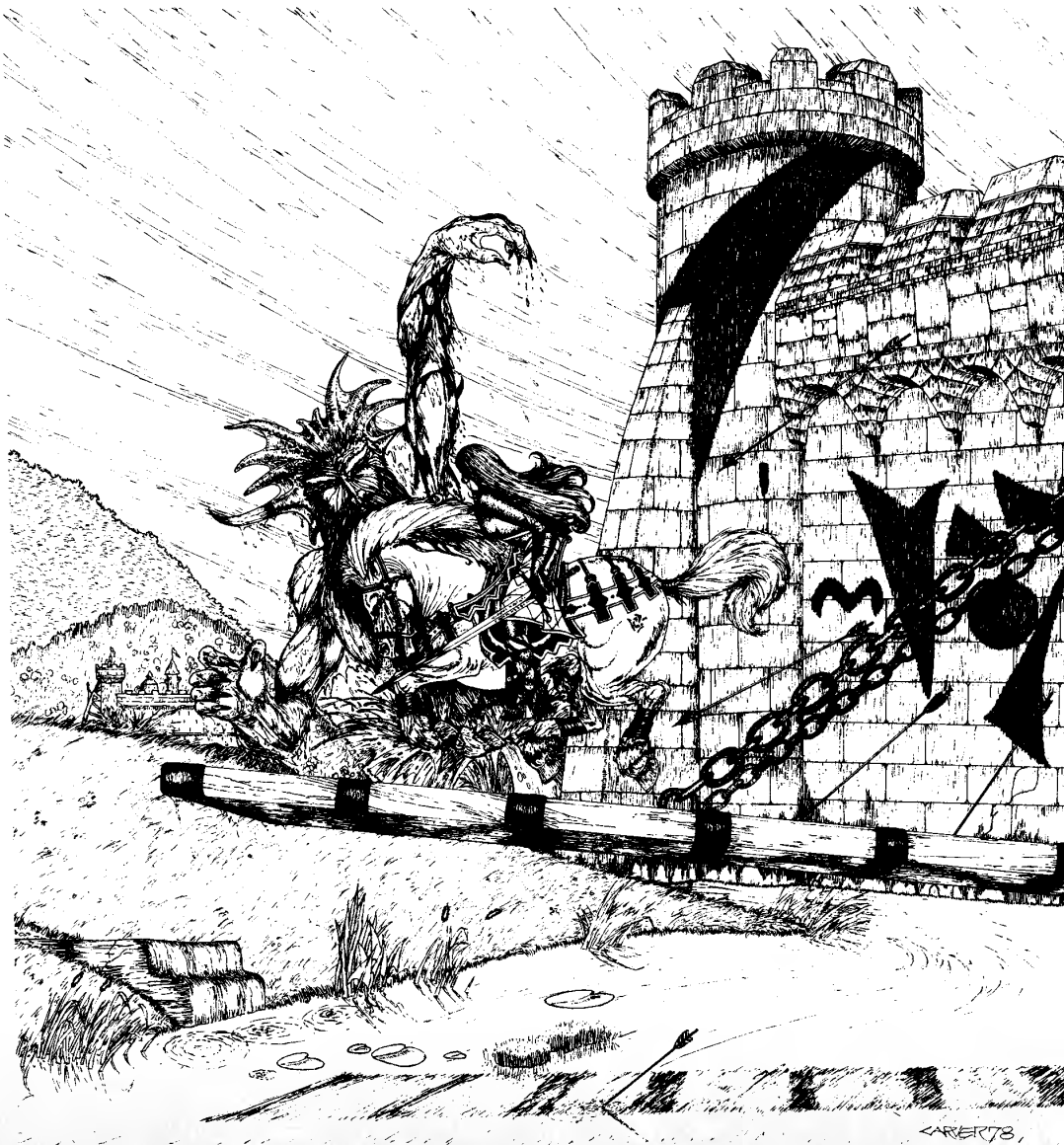
Even if you play face to face, there are many applications available for the devices we use every day, from smartphones to iPads and other tablets. Five years from now, you will probably have even more options. You can get dice rolling random number generators (some that are truly random, but even the worst may be less non-random than your average physical die). Character sheets can be kept fresh without eraser marks and mysterious Cheetos-colored smudges. The dT&T rules themselves are being made available electronically, as a PDF initially. If all goes according to plan, you will later be able to get the book annotated with hyperlinks to make flipping to a particular piece of

information much easier. Some of the solitaire adventures are already being released this way, so when you get told “Go to [Paragraph 43](#) if you make your saving roll; [Paragraph 114](#) if you miss” it takes only a tap of the link to do it.

Finally, there are odd tidbits to be found around the web, things you might enjoy using to augment your games if you knew they even existed. You probably know you can find random name generators, random tavern name generators, and other such things to re-ignite a weary imagination, but you can also find interesting things like [tabletopaudio.com](#) (10 minute original music compositions specifically created to provide

background or ambient music to your fantasy, science fiction, horror, or steampunk settings). And of course there are lists to trawl through: lists of medieval women’s names, unusual or downright rude place names, lists of tropes in myth and fairy tales you can tinker with.

All these tools exist, and no doubt many others. None of them are necessary to play dT&T in any of its incarnations, but all expand the options available for those who wish to use them. In the end, the main equipment you need to play dT&T is a sense of fun and your imagination. Everything in this rulebook and in virtual space is just intended to help that along.



17.0 The Kitchen Sink

This final section of the rules contains the last few things we think you might enjoy having. If the whole of the Elaborations section is a smorgasbord, then this is the dessert bar down at the end.

17.1 Treasure charts

On occasion, you may need a quick reward to slip into a chest you didn't expect the players to go looking for. Or you need to guesstimate the price of a huckster's extra-fancy magic staff with a double dip of gems and jewels. And some solitaire adventures tell you to roll of the "treasure generation chart" for a random treasure.

These charts will help you navigate all those things. Use the steps that apply to whatever it is you are trying to accomplish.

Step One: What you find

Roll two dice.

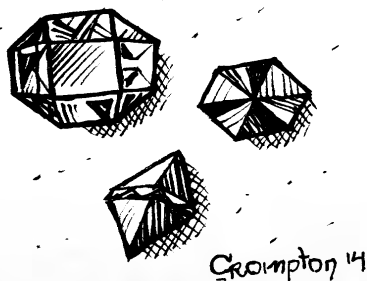
- 2** = one or more gems, or possibly a jeweled item
- 3-11** = coins
- 12** = coins + one or more gems

Step Two: If you find coins

Roll one die to determine the type of coins found.

- 1** = coppers
- 2-4** = silvers
- 5-6** = gold pieces

Next roll three dice. Multiply the result by 10 - this is the total number of coins. If you are creating a richer treasure (in a higher-level adventure or a deeper-level dungeon), you might multiply it by a greater number, or make some other modification.



Step Three: If you find gems

Roll one die to determine the number of gems. Then roll one die again to determine what size the gem or gems may be, or if it is a jeweled item. (Some "gems" listed are not stones but highly crafted, expensive baubles of other sorts.)

- 1 = Small:** 5× base value.
- 2 = Average:** 10× base value.
- 3 = Large:** 20× base value.
- 4 = Larger:** 50× base value.
- 5 = Huge:** 100× base value.
- 6 = Jeweled item:** (see separate list)

Type of Gems

If you have rolled a jeweled item, roll once more on the Size list (if you get another '6', disregard it and roll again). If small, there will be 5 gems; if average, 4 gems; if large, 3 gems; if larger, 2 gems; if huge, only 1 gem. Now roll 2 dice, preferably of different colors (or simply designate which is the 'first die' and which is the 'second die'):

TYPE OF GEMS			
First Die	2nd Die	Gem Name	Base Value
1	1,2	Quartz	1
1	3,4	Obsidian	2
1	5,6	Topaz	3
2	1,2	Garnet	4
2	3,4	Turquoise	5
2	5,6	Jade	6
3	1,2	Ivory	7
3	3,4	Carnelian	8
3	5,6	Opal	9
4	1,2	Fire-opal	10
4	3,4	Aquamarine	11
4	5,6	Amethyst	12
5	1,2	Tiger-eye	13
5	3,4	Pearl	14
5	5,6	Ruby	15
6	1,2	Sapphire	16
6	3,4	Diamond	17
6	5,6	Emerald	18

17.2 Wandering Monsters

Need a quick combat to wake up the players and keep the party on their collective toes? Here is a sample chart of wandering monsters that may appear randomly to threaten the player characters. There's little rhyme or reason to these lists as written, but GMs who think on their feet may be able to invent an excuse on the fly. Alternatively, some solitaire and GM adventures call for random encounters such as might be found here. As always, modify results to fit the situation.

The numbers given are the Monster Rating of the given creature. You are encouraged to expand these very limited lists if you use wandering monsters regularly.

Step One: *Where are you?*

If the encounter is in a dungeon or complex of ruins, use Chart A. If the encounter is in the open, away from habitation (forest, swamp, jungle, etc), use Chart B. If the encounter is in an urban environment, use Chart C.

Step Two: *How deadly is the situation?*

You may know that the encounter should be potentially trivial, that it ought to be more deadly, or something in between. If the party is made up of newly-rolled-up first level characters, choose the trivial column. They might find themselves in over their heads anyway, but it won't be a given. If you want random chaos and the potential for a total party kill from a arbitrary roll of the dice, roll 1d6, divide in half, and give them whatever comes up.

Step Three: *What monster appears?*

Roll two dice. That's the monster that appears on the appropriate chart. It's up to you figure out how it got there, and what it's doing when it crosses paths with the party.

Step Four: *There are HOW many?*

This you get to choose for yourself so that you can scale the encounter up and down a bit. The column of "Number Appearing" indicates whether this monster is likely to show up alone or with a few friends alongside.

CHART A: Monsters in Dungeon or Ruins

Die Roll	Type of Monster	MR (trivial)	MR (serious)	MR (deadly)	Number Appearing
2	Cave Bear	32	62	132	1-2
3	Harpy	10	20	40	1-12
4	Flesh troll	50	130	200	1-2
5	Orc	32	68	100	1-7
6	Gremlin	20	32	58	1-20
7	Goblin	24	45	58	1-20
8	Giant spider	16	32	64	1-10
9	Rats	8	16	32	1-15
10	Ogre	30	50	75	1-6
11	Rock demon	25	45	65	1-3
12	Minotaur	60	110	150	1

CHART B: Monsters in a Wilderness Encounter

Die Roll	Type of Monster	MR (trivial)	MR (serious)	MR (deadly)	Number Appearing
2	Grizzly Bear	40	75	150	1-2
3	Centaur	29	49	106	1-8
4	Lion	66	132	198	1-4
5	Dire Wolves	22	58	95	1-15
6	Gremlin	20	42	68	1-20
7	Goblin	24	45	58	1-20
8	Giant spider	16	32	64	1-10
9	Stone troll	65	235	400	1
10	Ogre	35	55	80	1-6
11	Flame demon	45	135	235	1
12	Dragon	98	185	400	1

CHART C: Monsters in an Urban Setting

Die Roll	Type of Monster	MR (trivial)	MR (serious)	MR (deadly)	Number Appearing
2	Werebear	25	50	120	1-3
3	Ratling	14	32	55	1-10
4	Hobgoblin	26	48	63	1-4
5	Orc	32	68	100	1-4
6	Gremlin	20	42	68	1-20
7	Goblin	24	45	58	1-20
8	Giant spider	16	32	64	1-10
9	Rats	8	16	32	1-15
10	Gargoyle	80	160	240	1-10
11	Vampire	30	60	120	1-3
12	Human scum	15	30	50	1-20

17.3 Marking Time

One of the things any well-developed fantasy world needs is its own calendar. Don't think this hasn't occurred to me and other T&T players in the past, but the only person to ever do anything about it (to my knowledge) was Liz Danforth, who created this calendrical system for New World's Tunnels & Trolls computer game, *Crusaders of Khazan*. For your entertainment, and possible use, we are reprinting that calendar with some minor additions I made to her original work. — Ken

Calendar

Time, being reckoned in terms of months, days, and years, is a very important factor in our world. Long ago, before even the Wizards War, the simple folk discovered that the changes of season affected the growth of crops. Thus, calendars became instrumental tools in the trades of the earth and plow, but also to the priests, for scheduling of festivals and celebrations.

The year consists of 12 months which each have 30 days. Both months and days of the week bear names, and often they bear some special significance for those who populate the Dragon Continent.

Often the approach of a new season is celebrated in various festivals, held throughout the world. The Year's End Celebration, more commonly known as *Unraeth*, is a very good example of such an occasion. (The year is actually 365.25 days long which results in five days left over at the end of the year. These days are considered to be outside of time itself, but they are numbered concurrently with the year that just ended.) This "timeless time" is of great importance to the superstitious and the philosophical, and every kindred has their own activities to mark these special days of the not!year.

Other notable holidays include the *Longest Day* which is always the 21st day of Greenling, and the *Longest Night* which is always the 22nd night of Stormlight. Once every four years an extra day is inserted into the calendar at the end of summer. This day is also considered to be outside of Time itself, and has various names. In the Common Tongue, it is called *Emergence Day*, and is said to recognize the first appearance of certain non-native kindreds on Trollworld, such as the dragons, elves, and humans.

Months

Spring

(March) Windmon

(April) Gunther

(May) Sweetbriar

Summer

(June) Greenling

(July) Frogson

(August) Sunmon

Autumn

(September) Southflight

(October) Harvestmon

(November) Ghostmon

Winter

(December) Stormlight

(January) Mistmon

(February) Brittleice

The Year's End (5 days) The Unraeth

Days of the Week

Onesday, Twosday, Frogday, Hawksday

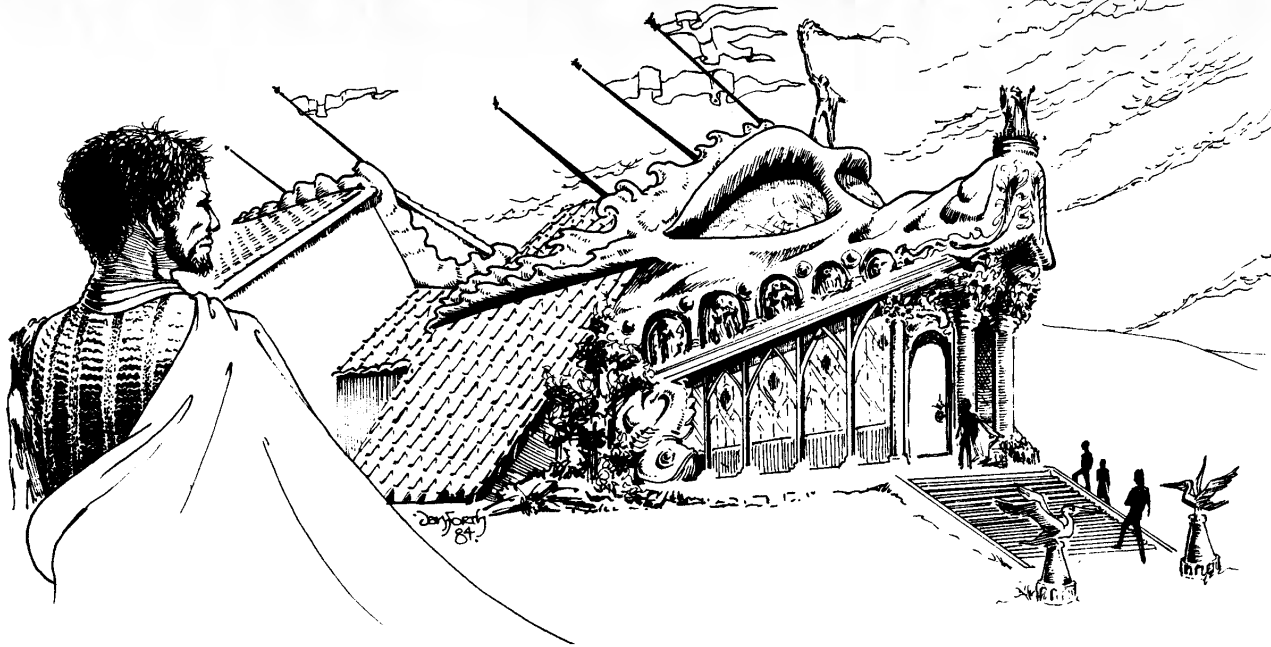
Feastday, Marketday, Fastday

Hours

The hours of the day have different names in different parts of the continent. Among humans, the day is divided into ten periods or "hours", five of daylight and five of darkness based on when the sun rises and sets. As there is more daylight in summer and more darkness in winter, these "hours" expand and contract during various parts of the year. In Khazan the hours are simply numbered, with first hour beginning at dawn's first light through tenth hour, and thus no kindred is favored by using their names for the hours.

Clocks are rare, and no one carries a watch. It is said that the dwarves and kobolds have invented mechanical gear-driven clocks (probably from a gnomish innovation) for the regulation of working hours below ground where the sun cannot be seen. Magicians sometimes sell a little charm which, when activated by thumb pressure, will squeak out a number. Time-charms are small (perhaps the size of a child's finger), inexpensive (5 silver pieces), and are easily lost or broken. They tend to quit working in about a month (or 100 uses) if the charm is not renewed.

17.4 Guilds



The Wizards Guild might be the most visible guild in Trollworld, but it is certainly not the only one. People with common interests will always gather to share information and resources, as long as you “belong.” Our corner of Rrr’lff is a hotbed of guilds for every purpose. There are guilds for rogues warriors guilds, merchants, assassins, hunters, smiths, apothecaries, healers and many others. Some will be more visible than others; some may even be restricted or outlawed. Some might require money, or quests, or other contributions in order to benefit, while others are more casual.

What benefit do these guilds offer player characters? A guild would be an excellent place for characters to hear about jobs that need to be done, quests to accomplish. The meeting hall offers an alternative to the overused adventure prompt that begins “Back at the tavern...”

The Wizards Guild may have a stranglehold on all magics in your game, or maybe they accept that all these guilds will have profession-specific magics available to their members. Even outlawed magics may be widely known, and every guild has a shop outside the door of every dungeon, every little hamlet, and at every crossroads. Guilds selling spells here there and everywhere pretty much

neuters the Wizards Guild but perhaps that’s a moot question in a world where magic is so common and kremm/mana so plentiful. Put the ideas to use, and it offers options that might provide a different flavor for the dedicated role-player.

For example, the basic rules offer a few potions that almost duplicate certain magic spells. These concoctions are made with various liquids as their base, not specified in that section, but what if the warriors guild made all its potions with a base of brandy and blood? How about the upstart merchants who insist on using half a dozen different alcoholic beverages imported from distant lands? Does the guild of healers assert their potions are superior because their base formulae rely on home-made chicken soup? And what do each of these groups make that no one else makes, with secret sauces and recipes that might even backfire if used by someone not a guild member! Or are they just as happy to bring in funds for the guild by selling their decoctions on the street corner? *And what do the guilds do with all that money anyway?*

We hope you’ll mull over the possibilities suggested here, but these and other answers are best developed in the confines of your own games.

17.5 The Other Human Advantage

Humans are supposed to be the most numerous and successful kindred on the planet, but in the earlier versions of T&T, they really had nothing going for them. The Deluxe rules gives full-blooded humans the advantage of “the human spirit” driving a gritty determination to try just a little harder than anyone else: a chance to do-over a missed saving roll (except for a fumble, which always fails).



Art © 1981 Liz Dantforth

This rule change was met with mixed feelings when it was proposed. For those who feel it is too powerful an advantage, the alternative rule is to give humans one heirloom right from the start.

Human characters generally come from a human family. As such it is possible that they would inherit something from older family members (father, mother, uncle, etc.) This something should be something useful to a young adventurer. It could be a special weapon, a piece of armor, jewelry, or even a magical item of some sort. A Game Master should approve the item. It is one thing to let a new warrior start out with an old set of plate armor that he inherited; quite another to give him the Robes of Tuchminot which make him impervious to harm in combat. As always: be reasonable.

Nonhuman characters could also have some sort of heritage item, but it seems a lot less likely for someone like an uruk, dwarf, or troll to have an old family heirloom. If they want to start with something special, let the character make a L2SR on Luck. If they make it, let them claim a “found item” of some sort that will enhance the character’s back story and make it more fun to play.

A third, very elegant suggestion was made by Brian Penn during the playtesting phase, and met with approval from several readers. *Let the TARO rule apply only to humans.* John Stephens noted “When new players roll a TARO, they almost always look for a kindred who gets a positive multiplier on that ability.” Applying good multipliers to TARO’d attributes is a common tactic, but you regularly wind up with a newly-rolled up dwarf starting out at level 6 with 64 Strength. To counteract that problem (if you consider it a problem at all), take away the TARO rule if you decide to play a non-human, and if you get a superhero among humans, then name him Conan or Gandalf, perhaps.

17.6 Locks and Traps

The Spell Book refers to the difficulties of disarming locks and traps, and the need for a higher level spell to disable more complex locks. Rogues and light-fingered thieves may also need to know how tricky a given mechanism is to deal with. For those seeking guidelines for this, we again turn to Flying Buffalo’s CityBook system. These descriptions apply to both locks and trap mechanisms.

The percentages given after the description can be used to randomize how good a lock is, barring other considerations. It can also give you a hint as to what minimum level of skill is needed to disable a trap or open a lock.

Poor: An orphan with a hatpin could open this lock. (Roll 01-40% if randomizing.)

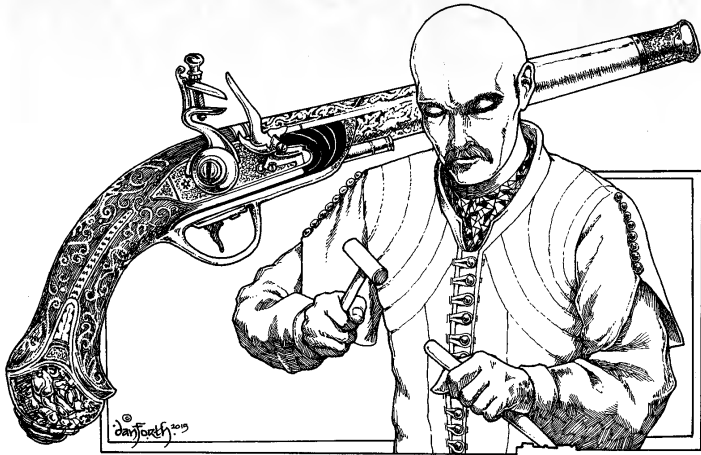
Average: This is a little tougher to jimmy, just enough to be an inconvenience to bother with. (Roll 41-59%.)

Fair: This takes some skill or effort or both. (Roll 60-74%.)

Good: These are tough. Likely to require special tools even to have a shot at getting this open. (75-84%).

Very Good: Even a master thief will need a long time to get this open. (85-95%).

Excellent: The very best there is, and getting through this will definitely require high-quality magic, exceptional skills or the key. (96-100%).



17.7 More about Gunnes in Trollworld

Invented by kobolds, perfected and developed by dwarves to use in their subterranean wars with the trolls, gunnes are not widely available on the surface until some time around 1600 A.K. Game Masters and players may use them in their own games according to their own discretion, but the following essay will give more background on them. It is conceivable that one might find a gunsmith among human armorers, since firearms do make monster fighting a lot easier and more survivable.

Trauma

Since the damage done by a gunne varies enormously with where the bullet hits the victim, use the following formula to modify the dice+adds amount of damage done by each weapon. However, the reason T&T never troubled with hit location was the “all attacks vs all defenses” nature of T&T combat.

Player characters or those with attributes may make a LISR on Luck when being targeted by a bullet, ball, or slug. Anything over the minimum is deducted from the damage.

As an example: Mickerr Squirrelchaser a Luck of 17 and gets shot by a rifle slug that would do 25 hits of damage. Mickerr’s player rolls 2d6 for the luck saving roll and gets a 7. Now $17 + 7 = 24$, making the saving roll with 4 points to spare. Those 4 points are deducted from the 25 points of damage the weapon would normally do. It still hits Mickerr

for 21 points of damage. Since he has a CON of only 11, those 21 hits take him to negative-10, and the shot would kill him instantly.

Creatures with monster ratings instead of attributes take the full amount of damage.

Shotguns

Some of the gunnes on the weapon list are shotguns of a sort. With so much ordinance flying, some will strike the target’s armor as long as the saving roll to hit is successful—so assume armor always takes effect. (This is also an argument for the to-hit number to be slightly easier to make, if the target is in range. GMs can implement a modification for this if they wish, although you will find GMs who claim that even at pointblank range, shotguns miss more than they hit.)

Shotguns are far less accurate. They have a broad spread pattern and if one takes a full load in the body the results can be terrifying. But you are more likely, especially with “primitive” shotguns, to be hit with only a part of a blast. GMs may want to force a saving roll here.

Shotgun fire consists of groups of “shot” usually smaller in caliber than a rifle of equivalent size. Plate or heavy composite armor should bounce most shot.

Loading

The use of gunpowder was hardly mathematical and accurate in the early days of firearms. The gunner developed an intuition for how much powder would be needed for any particular shot. The devious Game Master might ask the player to make an intelligence or luck saving roll during the reload phase to see if the proper amount of powder was used, and then surprise the gunner on the following combat round with an unexpected gun-related complication if the saving roll had failed.

Target-rich Environments

If you’re ever doing large(r) group combat on a large-scale war, then in a melee situation where two sides of many fighters each are closing with each other, every fighter on the side shot at must

make his or her level one saving roll on Luck. Whoever misses the saving roll by the greatest amount is the one hit. If everyone makes their saving roll, the shot will be considered a complete miss.

When firing a hand cannon at an army where every soldier doesn't have individualized attributes, and is not considered to be a player character, roll 2d6 (DARO) for the number of soldiers slain.



17.8 The Reality of Dice

In the course of the game's development, and in light of ongoing discussions in public forums, Ken and Liz discussed the reality of dice, the nature of statistics and randomness, potential problems, and a variety of solutions. This debate will never be settled to everyone's satisfaction, so we're sharing our views and a few options.

KEN: In my view, the game of T&T is about heroes, freaks, and monsters, so exceptional dice rolls are expected. That is perhaps an over-reaction to the people who want to just multiply all die rolls by 3.5 as the dead average. Let's say you have 15d6 weapon for your troll. The people who use averages say it does 46 or 47 points of combat damage every time. No it doesn't. It does between 15 and 90 points of combat damage every time.

LIZ: While factually true, that ignores statistical reality. With 15 dice (or even less), the bell curve is going to be so narrow, it is nearly a straight line. You might indeed get 15 or 90, but one person could roll dice until the heat death of the universe and never see either extreme.

SOLUTIONS: If you feel it slows down the game to roll and count a bucket of dice, or you want to see a different statistical shape to your possible rolls. Use one of the options below:

1. You can, of course, just use that 3.5 average dice roll \times 15 dice. You'll never win the dice roll lottery, but neither will you take it in the shorts if the worst happens. You can roll 15 dice and count up the pips. Be surprised every time it is less than 30 or more than 75.

2. If you want to use six-sided dice while forcing a flatter bell curve, roll a small number of dice—no more than 2 or 3—and multiply that result to account for the "correct" number of dice. Rolling $3d6 \times 5$ will give a wide range of random results with a greater chance for it to reach the extremes.

3. Go to your friendly local game store or online retailer and pick up some polydice. Roll 2d20 for a range of 1-100 and throw out any anomalous roll. This will give you a flat, equal percentage chance to get any value—no bell curve at all.

4. Obtain an electronic random number generator. There are many dice-rolling apps and random number generators available for iPhones, Androids, and other electronic devices. Be aware that some are pseudo-random and a few are truly random. This will also give you a flat, equal percentage chance to get any value with no bell curve at all.

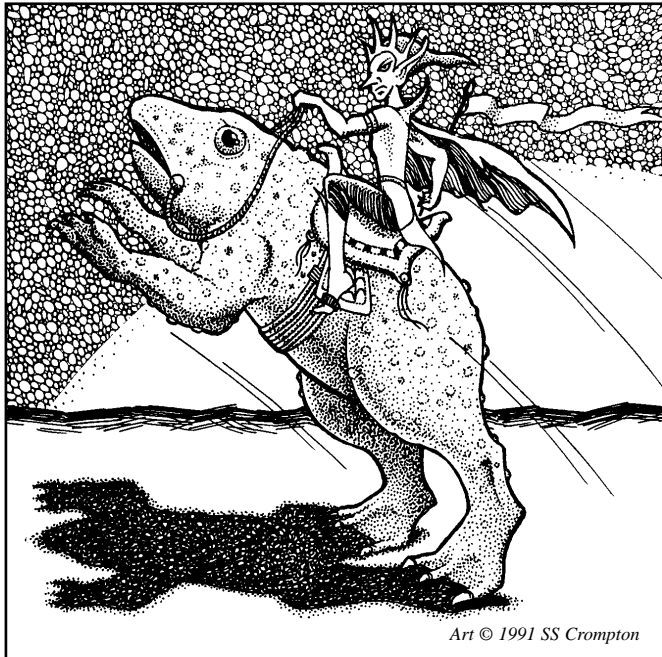
FINAL ANSWER: Pick one style and use that consistently.





17.9 Steeds and their Kindreds

Fantasy literature is full of unusual animals used as mounts. On Trollworld, different steeds are typically (but not exclusively) used by different kindreds on Trollworld. In the field, these animals may be fitted with appropriate kinds of armor (barding). No one burdens an animal with armor too heavy for it to carry and still move freely. Some types of armor are not suited to some types of riding beasts.



Art © 1991 SS Crompton

ANIMAL BARDING (Armor)					
Type or Name	Hits	STR required	DEX required	Cost	Weight units
Plate	16	15	-3	2500	600
Folded paper (kept dry)	12	12	-4	3000	560
Banded mail	13	13	-3	1200	680
Mail	12	13	-3	1000	620
Cuir boille	7	9	-1	500	230
Quilted fabric	4	7	0	275	100

Certain kindreds have the general configuration of an animal, so armor designed for a humanoid doesn't protect them very well. Centaurs, Policans (dogtaurs) and others would do better wearing the barding listed here. Descriptions match those armors found in the core rules, **Section 4.2**. Likewise, STR requirements and reductions of agility (DEX) follow on the same principles as for humanoid armor.

You may need to modify weight units, cost, etc from this chart when dealing with much larger or smaller beings. This information applies to something the size of an ordinary riding horse. A war mastiff in full plate will not be armored the same as a Clydesdale-sized centaur.

And that concludes the Elaborations section. We wish you the best in whatever ways you plan to use any of these for your "house rules."

— the Fellowship of the Troll

TYPES OF STEEDS		
TYPE OF STEEDS	KINDREDS OF RIDERS	APPROPRIATE ARMOR
Antelope, deer, elk, moose	Elves	Mail, quilted armor, folded paper
Bears	Humans, dwarves, living skeletons	Leather, scale banded mail
Eagles, rocs, and other enormous birds	Elves, humans, hobbs	Quilted
Horses and horse-like creatures (ponies, mules, zebras, centaurs)	Human, elves, hobbs, living skeletons	Any
Lizards and dinosaurians	Uruks, urukin, goblins	Leather, quilted
Wolves, dire wolves, and other large canines	Uruks, urukin, goblins	Cuir boille
Frogs, Birds and Rodents	Fairies, Pixies	Any (tiny sized)



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TROLLWORLD

ATLAS



An overview of the lands, cities, and environs of Trollworld.



INTRODUCTION: TROLLWORLD

Where do the delvers live? Where do they spend their time when not burrowing below the earth or walking through an enchanted forest? Who are their friends, and where did they grow up?

When your characters have gone through a few dungeon trips and have developed a sense of reality, you may start asking yourself these questions, and others besides. In Phoenix, we certainly did, and a whole world grew out of it as a consequence. Some of the comments below refer to this world we have jointly created, but you do not have to play in this world and no other. (If you want to come in, you're welcome—the continent of Rrr'lff has countless dimensional doorways for you to pass through.) But we cannot urge you strongly enough to exercise your wit and imagination (as well as your time, energy, and a maybe a little cash) in creating an environment of your own people, places, and things. Many will tend to spring up without asking. Our biggest moneylender, Potterman, was a do-nothing, dungeon-delving character who one day struck it rich enough to retire and start lending (at moderate interest rates). His establishment has opened numerous branch offices in several of the larger cities in which our characters live.

The most ambitious may wish to build a city. Khosht was our first, long spoken of and theorized, then finally drawn up by Ken St. Andre. When it was used as a setting for a *Monsters! Monsters!* game, almost a third of it was burned to the ground. Unable to face the thought of massive urban renewal, Ken passed the city to Bear Peters, who rebuilt and extended the city, and has continued to do so periodically ever since. Knor quickly followed, and Khazan has been developed, along with countless smaller communities including K'nookie, the Woodsedge Inn, and Delfhaven. When the question of a continent to host places arose, Bear drew the dragon-shaped continent of Rrr'lff, almost as big as all Eurasia. Most of it has not been mapped with any detail, but forests and

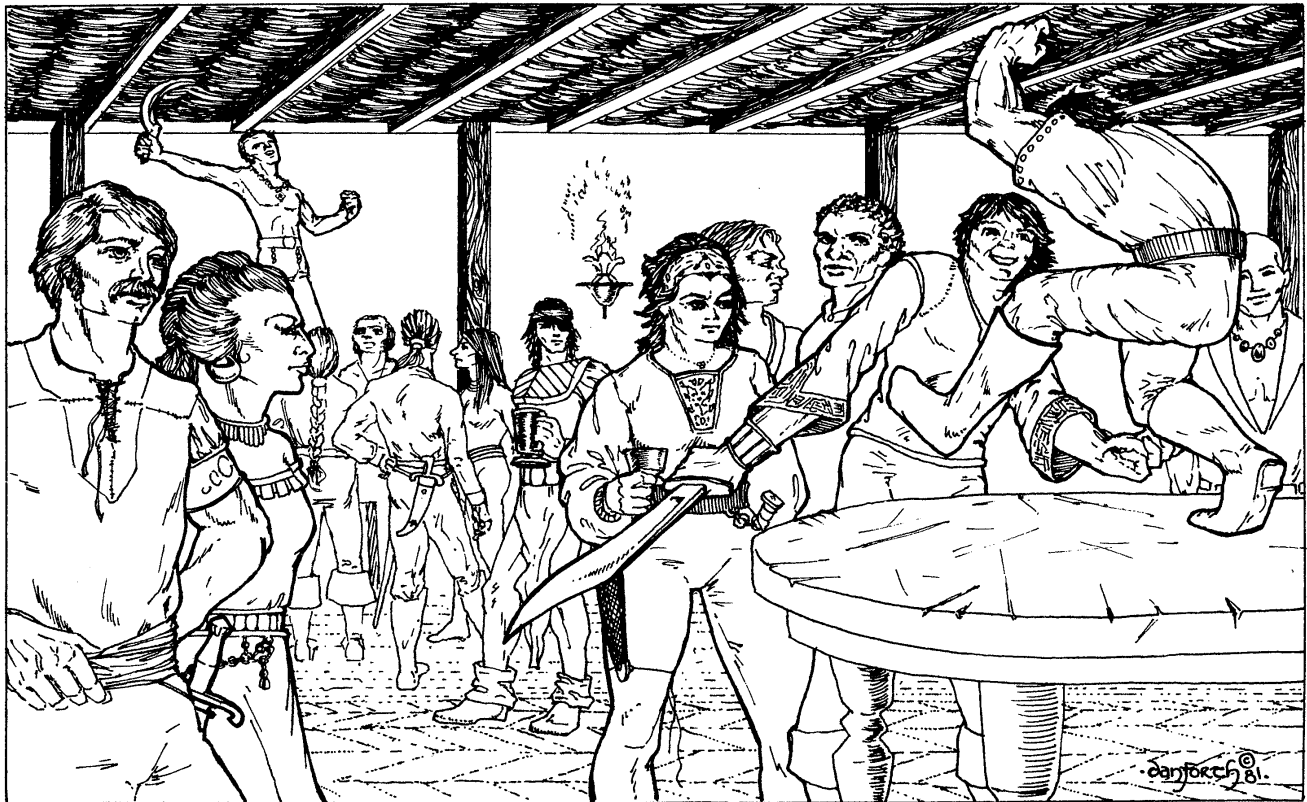


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mountain ranges have been laid out, and major settlements of elves, dwarves, hobbs, and so forth have been noted.

Should you decide to build a city (or world), remember that humankind needs all manner of services and surroundings to survive. There must be food, shelter, trade goods (luxury and common),

who sell these foods, as well as ironmongers and armorers, coopers and wheelwrights, jewelers and potters, cobblers, weavers, tailors, and stonemasons. For the spiritual side, there may be anything from shrines and temples to opium dens and cheap miracle-workers. Most ancient cities had huge bazaars where strings of stall-keepers could



and services that cater to social needs. A large city requires residential areas for poor, middle-class, and wealthy residents.

There must be trade routes over land to surrounding areas. A river can provide a trade route, water supply, and sewage system. If there is a port, there must be custom houses, wharves and warehouses; there must be inns and taverns for the travelers, stables for horses. There must be fresh food for the thousands of inhabitants of large cities, so make room for holding pens and slaughterhouses for cattle, pigs, and fowl of all kinds. There must be fisheries, outlying grain fields, and orchards. Don't forget the merchants

hawk their wares on a regular, if not daily, basis. There are going to be governing forces, some legitimate in the form of nobles and reigning barons, and the less-public but powerful merchant guilds, wizards guilds, and thieves guilds. A city must host powers of enforcement. Guards and sentries along with laws and curfews may or may not permit ogres and uruks to walk the city streets for the purposes of trade and commerce. Cities of old were usually walled; when population pressures grew, so did the cities, and for defense a second, third and fourth wall might have been added and new gates cut through the old walls to permit traffic flow.



A city is far more varied than a mere dungeon. It is a hopeless and thankless task to try to draw every building and tell what it is and who is in it, as can be done room by room in a dungeon. Drawing the “floor plan” is enjoyable, but should be done with the considerations of residence, practicality, and economy in mind. Still, remember that cities are somewhat organic in their nature. Ancient cities “grew” rather than expanding to a set plan. Roads may stop and start up again, twist in and out, and nobles don’t want beggars as their nearest neighbors. You will probably find it convenient to mark off sections of your city as nobles’ quarters, beggars’ quarters, guard barracks and such. Colored pencils and markers will be of great aid; mark taverns, inns, or the dwellings of well-known dungeon delvers. You can indicate whole sections as warehouses or residences of the poor without having to draw in each building.

What do you do with your city plan after you have put all this work into it? You could use it as a map for a monster attack in a game of *Monsters! Monsters!* This can be an overt siege, or it may be a



subtle undermining of a section of town. (When Khosht was burned, it was the regrettable side effect of a revenge-war on the huge colony of beggars that had repeatedly thwarted minor monster attacks into the city.)

The other side of the coin is to engage in what we have come to call “city running,” where your dungeon delvers may engage in legitimate adventures in town. This kind of “delving” can put a great deal of strain on the GM because everyday life, even in these late-medieval cities, is apt to be relatively dull. (Go walk around your neighborhood for three or four hours. Even if you have to deal with a mugger, there is little in the way of excitement to be had when compared to the bloody life-or-death of a standard dungeon adventure.)

For an exciting session, the best arrangement is a plotline which the delvers must flesh out. Examples include murder mysteries characters must unravel, thieves to track, and midnight assignments and assassinations. In the degenerate city of Knor, several characters masterminded the heist of a drug shipment headed for the Thieves Guild. That worthy group was understandably upset and took action to retrieve the shipment and revenge themselves on the thieves. The GM has to be quick on his or her feet, inventing and tale-weaving as the story progresses. A talent for colorful storytelling is almost a must. Neither gold, nor experience points, flow as freely as in a dungeon, but city encounters are a novel diversion from dragon slaying.

For the really ambitious, you may wish to design an entire island, a continent, or the whole world. If you do so, you should consider where in the world you are placing the island or continent. Geographic factors become extremely important. Don’t have everything rely on magic. Magic tends to be a rather localized phenomenon, and even mighty wizards can’t make it snow in the tropics (except in small, limited areas). Tropics and equatorial areas are going to be hot unless they are of very high altitude. Polar regions will be cold and probably rather dry. Rainforests can be found both in hot climates as well as cooler ones. (The states

of Oregon and Washington sport cool rainforests.) But such regions require the “rain” in their name. Coastal cities of high latitude will be chilly unless there is something like the Gulf Stream to warm them (consider London, for example).

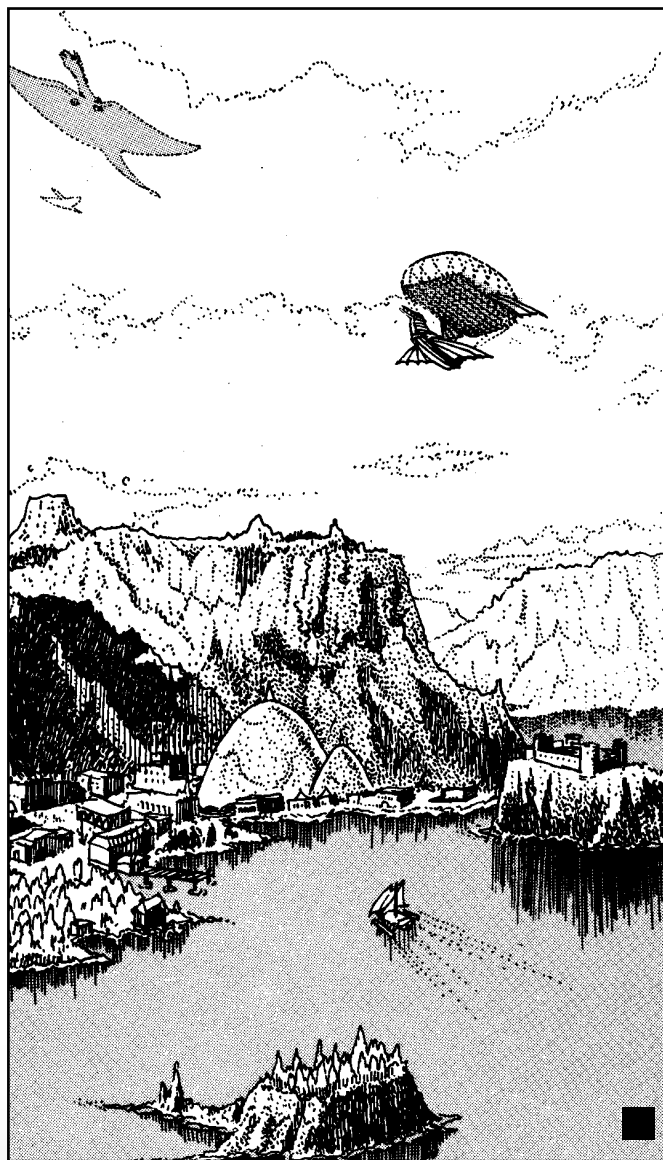
Once you’ve taken geography and general ecology into consideration, start on your demography and anthropology. Consider the cultural adaptations which the people of Earth have made to deal with their environments. The !Kung of the Kalahari Desert in Africa have made the best they can of the poor ecological conditions and environment in which they live. Still, because their choices are limited, their culture does not have the colorful variety of, say, Northern Europe.

For large numbers of people to gather together and thrive, the environment must be generous in terms of available food and water supplies. There are countless examples of different kinds of cultures which developed in similar surroundings. Further, a nomadic lifestyle is adjusted to its environment. The Eskimo have a very different culture from the Tuareg. Think about the myriad cultures of Earth, past and present, and consider why they occurred as and where they did. If a culture fell or vanished, examine why. This is often a clue to some weakness of adaptation, environmental changes, or to the invading presence of a different and better suited culture. Population pressures shift power to and fro, and the invaders of one week may be the invaded next. As noted, world creation is for the ambitious.

There is more to dungeon-building than just digging a hole in the ground, too. In fact, you might try to get away from the whole tunnel concept and think instead of adventures, often above ground and out-of-doors. Monsters can live anywhere: enchanted forests, ruined towers, haunted monasteries, hidden valleys, and withered heaths. To keep the delvers from wandering aimlessly, provide roads or paths to lead them to specific glades, meadows, or small caves where special adventures await them. A quest is a very good format, especially when each object of the quest

leads to another in order to obtain the prize. Arrange a pirating raid against a settlement of Vartae, or have an evil wizard cast the characters into the future of the Wild West, or further yet into the space-faring world of Buck Rogers or Captain Kirk where technology works and magic doesn’t—or perhaps it does anyway!

Any scenario, any piece of fiction or nonfiction can be mined for inspiration, from Sherlock Holmes to Kipling’s Mowgli, from classical Greece to the African veldt. Anything can be adapted with a little work and imagination on your part. Don’t stop at the tunnels! There are countless worlds beyond the dungeon.



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A TROLLWORLD TIMELINE

Key: *B.K.* = *Before the Calendar of Khazan*

100,000 B.K. Trolls are the only sentient life form on the planet. They have their own “Stone Age” civilization, complete with a city. Organic life (not stone/magic-based) has been on the world for some 10,000 years, and dimension-spanning gates exist in several parts of the world.

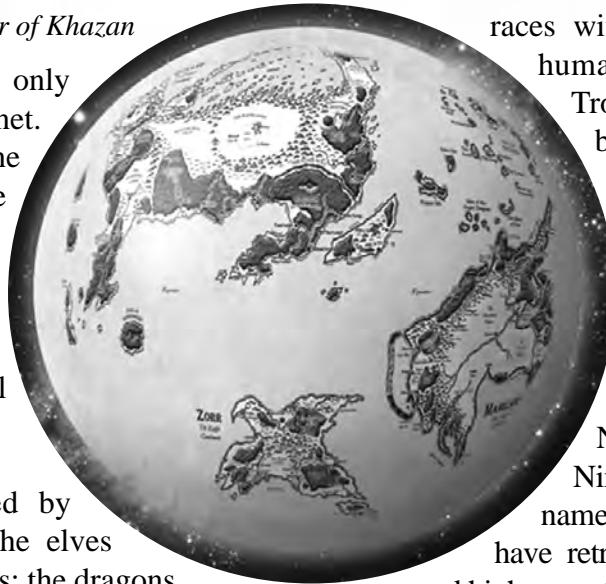
99,000 B.K. Elves, pursued by dragons, enter the world. The elves seek shelter in the deep forests; the dragons claim the high mountains as their domain, which puts the trolls on edge.

97,000 B.K. The death of Grund Time-Keeper precipitates the Troll-Dragon War, which lasts for 5000 years. As trolls and dragons fight each other, the elves gain a welcome respite, spread into all corners of the Dragon Continent, and begin to learn to use magic.

92,100 B.K. Trolls and dragons get tired of the fight and come to a peace agreement in which both sides agree not to eat the other. Trolls gain “The Right” to watch the stars and calibrate their calendar from the dragon-held mountaintops.

92,000 B.K. The Elven-Trollish Wars begin. For thousands of years when elf meets troll, the troll prevails. But gradually, as elves master the forces of magic and build up a high technology, the trolls begin to lose battles and territory.

70,000 B.K. Wizards of enormous power, almost gods, discover the gates leading to Trollworld. Many of them come to this magic-rich world and establish their own kingdoms. Many bring subject



races with them. (This is how both humans and dwarves enter Trollworld.) In time, the wizards begin to feud with each other.

57,000 B.K. The last Trollish city (known as Kharg to the elves and Und-RASP-Der’rule to the trolls) is overrun and destroyed by elves serving under the wizard Nin-durjiel-Nin. (Nin-durjiel-Nin is the earliest wizard whose name survives in history.) Trolls have retreated to underground caverns and high mountain wastes. Despite a concerted effort by elves to exterminate them, they are never completely eradicated. (Nin-durjiel-Nin refused or was unable to use great magic against the trolls.)

50,000 B.K. The Wizards Wars begin. Magic gives power to those who can master it. Wizards struggle with each other, striving to amass ever more power at the expense of their foes. Wars of unbelievable fury and scope are fought in all corners of the planet. The land and sea are devastated. Many life forms retreat underground to survive. Old islands and continents sink below the seas and new ones are raised. Many species and races die out entirely. New races are introduced to the world as servant races for the warring wizards.



48,017 B.K. The goblin race is created by a magical explosion in the Feentrean Marsh in the Great Sump. Goblins live as a kind of smart amphibian animal for over 7000 years until some are domesticated by uruks and prove capable of learning to use language and weapons.

46,000 B.K. Loopo the Mad Mage breeds the first uruks from magically mutated elves. The new creatures have a fast metabolism, a grotesque appearance, an innate savagery, and rapid reproduction. Using them for armies, Loopo rapidly annoys many of the other great wizards and spreads uruks to all corners of Trollworld.

45,900 B.K. Nin-durjiel-Nin, greatest of the elven wizards, defeats and banishes Loopo the Mad Mage from Trollworld. He cannot, however, rid the world of the tens of thousands of uruks that Loopo has unleashed.

38,257 B.K. to 37,802 B.K. The southern continent of Glar-Ank-Sha-Vuun is devastated and destroyed in a 500-year battle between Nin-durjiel-Nin (with several allies) and Zjgr the Alien (of whom nothing but his name remains). Most of the continent is destroyed, sinking beneath the seas and leaving only several archipelagoes in that part of the world.

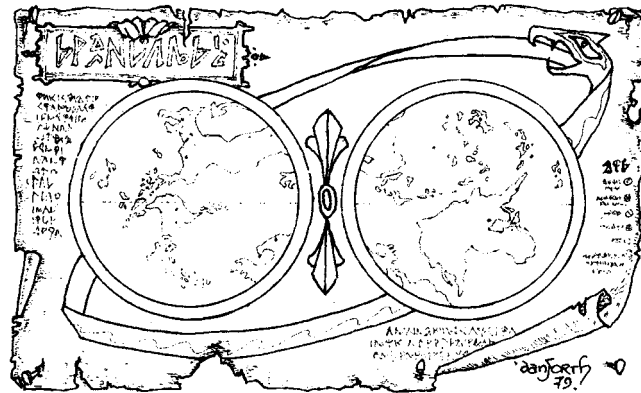
37,222 B.K. The god-wizard Khyzermin begins the creation of Zorr the Eagle Continent, using as his base some of the volcanoes that remained after the destruction of Glar-Ank-Sha-Vuun. He plans to shape a continent for the use of his own followers and allies.

36,201 B.K. Khyzermin finishes raising the continent of Zorr above the waves and introduces his eagle-men as the first of his follower races. They live in small eyries high in the peaks of K'zing-K'zung. During the next 5000 years, Khyzermin will bring other flying races to Zorr, including the Tze (mosquito-men) and the youwarkee (winged humans who look like angels).

35,000 B.K. Dwarves come to Trollworld as servants of a wizard now known as Gristlegrim.

15,000 B.K. Humans come to Trollworld as servants of the wizard Kalban Adamto. They rapidly spread through most lands and discover they have a natural aptitude for magic.

12,000 B.K. The dragon mage whose short form name is Shangingshing-shingingshang seals the eastern lands on the Dragon Continent away from the rest of the world and withdraws from the Wizards War. This event marks the beginning of the end for the wars though they will drag on for many thousands of years.



8500 B.K. Gristlegrim banishes Nin-durjiel-Nin from Trollworld, making it impossible for him to ever return. It is the last great victory in the Wizards War and culminates a thousand years of fighting, mostly of dwarves against elves. Both sides had allies, but the dwarves had more.

Although Nin-durjiel-Nin was the older wizard, in the end he proved weaker than Gristlegrim. Setting a precedent that Khazan would repeat thousands of years later, Nin-durjiel-Nin agrees to his banishment in order to save his people, the elves, from annihilation. Animosity persists between elves and dwarves but open war is curtailed for millennia.

5244 B.K. The Wizards War end. Eight hundred and twenty-nine great wizards, beings of such power that they find themselves unable to be harmed by their colleagues, still inhabit Trollworld. In a great assembly, the god-like wizards agree to retreat to their own limited domains and no longer strive to dominate Trollworld. Their subject races are thus cut loose to seek their own destinies. Some of these great wizards are worshipped as gods for millennia. Others depart from Trollworld entirely. (No one currently knows how many god-wizards remain, though there are at least five hundred.)



1233 B.K. The Dwarven-Elven War begins, as ancient animosities flare into full-scale combat. Dwarves burn hundreds of square miles of forest in the Misty Wood area in 1212 B.K. Elves cause an earthquake that destroys the dwarven city of Dmndr. *(Dwarven names have no vowel sounds at this time.)*

1104 B.K. Khazan-ohtariel-Khazan is born to the Elves of the Old Forest. Among non-elves, he will come to be known only by the short form of his name.

943 B.K. Khazan's parents and hundreds of other elves are slain by dwarven raiders riding small fire drakes in a firebomb attack that burns the ancient elven city of Yanthreel. At that time, the dwarves have an alliance with several dozen dragons in which the dwarves supply metal for the dragons' hoards and the dragons aid the dwarves in war. Khazan is studying magic with a naga wizard hundreds of miles east of his home forest; he doesn't learn of the loss of his home city and kin for 45 years.

899 B.K. Sss'rrra, the first ten-towered naga city, begins construction in the heart of the central jungles. Khazan leaves his naga master and returns to his ancient home.

898 B.K. Khazan swears vengeance on dwarves and dragons and non-elven races.

872 B.K. Khazan and a party of adventurers invade Gristlegrim's Dungeon seeking magical power and wealth. The party is slain and Khazan is captured. To his surprise, Khazan is neither slain nor tortured by Gristlegrim. He is simply imprisoned in a pocket universe. In time, he becomes an apprentice to Gristlegrim and begins to learn magic greater than any taught on Trollworld.

710 B.K. With both elves and dwarves in hiding as they continue their 500-year war, human cities rise and become dominant. The small village of Herome, on the edge of the Sea at the mouth of the river known as the Dragon's Throat, builds docks and becomes a seaport. From this time on it will grow in wealth and power.

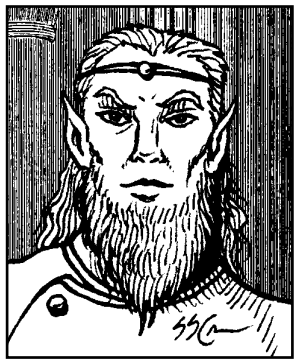
599 B.K. Gristlegrim releases Khazan, but makes him vow to spend 100 years living among men and another 100 years living among dwarves. Khazan takes human form and moves to the city of Herome.

499 B.K. Khazan begins his century with the dwarves, disguised as a dwarven wizard called Koh-mowgl. (From long contact with humans, Dwarven names now include vowels.)

487 B.K. Koh-mowgl's magic defeats the Frost-Bear Uruks when they try to invade and conquer the dwarven city-cave of Gllekk. Grateful dwarves raise a monument to him. Khazan begins to wonder why elves and dwarves hate each other so much.

444 B.K. An Urukish population explosion begins. Led by magical shamans, many tribes of uruks break out of their wasteland homes and loot and pillage into human lands. Pursuing a policy of killing everything that isn't Urukish, they begin a reign of terror in human lands and even on the fringes of the elven forests. Uruk populations expand by a factor of 20.

429 B.K. The ogre city of Tharothar is destroyed during a week of rioting when ogres are unable to agree whether to join the marauding uruks or not. Ogres never get organized enough to have their own city again.



399 B.K. Khazan returns to the elves. After hundreds of years of absence, he has a hard time gaining acceptance among his own people. He is the greatest living elven wizard, and slowly gains prestige and power among the elves.

393 B.K. Khazan repeats his success and destroys an Urukish horde that was invading and burning parts of the Old Forest. The Black-Fang Uruk people are exterminated.



382 B.K. The city of Herome is sacked and burned by an alliance of uruks and ogres. Ninety percent of the population is slain. The remaining tenth is rescued by dwarves who admit them into the nearby underground citadel of Thrindol.

380 B.K. Dwarves and humans work together to rebuild Herome—this time with strong walls guarding all land approaches.

379 B.K. Khazan sends a contingent of elves to help with the rebuilding of Herome.

360 B.K. Uruks and centaurs sack Herome again. This time, more of the population survives by fleeing out to sea and by taking refuge in Thrindol. Thrindol nearly falls, but Khazan leads an army of elves to its relief and the uruk and centaur forces are broken and forced into retreat.

360 B.K. Elves, men, and dwarves form a triple alliance to combat uruks and other so-called monsters. Khazan is named commander-in-chief of all alliance forces.

359 B.K. to 297 B.K. During the Urukish Wars, the entire western part of the Dragon Continent burns with combat for 62 years as armies of uruks, ogres, centaurs, and dragons fight dwarves, men, elves, and hobbs. Where Khazan goes, the “good” kindred prevail. But in many other places, the monster kindred triumph by dint of superior numbers and innate savagery. Dragons are able to match the best of the lesser wizards spell for spell.

313 B.K. On the Eagle Continent, a human child named Khara Khang is born. He will eventually become the greatest living human wizard.

296 B.K. The monster kindred are defeated and in retreat, not as the result of one battle, but by decades of attrition. They continually lost warriors faster than they could reproduce.

295 B.K. Khazan conceives the idea of uniting the “good” kindred into one diversified people and

destroying the monster kindred forever. Despite his prestige among the three races, this idea is harder to sell than he anticipates. Many people simply want to rebuild their lives and their civilization.

294 B.K. to 0 B.K. This is the time of The Monster Wars. The “good” kindred continually persecute and destroy “monster” peoples whenever they meet. Many monsters retreat underground. Uruks and ogres contact trolls and ally with them. The great wizards intervene surreptitiously to defend their old subject peoples by hiding them in great subterranean, aerial, or undersea dungeon complexes.



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260 B.K. The minor race of leprechauns petitions to join the “good” kindred. They are accepted.

200 B.K. Fairies also join the “good” kindred.

150 B.K. An army of elves and humans co-led by Berienber Elvenking and Thor Urukslayer carry their anti-monster crusade into the eastern jungles with the intention of freeing all the slave humans of the Naga Realm. Khazan warns against it and refuses to participate. The human/elven army—60,000 strong is destroyed and defeated by the land, by the naga wizards, and by the very humans they thought to rescue. Naga slaves don’t want rescuing; they consider themselves privileged to belong to the serpent lords that they worship. Only seven warriors return to tell of the disaster. Berienber Elvenking dies in a wizards’ duel with N’sstassa the Naga. Thor Urukslayer and his six companions vow that no human army will ever again invade the naga jungles.

148 B.K. Khazan loses popularity as a consequence of his refusal to aid Berienber Elvenking and Thor Urukslayer against the nagas.



147 B.K. Khazan leaves the Dragon Continent to explore the rest of Trollworld.

114 B.K. Khazan meets Khara Khang who challenges him to a wizards' duel somewhere on the Eagle Continent. Impressed by the courage and sheer power of the black human wizard, Khazan takes him as his apprentice.

103 B.K. Khazan and Khara Khang meet an alien called Zweetz on a desert island where uruks worship a strange bird/serpent god with incredibly bloody rites. Khazan and Khara Khang flee back to the Dragon Continent, barely escaping with their lives.

95 B.K. A huge armada of Urukish ships and flying serpents attack the west coast of the Dragon Continent. Part of the fleet sails into the Dragon's Mouth with the intention of destroying and conquering the city of Herome. On the southern coast, the human city of Khorror falls. Khazan and Khara Khang find themselves in a sorcerous battle of wills with the alien god Zweetz. In his extremity of need, Khazan sends his human protégé, Khara Khang, as an ambassador to the nagas to seek their help in battle.

94 B.K. The Battle of Herome takes place. 200,000 sea uruks and 40,000 flying serpents attack Herome. Less than 100,000 men, elves, and dwarves try to defend the city walls. At the darkest moment, when the walls have been breached and Khazan is on the point of death from the spells of Zweetz, Khara Khang returns with seven naga mages who suborn the flying serpents and cause a great hurricane that sinks the invading fleet. With the nagas' help, Zweetz, who is not present in person, is driven from Khazan's mind and back to his own land. The sea uruk invasion fails. A remnant of the invading force is cast ashore on the island of Garr (establishing a stronghold there) and most of the rest (those not destroyed in the waters near Herome) return to their own land with considerable plunder. The city is in ruins and will require years to rebuild.

Year 0 The Calendar of Khazan is adopted at The last Council of Herome. Oddin Thorsson, the

human king of Herome, dies in a great waterspout without leaving a legitimate heir. Civil war breaks out in the city as various factions try to seize power.

At the plea of the dwarves of Thrindol, which is now located within the expanding city's walls, Khazan returns from the elven forests, puts down the contending factions, and takes the throne as a caretaker until the Council of Herome can choose a new ruler. To Khazan's surprise, the council elects him as king of Herome and changes the city's name to Khazan in his honor. They also agree to start a new calendar named after Khazan, and change the date from Herome year 727 to Khazan year 0.

Year 1 All the old city and street names in Herome now have the new name. Khazan, located at the confluence of the Dragon's Mouth and the Dragon's Throat River, is the greatest city on the western part of the Dragon.

43 The Dragon's Throat River becomes known as the Khazan River.

50 Khazan issues the Monster Decree, making it a crime punishable by death for any member of a monster kindred to enter any human, dwarven, or elven city. (*Decree was abolished in 666*).

100 Khara Khang leaves Khazan to study magic with the naga mages. He is gone for a hundred years.

100 to 500 The Golden Age. Khazan rules the entire western coast of the Dragon. Humans, elves, dwarves, hobbs, fairies, and leprechauns all increase in population. Monster kindred are hunted to the verge of extinction. New cities are founded. Arts, sciences, and magic flourish.

300 Khara Khang witnesses the massacre of a peaceful village of bull-men, minotaurs, by a band of malicious elves. It doesn't seem fair to him, but he doesn't interfere. He begins to think about what makes one sentient a "monster" while others not.

301 Khara Khang sounds out Khazan about incorporating other races into the Great Alliance of the



“good” kindred. Khazan is dead set against it. Khara Khang reminds the old elf that he only overcame his prejudice against dwarves by living as one of them for a hundred years. He suggests that Khazan leave the government to him and go live as an uruk for a hundred years. Khazan sees the suggestion as a power grab, repudiates it, and tells Khara Khang to conduct the experiment himself if he thinks it’s worthwhile. Khara Khang says he will, but he makes Khazan promise to call off the vendetta on uruks for a century—he doesn’t want to be killed accidentally by his own master while pretending to be an uruk.

302 to 402 Khara Khang changes his form into uruk shape and goes to live with the uruks for a century. He wanders from one tribe to another as a traveling shaman. He learns urukish magic, which is vastly different from human, elven, or naga magic. He helps one tribe of desert uruks domesticate the horse for riding. He helps mountain uruks domesticate dire wolves. He becomes known among uruks as The Great Beast Tamer. His urukish name is Arahk Gnahk, which makes it easy for Khazan to keep track of him.



380 The Magic Plague. The cities of the Dragon Continent experience a great upsurge in crime, most of it committed by criminals using magic powers. Increasing populations and diminishing returns cause hard times in some cities. Magical criminals scoff at non-magical law enforcement forces. Things continue to deteriorate until Khazan decides to intervene directly. Realizing that stopping criminals piecemeal is not the answer, he decides that wizards should have training and ethics and someone to be responsible to.

400 Khazan founds the Wizards Guild, an organization for the training and betterment of wizards everywhere. The guild offers, at its own

expense, to train and care for any child with magical abilities. Along with the sorcerous training, the guild also tries to impart ethical training and a universal allegiance to Khazan the Great as the world’s ranking wizard. It takes nearly a century for the idea to gain much force. Many children don’t get the guild’s training, but enough do to abate the Magic Plague to bearable proportions. Many young wizards find themselves working with the city guards, and the trained wizards almost always beat the untrained ones. Those children who somehow learn some magic without the guild’s training are known as rogue wizards. In time, they are known by the shortened title of rogues.

402 Khara Khang returns from his hundred years as an uruk. He has aided the uruk tribes considerably by teaching them to domesticate animals and upgrading their martial skills with archery and the use of the scimitar and shield in battle. He tells Khazan that uruks aren’t so bad; they tend to be cruel, but their hard lives cause that. Among themselves, they show loyalty, family love, self-sacrifice, and humor. He makes the surprising claim that uruks may once have been elves or akin to elves many thousands of years ago. Khazan doesn’t want to hear it. He is engrossed in the starting of the Wizards Guild and angry that he has had to suspend his vendetta against the uruks for a hundred years. He orders renewed persecution of uruks and other monsters despite Khara Khang’s arguments.

450 Unable to persuade Khazan that the monster races should be brought into the Great Alliance, Khara Khang leaves and returns to his own land. Becoming immersed in local matters on the Eagle Continent, he remains far from Khazan and Dragon Continent events for the next 200 years.

500 The Wizards Guild is now well established. There will always be rogues, but they will never be the threat to civilization that the unregulated wizards of the past had been.

590 An urukish shaman named Ro’tra’hh of the Black Wolf tribe begins to see visions of his future



life in campfire flames. He dreams of begetting a champion who will rescue his people from the brink of extinction, a champion as great as the legendary Arahk Gnahk of years gone by.

595 The Black Wolf tribe of Uruks, led by their shaman Ro'tra'hh, ambushes an elven wedding party deep in the Srynx Woods, slays all the guards and abducts La-fhrinja-La, a princess daughter of the wizard Har-Ennion-Har, one of the great wizards of the north. In the fight, Har-Ennion-Har is slain; there is no one to come to La-fhrinja-La's rescue.

596 During the next year Ro'tra'hh repeatedly tries to impregnate La-fhrinja-La. The process is distasteful to him, but terrible and mind-shattering to her. She goes insane with the pain and horror of it. Finally, with the aid of uruk spirit magic, he succeeds.

597 Lerotra'hh (daughter of Ro'tra'hh) is born. The elven princess dies in childbirth and the shaman has to cut the baby out of the womb. He is disappointed that the child is a girl, but realizes she is his only chance. He shape-changes the infant into a wolf cub and lets her grow through babyhood as one of a litter of wolves.

600 One night under a full moon, Lerotra'hh spontaneously reverts to urukish form and clumsily joins the children's fire dance. Ro'tra'hh realizes she has strong innate magical abilities and takes over her training. In the next ten years, she learns all he can teach her, while the other children fear and hate her. The only things she loves are the old wolf bitch that suckled her and her father, the shaman.



610 Khazan visits a remote elven clan in the Srynx Woods to establish a local Wizards Guild chapter. There, he hears about the urukish attack and massacre of 13 years earlier that cost them their greatest mage, Har-Ennion-Har. Enraged that uruks

would dare attack his people in their own forest, Khazan scribes the scene to learn what really happened. He is horrified to see the princess La-fhrinja-La carried off alive, and even more repulsed as he witnesses her subsequent rape, childbirth, and bloody death. Goaded past reason by what he has seen, Khazan cuts short the mystic visions of the past and does not see enough to identify Lerotra'hh. When he can think again, Khazan scribes to identify the urukish tribe that perpetrated such horror, and gets the name and current location of the Black Wolf tribe. With a handpicked band of elven warriors he teleports into the heart of the urukish home encampment and begins to slaughter the whole tribe with swords and sorcery. His elves are most happy to gain revenge for the bygone massacre. They slay every uruk—male, female and child—that they can find, including their beasts, and carry off what little loot is available to the Srynx Woods, well satisfied with the day's work. Khazan, thinking that the matter is ended, returns to his city and spreads the tale of the death of the Black Wolf tribe. However, Lerotra'hh is not at the camp when the elves attack. She is far away on a mountain crag searching for dragon eggs. When she returns a few days later, she finds everyone dead, except for a few other children who had also been in the wilds rummaging, and plenty of evidence that elves were the slayers. The loss of her father engenders a fierce hatred of elves and everything elven that will always stay with her.

613 The village of Khosht is founded on the Hunga River. (Later known as the Khosht river.) It will grow to be a diversely populated city of 20,000.

615 Aside from a pack of wolves and three uruk children, Lerotra'hh gains her first real follower when she finds an ogre with two broken legs trapped under a pile of rocks. An avalanche, caused by his own mighty shouting, had fallen on him, shattering both legs. After a few days of starving, Barg-Noorgut the Ogre is resigned to die. But Lerotra'hh brings him food instead, and gets his promise not to attack her and to join her band. She

then levitates the boulders off his crushed legs and heals his wounds by magic. Barg-Noorguut thinks she must be a goddess to do such feats, and becomes her greatest supporter.

615 to 640 Lerotra'hh gains strength and allies in the far northeast of the Dragon Continent. Among her companions is a wyvern named Strongtalons. She now rules and leads another uruk band, the Snow Demon tribe. In 640, she formally declares war on the elves by leading all her allies on a daring raid against the elves of the Srynx Woods. When it seems that Lerotra'hh will win the battle, one elven wizard changes to bird form and flees toward Khazan to get help.

633 Khazan's grip on the seas weakens in the face of Lerotra'hh's manifold land attacks. A small fishing village at the mouth of the Hunga River, thanks to favorable omens, becomes a free port and seafarers stronghold. The city of Knor is born.

640 Khazan learns of the demise of the Srynx elves from the one wizard who fled the attack. Scrying the scene, he learns of the existence of Lerotra'hh. This time, he takes care to scry out her entire history, though he doesn't have 43 years to watch her moment by moment. Ultimately, he decides to slay her. However, he can't find her by magical means for she has learned to shield herself from wizardly searches. Khazan posts a great reward for her death or capture, and dispatches an elite company of warriors to the Srynx Woods in hope of trapping her. They have a communication crystal to use in calling him, if they can locate her.

643 After slaying the Srynx elves, Lerotra'hh travels westward through the high mountains of the Dragon Fire range seeking a dragon. She finds the ancient dragon mage Vvvarrr. In exchange for binding herself to him as a servant for seven years, she learns a great deal of dragon magic. Since she feeds him well, and greatly increases the size of his dragon-hoard by raiding dwarf cities in the foothills, Vvvarrr grows fond of her and gives her three drops of his blood. Lerotra'hh, who had been

growing old, is rejuvenated by the dragon blood. Her raw power is increased by a factor of twelve.

646 Khara Khang, in a token move to help bolster the southern lands against ogre depredation, sends a detachment of 500 human warriors under the leadership of a veteran human baron to create a stronghold at the crossing of the Hunga River. Khosht becomes a walled city.

647 Vatharkh, chieftain of the half-uruk clan Vaarahth, dragon-friend of Vvvarrr, saves Lerotra'hh's life during a raid on the dwarven city of Hael'ku. The two have a short romance. Later Vatharkh is the first half-uruk leader to join Lerotra'hh's Army of Liberation.

647 Khazan and Khara Khang quarrel over what to do about the growing monster rebellion. Khara Khang still thinks the monster races should be integrated into the whole society. Khazan still refuses the idea. The monsters fight a guerilla war, striking and retreating before the more massive forces of Khazan can retaliate. Khara Khang decides to go underground as the legendary uruk Arahk Gnahk to find Lerotra'hh.

650 Vvvarrr, who is wiser and immeasurably older than Lerotra'hh, convinces her that she can never prevail against Khazan and the "good" kindred so long as she is basically working alone. She must unite many monster kindred and fight for all of them if she hopes to avoid death at Khazan's hands. This advice fits well with some of Lerotra'hh's prophetic dreams and she promises to follow it. Vvvarrr pledges dragon aid if she can secure enough allies to match the dragons in power.

651 Worried by a series of increasingly worse omens, Khazan travels to the Eagle Continent to regain the aid of his one-time apprentice Khara Khang. There he finds a society where men and monsters dwell together in peace under the benevolent rule of Khara Khang. The human wizard tells his old elven mentor that this is what he should have done with the many races on the



Dragon Continent. Inflamed by anger, Khazan curses Khara Khang and returns to his homeland alone. Meanwhile, Khara Khang decides that Khazan is old and senile, and that he must return to the Dragon Continent for the good of all concerned.

653 Facing an increasing threat from monstrous forces on the move, Knor begins construction of its formidable walls and deepens and fortifies its harbor.

654 Arahk Gnahk leads 20,000 uruks from the southern parts of the Dragon Continent's north to join with Lerotra'hh's forces, more than doubling her strength. When the two finally meet, Lerotra'hh realizes that she needs this legendary urukish wizard with his proven ability to live for centuries to rally all the urukish peoples to a single banner. Meanwhile, Khara Khang thinks he can use Lerotra'hh to overthrow the tyranny of Khazan and create a just society for all races.

655 Centaurs and ogres besiege the city of Khazan, raiding only by night, but cutting the city off from land access to the rest of the world. At the same time, Lerotra'hh's vast urukish army destroys the ancient elven stronghold of Shancinar in the Great Forest. When Khazan learns that Shancinar is about to fall and that much of the forest has been destroyed, he teleports there along with the greatest human wizards of the Empire, only to fall into a magical trap that Khara Khang prepared for him. The black wizard lures Khazan into a parlay, then hits him with a Dimensional Gate spell. It hurls Khazan and his friends into an alternate universe where time runs 100 times slower than it does on Trollworld.

Although only a tenth of a year passes in the new universe before Khazan learns to recreate Khara Khang's spell and return to Trollworld, ten years rush by in the Empire of Khazan.



660 Lerotra'hh gains alliance with the Trolls—no easy task, as they are scattered and living underground. With her crusade against their ancient enemies going well, the elves, the trolls realize that it would be folly not to join her. The addition of trolls gives Lerotra'hh's armies a raw power that nothing else can match. The dragons also come in on her side. Meanwhile, the defense of the "good" kindred falters without Khazan to coordinate it. City after city, stronghold after stronghold, fall to Lerotra'hh's forces.

661 Ellehra, a female elven warrior-wizard, transforms herself into were-cougar form to be a more effective fighter against the monster forces. She becomes one of the few elves actually feared by monster forces, and leads the most effective resistance in the forests around Shancinar.

663 At The Battle of the Cliffs, elves learn that they can't kill trolls by driving them off precipices into mushy swamps. Muddy trolls meet goblins for the first time and recruit them into Lerotra'hh's army. Goblins promise to hold the swamps for Lerotra'hh against all the "good" kindred.

664 Lerotra'hh and Khara Khang go cat hunting. In order to capture Ellehra, whose daring raids have been thwarting all urukish efforts to overrun the central forests, Lerotra'hh and Khara Khang put to sleep one hundred square miles of forest and search it foot by foot until Ellehra is located. Lerotra'hh first sees Ellehra in her "monstrous" cat form and conceives a liking for her. Instead of killing her immediately, Lerotra'hh offers Ellehra a choice: to join Lerotra'hh and live, or to refuse and die. Ellehra betrays her elven heritage and joins the Death Goddess, but she is locked into her were-cougar form to make it impossible to betray Lerotra'hh and return to the elves.

665 Khazan and his coterie of wizards returns to Trollworld, only to find that every human city north of the Dragon's Claws has fallen to the monster forces. Also, every known elven stronghold in the forests of the west has been completely destroyed.



The last defenders of the “good” kindred have gathered within the city of Khazan to try to hold out. They are thrilled when Khazan reappears in their midst.

666 Khazan appeals to his old allies, the nagas, for help against Lerotra’hh, but Khara Khang, too, has appealed to them for help, in this case, against Khazan. The nagas stay neutral, turning down both of their former protégés. Soon, Khazan realizes that the “good” kindred are on the verge of total extinction. He contacts Khara Khang and tells him that he will pull the two moons from the sky and crash them into the Dragon Continent, destroying everyone, if Lerotra’hh’s monsters continue with their plan to exterminate all elves, humans, and dwarves. Khara Khang convinces Lerotra’hh that a negotiated peace would be best. Khazan surrenders and goes into voluntary exile as a sleeper in an island tomb that drifts through time, appearing in Trollworld only one day of the year. He issues a prophecy that he will return if the monster kindred ever threaten to completely destroy the “good” kindred. Lerotra’hh and her consort, Khara Khang, rule in the city of Khazan. Monsters everywhere rejoice.



700 Human adventurers—down on their luck and unable to find much work in the monster-dominated Empire of Khazan—begin to invade the dungeon complexes of the Great Wizards. This proves to be relatively entertaining for those timeless demigods, so they allow some of the smarter, tougher, and luckier ones to emerge with treasure. Adventuring becomes a major profession for the “good” kindred.

780 Ellehra, no longer sane after more than a century of service to the Death Goddess, begins to develop an alternate religion for were-creatures. The new religion is based around the idea of Spirits of the Forest. These spirits are actually mani-

festations of her own considerable powers as a wizard, but she doesn’t realize that. Many of the less sophisticated weres follow her and a new religion is born.

799 Lerotra’hh officially declares that the Empire of Khazan shall be known as the Empire of the Goddess, and the city of Khazan shall be known as the city of Rotra. The names do not catch on and she finds the edict is unenforceable. Official documents from 800 on do call the lands the Empire of the Goddess, but no one, not even the uruks inside the empire, want to call the city Rotra. The old names remain on all the maps, and are only used by Lerotra’hh’s court and high government officials.

832 to 842 Lerotra’hh, Khara Khang, and Strongtalons shape-change into L’Zhan lizard men and spend ten years as L’Zhan pirates in the eastern oceans. There, the Death Goddess is known as Ler’rah (Mammal Slayer), the greatest fighting sea captain the lizard folk have ever known. Though Lerotra’hh has an alliance with the L’Zhan, she also takes steps to see that they never invade.

888 Lerotra’hh builds and opens the Arena of Khazan, the greatest site of gladiatorial games in the known world. She becomes the patroness of the arena.

891 After laying low for generations the Baron of Khosht sends tokens of fealty to Lerotra’hh’s court pledging loyalty to the Empire. Pledges of service are extracted, but largely ignored by the court. Criminals and malcontents are sent north for the arena.

979 Lerotra’hh gradually loses some of her hatred for humans and dwarves. She allows them to own property and live within the walls of Khazan for the first time in three centuries.

1001 A large monster attack is driven back by the citizens of Khosht.

1002 An even larger monster attack on the city of Khosht causes the burning of more than half the



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city. The monsters establish their right to enter and leave the city whenever they wish.

1003 The city of Khosht is rebuilt and it expands to encompass both sides of the river.

1005 Barengar the Great is asked to

become Wizard Protector of Khosht when he refuses to take the old Baron's place as Overlord. The city is ruled by a Council of prominent citizens.

1049 The Cult of the Bear God rises up in rebellion against the Death Goddess. Unable to muster much popular support—except among were-bears—the Bear God religion remains an underground movement. Lerotra'hh doesn't consider it to be a serious threat to her reign. Her standing order for any Bear Cultists caught is to throw them into the Arena of Khazan or sign them up to serve in a Death Horde.

1066 An expedition to Khazan's island led by adventurers from Gull penetrates the defenses of this island lost in time and wakes the sleeping wizard. He returns to the Dragon Continent, gains shelter from elven clans, and begins a secret war with Lerotra'hh that lasts for many years.

1085 Khazan, betrayed and captured by Gristlegrim, is turned over to Lerotra'hh on the condition that he not be slain. Gristlegrim foresees a time when the world will need Khazan again in the war with Zweetz. The Goddess imprisons him in a miniature dungeon created by an acolyte named Terevorr.

1097 Rufus the Half-Uruk escapes from the Naked Doom Retribution Gauntlet and starts the new religion of Blackflame, High God of the Deep Caverns.

1099 Monster forces overrun the human city of

Khorrer again (see 95BK). Once the humans have been defeated and driven out, the monsters begin to fight among themselves.

1100 Lerotra'hh dispatches a Death Horde of monsters to Khosht to collect tribute—now more than twenty years late. An emissary arrives from the Land of Zweetz offering alliance with the Death Goddess, but secretly spying out the land to see if another invasion could succeed. Lerotra'hh is unsure of what to do, but Khara Khang is worried.

1101 The Death Horde on its way to Khosht is defeated in the Pass below Castle Overkill.

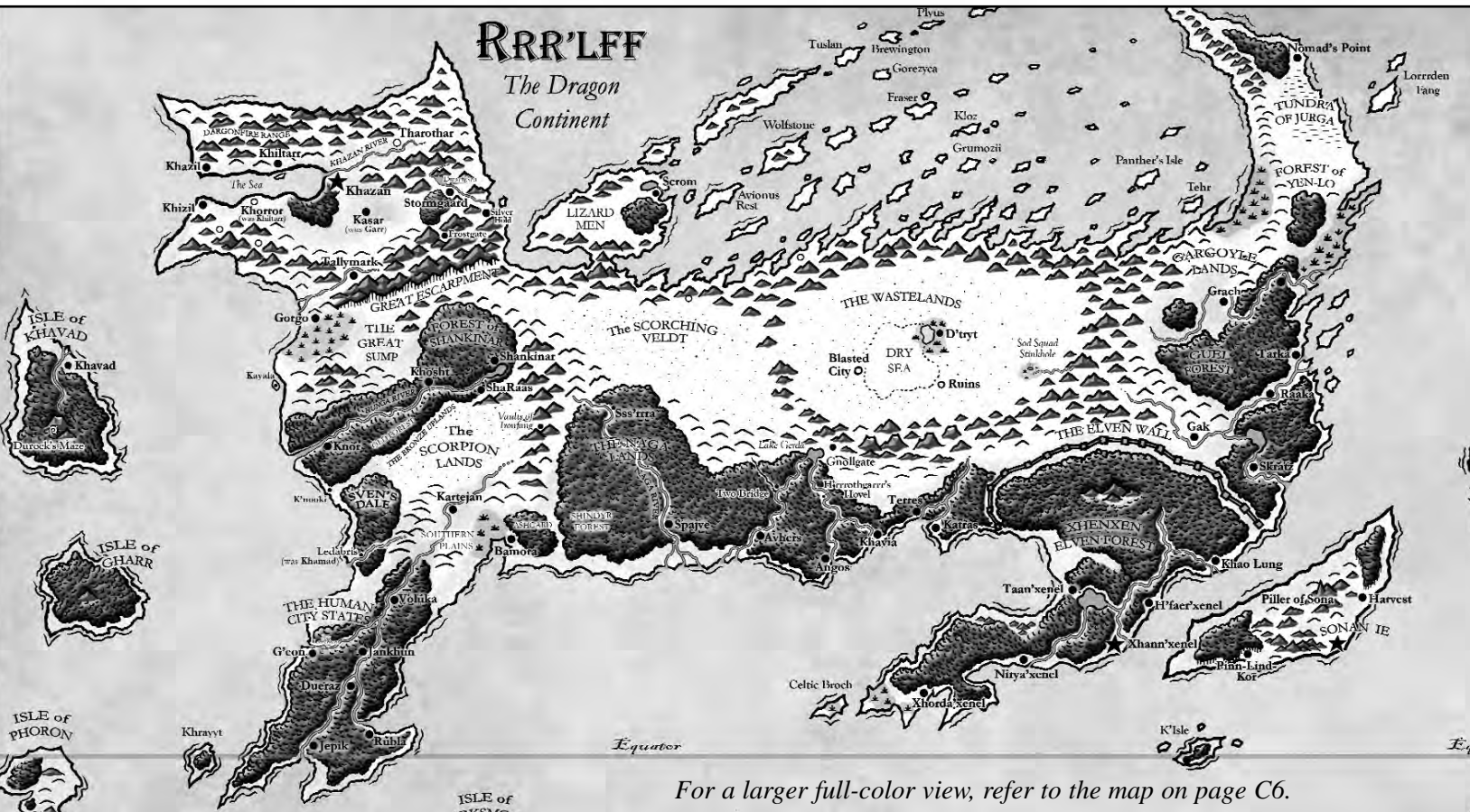
1103 Another Death Horde is being prepared when an emissary from "The Cities Below the Escarpment" (most notably Khosht and Knor, but also other smaller communities) arrives at Lerotra'hh's court. He is escorted by a handful of formidable adventurers and brings 25,000 gold pieces worth of emeralds: a delayed tribute. He also brings a promise of continued mutual friendship, defense, and respect, but adds that no more tribute will be forthcoming. The object lesson of Khorrer has been learned well, the men, monsters, and manifold races of the southern cities, will defend themselves without belonging to the Empire!

1107 Khayd'haik, the trolf (half troll, half elf, with Trollish ancestry predominant) wizard explains his new understanding of how to use kremm, and within a few years this new understanding of magic fills the world. No longer is Strength used to power spells. The new attribute of Wizardry has been identified and isolated from Strength, and spells are now powered by WIZ.

1199 The adventuress known as Flaming Cherry, with the help of Rose of Stormgaard, slays Terevorr and frees Khazan from his prison. Khazan goes into hiding with the elves of the Great Forest of Shancinar.

1200 to 1300 This is current age of events and places as shown in Deluxe Tunnels & Trolls.

Rrr'Iff: The Dragon Continent



Rrr'Iff (Rhalf) the Dragon Continent

Plate tectonics had nothing to do with it. The major landforms on Trollworld acquired their current shapes through the efforts of the Great Wizards who entered the world from Elsewhere. Rrr'Iff, the Dragon Continent, was formed by Shangingshing-shingingshang, the oldest and greatest of all dragons on Trollworld. He started with a huge, roughly rectangular continent and dragon-formed it into a kind of self-portrait, complete with head, wings, claws, and tail. It happened sometime before the Wizards War really got going.

Dragonlore maintains that the other large continents including the Maneland, Zorr the Eagle Continent, Orrzzu the Bear/Troll continent, Kharghch'an the Kraken Continent, and L'Boh the Wolf-land, were all shaped by god-wizards intent on

recreating Trollworld in their own likenesses. It is thought that the struggle for land, and the right to form that land, is the primal reason for the Wizards War.

Rrr'Iff can be subdivided into ten major regions: the Head, the Wings, the Tail, the Breast, the Foreleg, the Belly, the Hind Leg, the Body, the Rump, and the Outlying Islands. (In game terms for Tunnels and Trolls, most of these regions are undeveloped and wide open for whatever the players want to put on/in them. Some of the places shown on the world map have been used by Ken St. Andre and his friends as locales for the adventures they have created.)

Most of the places and events mentioned in the T&T rules and supplemental adventures take place somewhere in the region of the Head and Breast of the Dragon. The first city ever created for this game was Khosht, a typical river-forest town in the



middle of nowhere.

From the frozen end of the Dragon's Tail to the lizard-infested tips of the Dragon's Claws, the continent of Rrr'Iff teems with many different monsters. Only the rock trolls came from this world. The rest originated elsewhere and else-when, but all have made this world and this land their own.

RRR'LFF MAP GUIDE

Angos: This human port city famous for its production of rare jungle woods is also the major ship-building city on the Dragon's stomach.

Avhers: Avhers is called the City of the Feathered Men: winged humans dwell here. This may be a lost colony of youwarkee, who dwell on the Eastern Isles.

Bamora: The City of Jewels is a port city nearly as large as Khazan. It is located on the edge of the naga jungles. Serpent-men wizards move freely in the city and have erected towers of quartz and obsidian blocks. Rubies, emeralds, serpentine, and thrawnda gems are bought and sold here in great numbers. The city uses its own currency of gemstones instead of the usual gold, silver, and copper.

Blasted City: A ruined city of the hrogr kindred, this area features 88 octagonal towers. Each appears scorched by dragon fire or damaged by a gigantic hammer.

Celtic Broch: This small island hosts a dimensional gate that leads to medieval Scotland. The men on this island wear plaid kilts, herd sheep and cattle, and play bagpipes.

Cotillion: The local waters of this island near the Dragon's Front Claw teem with jellyfish. At night, the sea lights up with bioluminescent jellies. During the day the tentacles of larger jellies breach the surface like the flukes of a whale. The only settlement is the city of Bookfell, although everyone calls it the City of Charts. Bookfell's economy is based on buying and selling treasure maps and charts, providing academic services to interpret them, and equipping treasure hunters who might be passing through.

Dry Sea: This small, salty swamp and lake on the eastern fringe is the last remnant of an inland ocean.

D'tryt: Mechanical humanoids, not exactly men but more like robotic versions of the ancient Hrogr race, inhabit this small outpost. Although sentient, the inhabitants of D'tryt do little except manufacture bizarre vehicles, most of which have no power source and do not move.

Dueraz: Dueraz is a human city state of some 70,000 beings, home of the ebon-wood carvers.

Durock's Maze: Gristlegrim exiled a dwarven lord named Durock to this elaborate prison in 838 and told him not to return to Maneland until he could do so in a ship made completely from stone.

Forest of Shancinar: This forest is the major stronghold of the elven kindred in the western lands.

Forest of Yenn-Lo: Beware this woodland infested with poison-using pixies.

Gak: This is the largest city of the winged anthropoids known as gcharghs or gargoyles. The region around Gak and Grach is known as the Gargoyle Lands.

G'eon: G'eon is a free human city on the Dragon's Claw.

Gnollgate: This fortress town occupies a mid-level pass in the mountains that separate the Wastelands from the rest of Trollworld. Gnollgate is one of the very few places in that part of the world with abundant water. Built and maintained by gnomes, Gnollgate is the source of Trollworld's best clockworks. The Queen of the Gnolls lives there, along with almost every other female gnoll in the world. The far more numerous male gnolls range all over the Wastelands and the Scorching Veldt, and in smaller numbers over all of Trollworld.

Gorgo: Gorgo is the biggest and most important goblin village in the Great Sump.



Grach: This second largest Gargoyle city is notable for its door-less towers, whose only entrances are on the roof. Towers occupied by humans have stairways or ramps leading up to the roofs on the outside walls.

Guel Forest: Legend has it that Guel Forest is known for hordes of near-mythical Spider-Trolls.

Gull: Known as the City of Terrors, Gull is the only city on the Isle of Phoron and the third-largest city in the western part of the Dragon Continent. As a port, it is the chief trading partner of all the lands south of the Dragon.

Guyeaneal: Pirates use this island south of the Dragon's Front Claw as a base.

Harvest: Also known as Daisen, this is a smaller port city on Sonan Ie.

H'faer'xenel: This elven city is built in the branches of mithril trees. Each elven city has its own king.

H'rrothgarr's Hovel: This location is chiefly notable as the dwelling place of the bridge troll H'rrothgarr. Sometime blacksmith, artist, and scholar H'rrothgarr has assembled an impressive library and center of learning. All kindreds are welcome to come and study, but the monster kindreds are the ones who are most comfortable there.

Isle of Darksmoke: This large island is ruled by the dragon called Darksmoke.

Isle of Gharr: Once a stronghold of sea dwarves, the Isle of Gharr was conquered in 1047 by cyurks (sea orcs or uruks). Now it is a stronghold for pirates. The island has no good deepwater harbors, and neither cities nor towns on the surface, although extensive underground fortifications are rumored to exist.

Isle of Khavad: Most dwarves are not sailors, but one clan had a strong presence in the western oceans. This is the ancient home of those sea dwarves.

Isle of Phoron: This large, human-occupied island lies to the west of the Dragon's front claws.

Jankhun: The Assassins Guild is based in this human city state. The guild was created by Jankhun himself, who was later deified as the God of Assassins.

Jepik: Jepik is a free human city on the Dragon's Claw.

Kartejan: In this all-human city people worship a being known as the Trollgod. Kartejan is notable for its custom of changing its nominal ruler once a year by means of a competition to pass through an obstacle course. The first to pass through the obstacle course alive becomes the new Duke or Duchess of Kartejan for the following year. If no one succeeds, the old ruler remains in power.

Kasar: A mostly human city of about 50,000 people southeast of Khazan, Kasar is famed for a deadly game that is available to adventurers there.

Katras: This is the city of the cats. Katras is ruled by a sphinx. No one knows her name, and few dare test her powers.

Khao Lung: At this trading outpost, humans can interact with elves.

Khavad: Khavad is the capital of the Isle of Khavad, a deepwater port, and one of the few known dwarven cities to actually be built on the surface rather than underground. Khavad is a fortified city that serves as a base for the Death Goddess's naval forces. There is, of course, an extensive underground component of the city built into the forested hills that encircle it from the west.

Khavia: Khavia is a port city rival of Angos. The two cities were founded by brothers and have all the same economic reasons for existing. There have been numerous wars between the two city states. Although they at times united under a single ruler, such alliances never lasted for long.



Khazan: Khazan, the City of Monsters, is the largest city in the western part of the Dragon Continent with an above-ground population of about 200,000 beings. The city was named for the elven wizard Khazan-ohtariel-Khazan who ruled it for hundreds of years before going into exile in 666. It is the capital city of the Empire of the Goddess, and is ruled by Khazan's conqueror, the uruk sorceress Lerotra'hh.

Khazan River: The largest river in the Dragon's Head starts in the mountains northeast of Tharothar, flows past the ruins of the ancient ogre city, by Castle Greybat, and past several human settlements to finally reach the sea where the city of Khazan stands. It is also known as the Thar River in its upper reaches.

Khazil: This fortress city guards the top of the Dragon's Jaw. It is near the Goblin Crag dungeon.

Khiltarr: About halfway between Khazan and Khazil stands this port city on the north coast of the Dragon's Jaw. In the mountains north of Khiltarr are many dwarven mines. Much ore is shipped to other parts of the empire through the port.

Khizil: Khizil is a fortress city guarding the bottom of the Dragon's Jaw. Both Khazil and Khizil are armed with lightning cannons. Khizil is a launching point for adventurers seeking treasure among the ancient ruined cities of the old Kharik empire in the hills and mountains to the southeast.

Khorrer: An ancient capital of the Kharik empire, Khorrer is now the main city of the skeleton men.

Khosht: Originally a human city, Khosht was sacked and burned by monsters in 994. Since that time it has been an open city where nonhuman kindred come and go freely. (It was also the setting for Ken St. Andre's earliest Tunnels and Trolls adventures.)

Khrayyt: The waters of this small island near the Dragon's Front Claw are infested with sea-dragons

(a form of aquatic lizard, not a true dragon, known for its extremely deadly venom)

K'Isle: This small island has a dimensional gate that leads to medieval France in the time of Charlemagne.

Knor: Knor is a major port city near the mouth of the Khosht River.

Lake Gerda: Bubbling up from underground sources near Gnollgate, Lake Gerda is the source of two rivers that flow south into the jungles.

Ledabris: The largest village within Sven's Dale, Ledabris is near many dungeons, has a Wizards Guild outpost, a great tavern, and is a favorite home base for adventurers.

Lorrden Fang: This is an icy island off the northeast coast.

Naga River: Most of the naga settlements lie on the banks of this largest river in the Naga Realm river.

Nirya'xenel: Nirya'xenel is an elven city.

Nomad's Point: This is a human city on the Dragon's Tail.

Pillar of Sona: In the rugged center of Sonan Ie stands the Pillar of Sona, the island's highest mountain.

Pinn-Lind-Korr: Three fortified ports (Pinn, Lind, and Korr), belonging to three different clans, are situated near the southwest end of the large island of Sonan Ie. This part of the island is the most densely populated.

Raaka: Raaka is the third largest ghargh city in the Gargoyle Lands.

Rubia: In this human city-state of 12,000, men and women must by law either go hairless or have blonde hair (dyed yellow is perfectly all right, though deemed inferior to natural blonde).



Shankinar (also Shancinar: older pronunciation): This capital city of the elves in the west is built entirely in the boughs of gigantic mithril trees that grow more than 300 feet tall. (Mithril is a silvery wood that retains kremm and has many of the properties of metal, but it is harder and has greater tensile strength than steel.)

ShaRass: Originally an uruk settlement, ShaRass has developed into another open city like Khosht and Khazan. It has an alternate name of Karthaki.

Scrom: An artists' colony and school renowned for its sculpture and illustrated manuscripts.

Silver Hold: This is the main port on the east coast of the Dragon's Head.

Skrat: Skrat is a ghargh city known for the Flying Statues of the Golden Gharghs.

Sod Squad Stinkhole: This foul, sulfur-tainted swamp hugs the southeastern edge of the Wastelands where a small river has gone to die. It is also known as the Dragondung Swamp.

Sonan Ie: This island nation of sea-faring human clans is near the Dragon's Hind Leg. The nation is well known for intense clan rivalry and frequent civil wars among the human who dwell there.

Spajve: The City of 100 Towers, Spajve is the largest of the naga settlements.

Sss'rrra: A ten towered city of naga mages, and home of the Naga King, SSS'rrra is not the largest naga settlement, but is the oldest and the center of their government.

Stormgaard: The river Gaard flows beneath this small human city of about 10,000 set between the mountains and the forests of the eastern part of the Dragon's Neck.

Sven's Dale: This coastal forest has many ancient tunnel complexes located beneath it.

Tallymark: Tallymark is the first major city north

of the Great Escarpment.

Tann'xenel: An elven city built in the branches of mithril trees, Tann'xenel is known for its golden-colored lake pearls.

Tarka: Tarka is the capital city of the Gargoyle Lands, and the location where the great dragon Shangingshing-shingingshang sleeps away the centuries in the Vault of the Dragon.

Terres: Known as the City of the Dogs, Terres is dominated by an ancient and gigantic wolf troll. Harruu the Wolf Troll does not "rule." If he wants anything, the city's terrorized inhabitants just give it to him.

Tharothar: This ruined city of octagonal towers was once the capital of the hrogr race. Beneath it lie the Pits of Khand, inhabited by a race of demons. Tharothar's ancient towers were well-supplied with gems and some were even built of semi-precious stones, making it a popular target for adventurers.

The Dragon's Wings: This large archipelago of islands north of the Dragon's Spine is inhabited largely by lizard-men, humans, and various pirates. Larger, more important islands include Nodlam, Plyus, Brewington, Tuslan, Gorezyca, Fraser, Wolfstone, Avionus Rest, Kloz, Grumozii, Panther's Isle, and Tehr.

The Elven Wall: A massive wall of magically petrified wood over 200 feet high and more than 2000 miles long separates the main elven homeland on the Dragon Continent from everything to the north.

The Great Escarpment: This sheer cliff is more than a thousand feet high in some places. Part of the Red Uruk Mountains, it cuts the Dragon's Head off from its body with a barrier of stone that is almost impossible to climb. The Great Khazan Road is the major pathway through it, though there are rumored to be tunnels that bypass the barrier.

The Great Sump: Said to be the birthplace of the goblin kindred, The Great Sump is a low, swampy area.



The Naga Lands: A densely jungled part of the continent is home to the serpent-wizard naga race, as well as some of the fiercest predators on the continent: spider-trolls, snollygosters, sabre-tooth rodents, and bandersnatchi.

The Scorching Veldt: Home of uruks and centaurs, a wide variety of feline and canine beasts, and the dreaded jub-jub birds, this is a large, arid grassland.

The Scorpion Lands: This harsh, arid region is largely inhabited by uruks and lizard-men.

The Wastelands: Once a sea bottom, this area is now a great salty desert.

Tundra of Jurga: This is the home territory of the Crimson-snouted Snow Trolls.

Two Bridge: On the edge of the naga lands, this human settlement is named for its location between two rivers before they join into a single stream, with bridges crossing both of them.

Vaults of Ironfang: The Vaults of Ironfang house one of the greatest libraries of all things mundane and magical.

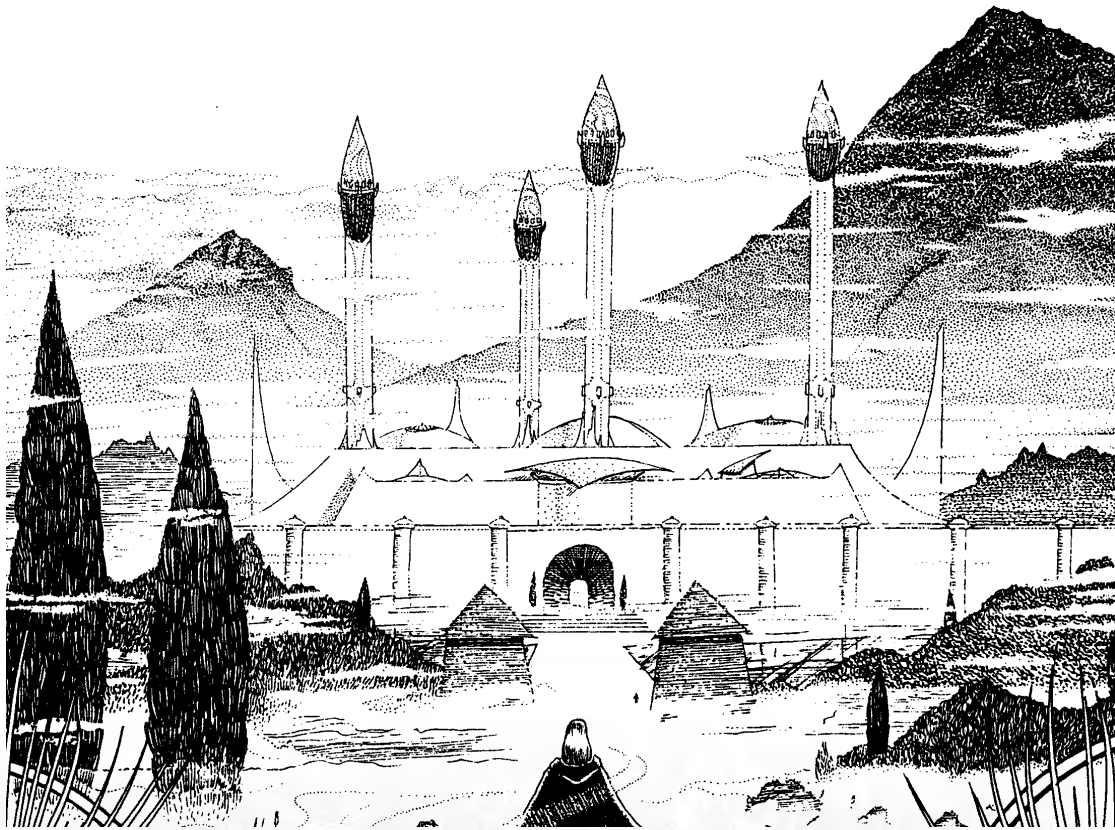
Vellaland: Ruled by Vella the Ogre Queen, Vellaland hosts an extra-dimensional gate in a cave in the middle of the island. Extremely odd monsters from other worlds have come through it.

Voluka: This human city-state of 30,000 beings has a large population of elves.

Khann'xenel: The capital of the Xhenxhen elven empire, Khann'xenel is home to the oldest known elf, Xhen-ohtariel-xhen. It is said that he remembers the coming of the elves to Trollworld.

Xhenxen Forest: This huge forest/jungle ruled by elves is said to be the place where elves first entered Trollworld. Only true elf friends are allowed to enter.

Khorda'xenel: Another elven city, Khorda'xenel is home of the Forbidden Queens of the Elves.



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Zorr: The Eagle Continent



The island continent of Zorr is known as the Land of Fire or the Eagle Continent. It is the youngest of all major land masses, having been lifted out of the sea by the efforts of the avian god-wizard known as Khyzermin about 37,000 years B.K. Inspired by a few volcanic peaks rising from the sea, Khyzermin spent centuries directing and shaping lava flows to create a new homeland for her followers/servants.

Lava trolls already lived inside the original volcanoes there along with a few other hardy, heat-resistant creatures, but Khyzermin imported fire dwarves and eagle-men from the universe she left behind when coming to Trollworld.

The continent is notable for its igneous rocks. The land is rich in metals and precious gems, but does not have much in the way of natural cave systems. However, mining and tunneling by trolls, dwarves, and other underground dwellers has created extensive labyrinths of subterranean tunnels.

Legend has it that every major city, and even most of the smaller villages, are connected to all the rest by a maze of underground tunnels that may extend for thousands of miles. It is certainly true that the fire dwarves maintain and control a huge network of subsurface passages where steam-powered carts provide relatively swift passage from one locale to another. The dwarves are extremely

protective of their tunnel system and do not permit any non-dwarf to explore it. Of course, there are robbers and others who break the rules, and there is semi-constant strife below the surface.

Humans are ubiquitous in Trollworld, but Zorr is one of the few places where dark-skinned humans are more numerous than light-skinned ones. Zorr is the home continent of Khara Khang, the black wizard-king who helped Lerotra'hh gain power in the struggle with Khazan-ohtariel-Khazan. Neither Khara Khang nor Khazan are truly god-wizards. Both still live and are active in the affairs of Lerotra'hh's empire on Rrr'lff at the time of this game.

In addition to humans, Zorr is home to many unusual kindred including eagle-men, wood-men (not elves so much as intelligent, mobile, humanoid plant-beings), Z'akka (dinoaurians), fire dwarves, Tze (mosquito-men), lake goblins, hyena-goblins, bat-trolls, lava trolls, urrrt (blue-skinned humanoids with no hair), crocodilian lizard-men (not the L'Zhan), policians, sea elves, fire kobolds, fire gnomes, winged monkeys, and keerraptors. The winged races of Zorr are extremely proud of their ability to fly, and protect the air fiercely against groundlings, going so far as to attack any non-winged being that dares fly in their territory by means of magic or mechanics. Nor do they get along well with each other; nobody likes the winged monkeys.

The magic of Zorr follows a completely different system than that of Rrr'lff. Flame magic is commonplace, and there are hundreds of spells that deal with fire in one form or another. The spells known on Zorr are classified by the most important element of the spell—i.e., fire, water, air, earth, metal, wood (or any plant), and spirit. The native wizards of Zorr have a different understanding of magic in their part of the world, and magic, being the subjective force that it is, behaves differently there. Wizards of one school (fire, for example) normally cannot do spells from another discipline (such as water).

Many spells are personal, and wizards seldom share their knowledge with others except for their own apprentices and flunkies. Wizards of Zorr use their WIZ attribute like Intelligence. In order to cast

a spell, they must make a saving roll on the level of the spell's difficulty based on their WIZ rating. If they succeed, the spell works; if they fail, it doesn't. WIZ is not depleted by this action because they are simply channeling the world's kremm instead of using their own.

Zorr remained isolated from Rrr'lff and other parts of Trollworld for most of its history, although a few bold traders always got through to it. But in the last hundred years (1100 to 1200), there has been more contact with the sea-farers of Gull, Sonan Ie, and Angos. It is no longer uncommon to see adventurers from other parts of the world in the cities of the Eagle Continent, and many wizards come to Zrellos, the City of Wisdom, to learn Zorrian magic or to teach the spells known to the Wizards Guild of Khazan.

ZORR MAP GUIDE

A'garazzz: A'garazzz is an ordinary human port city on the middle east coast of Zorr.

Am'kzag: Also known as the City of the Free, Am'kzag is a human city that has no recognized government. It also has no services and no law, and the people who live there are all extremely good fighters.

Devidasi: No men are allowed to reside on this island of Amazon women.

Eagle's Eye: This is a large circular lake, northeast of Zrellos, on the Eagle's Head.

Gala: Gala is the home city of Khara Khang, the black human wizard who proclaimed himself God-Emperor of Zorr. The humans who live in this part of the continent have dark skin. Both men and women generally grow to be nearly 7 feet tall.

Gnollz Marshes: This is a land of strangler weed, hyena-goblins, and a large gnoll population.

Goblin Glen: In a pass between two mountains east of the Eagle's Eye stands a 30-foot statue of green stone. It is carved in the form of a goblin dressed in elaborate robes and carrying a 6-pronged staff (a trident with three extra prongs). No one knows its origin or



meaning as there are no goblins in this part of Zorr.

Hazzlotzbattz Forest: This is the land of the dreaded bat-troll. Hazzlotzbattz is a dense forest also inhabited by wood-men and known for many kinds of flying rodents, some as large as eagles.

Kah-el'Zod: Kah-el'Zod is the city of eagle-men, winged humanoids with the heads of eagles. These "zods" have both arms with hands and large powerful wings that enable them to fly very well. Their legs are relatively short, half the length of their arms, and end in strong talons, four to each foot.

Kal'zagan: This a city of the fire dwarves. Fire dwarves have little in common with Gristlegrim's dwarves except for small stature and ability with metals. They have many wizards among them, but practice spells unique to their own kindred.



Kyzz: This human port city lies on the southern coast of Zorr.

K'zing-K'zung Mountains: Mount K'zing is the highest volcano in this active range with Mount K'zung is a close second. The volcanoes exhale sulfuric ash into the Znarr River. Although the river would be considered poisonous to humans, there are fish and other lifeforms that have adapted to it. The mountains are known for the bell-like chiming that comes from the Crystal Cliffs, a distinct k'zing-k'zung sound at times.

Mount Khyzermin'zerr (the Obsidian Mountain): Obsidian (zerr) is common on Zorr, it makes up more than 80% of the stone comprising this mountain. Khyzermin is said to be one of the Great Wizards of Trollworld, and to have created

this mountain as his stronghold. The mountain and nearby hills are riddled with caves and tunnels that have walls of obsidian. Many strange, stone-based life forms inhabit these caverns.

Phizzard: This large village of lake-goblins is ruled by the grand Phizz, the most powerful goblin wizard on Zorr.

The Nameless City: Rogues, outlaws, and pirates infest this island city. The city of Zar'Karsh on the Eagle Continent mainland is often a target of their raids.

Tze-undratt: The dominant race of Tze-undratt is a gigantic intelligent mosquito. The Tze's major food is blood. They maintain large herds of domesticated antelope and giant rabbits. These mosquito-men are nocturnal, quick, and excellent flyers who maintain an alliance with the urrrt (the blue-skinned humanoids).

Zarbi: This mixed city is populated with humans, including the Albinos of Zarbi, hyena-goblins, desert dwellers, Tze, urrrt, and a few hundred renegade wood-men.

Zar'Karsh: A large fishing community on the southern delta. Home of the "fish tamers."

Zarkros Bay: These storm-blasted waters rush along the Eagle's Belly.

Zellnathar: Called the City of Dreams, Zellnathar is famous for palaces built in the shape of monsters and animals.

Zin-Kol: Known for its black pearls, polished corals, and turquoise sea-stones, Zin-Kol is known as the City of Sea Jewels. All of the distinctive gems come from below the ocean and are traded to the human inhabitants by merfolk and sea-elves.

Zkaria: In this city of fire dwarves, its clans are generally feuding with the clans that live in Kal'zagan.



Zmylo: Zmylo is a cave city home to both humans and sea-elves, Much of the city is actually underwater, and even the humans who live above the surface are strong swimmers. Spells or potions for water-breathing allow them to do business below the waves. Zmylo also serves as a seaport for this part of the continent.

Znarhi Z'hanorr Forest: This large wooded area is divided into three parts by the two branches of the Znarr River, the River of Ashes. Each part of the forest is controlled by a tribe of wood-men: elf-like creatures with wood-like skin and thin, pine-needle-like leaves instead of hair. Wood-men secrete a poison that paralyzes other organic species. The tribes raid each other continually, but unite to drive out all intruders.

Zoyatiik: Known as the City of Riders, or the City of Tents, Zoyatiik has very few permanent structures. Thousands of pavilions and tents spread in haphazard fashion along the riverbanks and into the sparsely vegetated Zytt desert. The people are mostly human, with some human-lizard crossbreeds mixed among them. The riders use horses, camels, large dinosaurian raptors that run on their hind legs and have rudimentary powers of speech, and a kind of large reptilian bat that lives in the desert.

Zozobra: The City of Illusion, Zozobra is the favorite city of wizards on the southern part of the continent. They cloak the streets in illusions and phantasms and sell reality charms to those without the magical power to see through them.

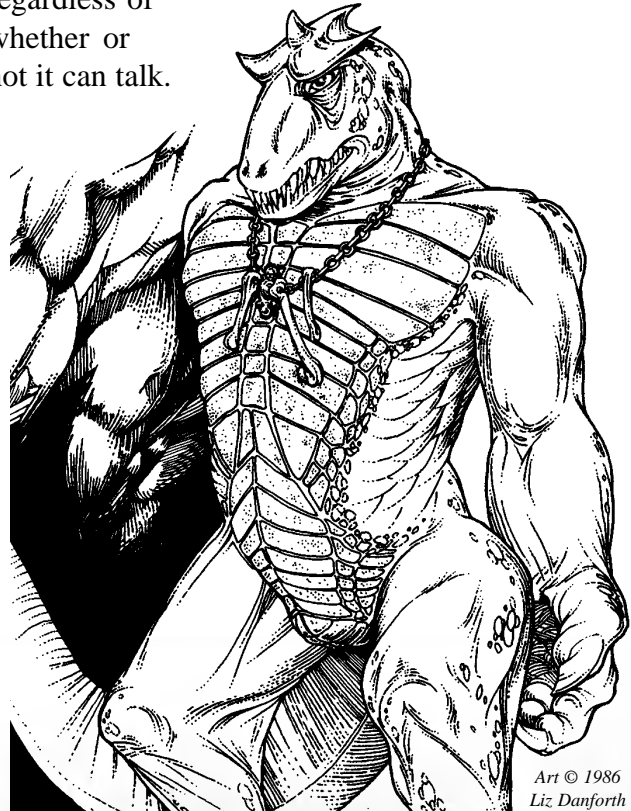
Zrellos: Many are drawn to this city of wizards and their apprentices. Everything in this City of Wisdom is done by magic. Only wizards are allowed to pass through the crystal walls that surround it. Others who wish to consult the wizards must remain in special taverns, inns, and hostelries beyond the walls.

Zyggurrrt: All Zyggurrrt's buildings are pyramidal in shape. Many of them are step pyramids with large flat landings rising several stories in height. The inhabitants are urrts, four-armed humanoids with scaly blue skin. They are the finest metal-crafters on Zorr, and maintain alliances with the fire dwarves.

Zyryndahl: This all-wooden city of wood-men and khangs (the black humans of Zorr) serves as a port for the southern part of Zorr.

Zytt Desert: Known for its large reptilian beasts, this semi-arid wasteland in the center of Zorr is name for the zytt, scaly bats large enough to carry a man. Also native to the desert are Z'akka, two-legged dinosaurs with primitive intelligence, greater than apes, but inferior to men. Z'akka wizards are famed for their shape-shifting abilities.

z'Zish: The aquatic lizard men who live in this village look like intelligent crocodiles. They do not use metal at all, and eat anything they can catch, regardless of whether or not it can talk.



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Liz Danforth

Maneland: The Unicorn Continent

The Unicorn Continent is called The Maneland by its inhabitants. Some scholars say this a poor translation of “the main land.” The continent is dominated by three mountain ranges that define the northern, western, and half the southern coast lines. In the north, The Maneland straddles the equator, and extends well into the southern hemisphere of the Trollworld. It has inhospitable, jungled mountains in the north, and glacial fjords in the south.

The main landmass contains a large central plain that runs the gamut from dry, almost desert grasslands to lush, fertile plains, and even cold, boggy moors. The southwestern portion contains an area of mixed deciduous forests and open, grassy plains. The western coast features a great bay protected by three large islands. There are four great rivers that drain the mountains into the plains, and scores of smaller rivers of all varied sorts.

MANELAND MAP GUIDE

Aenoir: The Aenoir region consists of two forests, two rivers, and the plains between. It is circumscribed by the southern leg of the Cloud Capture Mountains, the northern flanks of the Dragon Fire Mountains and a great bay of the South Dragon sea.

Armadillion: This city is at the center of the continent at the confluence of two great rivers. It is the inland trading hub for the centaur cities around



The Eye of The World. It also serves as a gathering place for the plains bands of free centaurs that roam the Burnished Plaine. It serves as a jumping off point for adventurers heading in all directions.

Bay of Blood: This is one of the few deepwater bays on the north shore of the Unicorn. Its waters are host to a toxic algae bloom brought about by the nutrient-rich outflow of the rivers that feed it.

Black Forest: This is an ancient oak forest, thick and dark. The forest is formidable and in places almost impenetrable. Its wood is hard and tough. The Iron Orcs raid through it frequently in small bands.



Black Orc Pass: This is the point where the Cloud Capture Mountains and the Dragon Fire Mountains meet. This narrow pass is Aenoir's only escape to the heartlands of The Unicorn. Guarded by the Iron Orcs, and often closed by snow in the summer, journeys through the pass are the stuff of legend.

Black Wall: With walls of gnarled oak and tiered pagoda-like block houses, Black Wall gives the impression of a city under siege. This city is in every way a fusion of elven and human craftsmanship. It has been burned only once.

Burnished Plaine: This is a vast, dry, grassy plain. In its rainy season, when the Four Rivers flow out of the Cloud Capture Mountains, the plains are often the subject of Iron Orc raids.

Cataracts of Chaos: The nutrient-rich outflow of these cataracts feed the toxic algae bloom that flows down the Olivine River to the Bay of Red Death.

Cliffs of Doom: Thousands of miles of cliffs form the northern face of The Mountains of Fire. They face the sea in escarpments 1,000 to 8,000 feet high.

Cloud Capture Mountains: This is a much older chain of mountains that stretch from the Towers of Clouds and Smoke to the Black Orc Pass in the south. They are almost always wreathed in clouds due to the moist tropical winds. These peaks are the homelands of the feared Iron Orcs.

Cold Comfort River: This river rises from the great unstable marsh land of the Quake Fens. It has cut a deep canyon through the base of Dragon Fire Mountains to the sea. The canyon of Cold Comfort River is thousands of feet deep in places.

Diamond Shore: A long golden expanse of sandy windblown beaches stretches for miles. The shore is said to sparkle with diamonds exposed from an ancient sea bed.

Dragon Fire Mountains: These mountains are made of ancient basalt. Some of the most ancient

trolls of Trollworld abide here. The peaks are haunted by dragons whose goutts of flame seen against the night skies give the mountains their name. These mountains are the highest on the Unicorn, towering to lofty heights of well over 20,000 feet. They are always snow covered, and in their upper valleys give rise to glaciers.

Dragon's Teeth: A colossal reef of slashing coral rises from the ocean floor at the edge of the continental shelf. It is 10 to 50 miles wide, and stretches from the Cloud Capture headlands to Dragon Spindle in the south. There's no passage by sea.

Dragon Spindle: This landmass thrusts like a sharpened spine into the South Dragon Sea. It is a harsh, rocky spit of terrain. If there will ever be a sea passage for Aenoir, it will be created by driving a channel through the land connection to the Spindle.

Eagle Port: The southernmost city on the Unicorn is beautiful, built entirely of carved stone. It has a breathtaking view over a deep nameless bay, laced with small icebergs from three glaciers that empty into its azure waters. Its name comes from the soaring blue ice eagles that skim the peaks that surround the bay.

East Forest: This is an ancient woodland; the elves who inhabit it are ancient as well. They are largely contemplative. It is said that in this ancient forest remnant even the thickly grown trees brood over times gone by.

Equaz (The Great) River: This waterway is the main artery of the Unicorn Continent. It runs hundreds of miles from the Dragon Fire Mountains through the lands of the Burnished Plaine. It picks up the flow from the Little Equaz River. It is navigable in some form practically to its headwaters, but only by ships as far as Equizan and Grey Lake. It empties in a great outflow into The Eye of the World.

Equizan: This city is the capital of a trade-based suzerainty, foremost among the centaur cities. The centaurs here trade with the Red Dwarves for metalwork and skills, and with the free centaurs for agricultural goods. They trade with elves for travel passage inland and luxury goods, and with the shipwrights of the outer islands for access to the back country. Equizan is the headquarters for all the great trading companies.

Fire River: Hot springs at the end of the Cloud Capture Mountains feed into this river's waters, giving it its name.

Forge: This town is a bizarre combination of mill town and university town. The mixture of red dwarves and centaurs living together find its greatest expression here. Centaurs travel from all over the suzerainty to learn blacksmithing and metalworking. Overland journeys are launched from Forge to the fabled dungeons of the northern coastal cliffs of The Unicorn.

Forest of Ghouls (The Haunted Forest): This verdant patch of forested plateau north of Forge and on the north coast, is fronted by the towering cliffs, and surrounded by the peaks of the Mountains of Fire. The forest is the home of the great green apes.

Fragrot Forest: Fragrot is rumored to take its name from a great wizard who raised works on the island. The island is inhabited by a population of particularly irascible ogres said to be the remnants of the wizard's guard. It is heavily wooded and offers few safe harbors.

Glaciers of The Southern Fjords: Glaciers are numerous throughout the Dragon Fire Mountains. The largest of them reach the seas at the head of these ancient fjords. They are responsible for icebergs which in high summer fill the mountain passages.

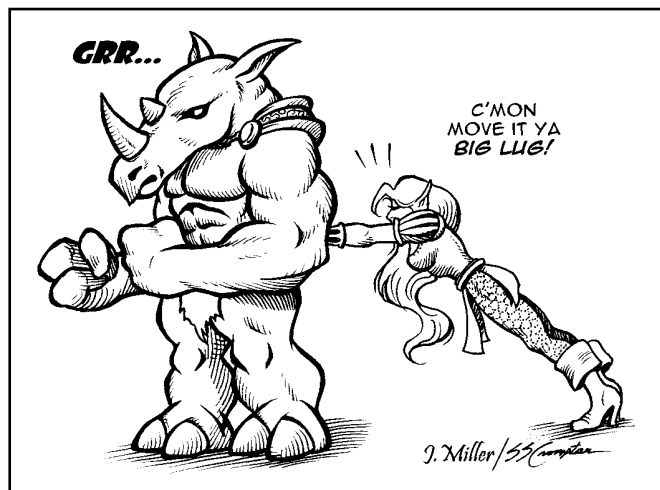
Grey Lake: This is a small shallow inland sea formed by the outflow of the River of Steel. Silt and tailings from the metal works at Forge have served to lower the depth of the lake over

generations. Dredging boats make a fair living keeping channels open. Large flat-bottomed boats, ply its waters, moving all manner of cargo.

Horn Forest: This is one of three pocket forests on the easternmost portion of the Unicorn Continent. Its trees are ancient. It is home to a race of elves that is openly hostile to all outsiders. The forest derives its name from the beautifully crafted animal horns that all these elves carry. The horns' haunting sounds are usually the last things heard by interlopers.

Isle of Epolion: This island holds the slipways of the great ship builders. Its forests were cut down for fittings long ago. There is a tangled, impenetrable bramble on the northern end of the island. Its one bay has slipways stretching in all directions. Ships arrive daily carrying finished lumber and iron fittings. It is the point of debarkation for the southern seas.

Jestria: This town is the starting point for all adventures leaving The Eye of the World and setting off for the northern oceans. This is the headquarters of the World Ocean Trading Company's Northern fleet.



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Land of the Rhynon: This lush grassland enclosed by the three forests and the south fork of the Rye River is home of the Rhynon. This ogre-sized, horn-faced race is the unquestioned master of this land. Physically they are massive, tough, and strong. Mentally they are less prepossessing. The Rhynon are largely vegetarian and relatively solitary, but do settle in small family groups if a steady food source is available.



Moss Agate Mere: In a vale at the upper limits of The Tangled Skein is nestled this ice-rimed lake. Its pallid green waters reflect the mysteries of the surrounding mountains. (The Azure Eye hidden within it remains of one of the great unexplored dungeons of our time!)

Mountains of Fire: This range of mountains runs from Mount Pennon to the Towers of Clouds and Smoke. Its north face is made up of the Cliffs of Doom. It is punctuated by old volcanic peaks, many of which are still active, particularly in the long northwest-pointing peninsula.

Mount Pennon (The Pennant): This is a very tall, active volcano located over a crust-piercing hot spot. The stream of smoke blowing from its peak can be seen for hundreds of miles.

Obsidian Cliffs: These steep cliffs of black volcanic glass and rock were once the home of harpies, rocs, and other great birds of prey.

Old Forest: This is the youngest of the three ancient forests on the Unicorn's chin, but even it is old beyond reckoning. There is a hidden treasure at its heart: a mere. This lake is a clear, fish-filled pool nestled in amidst an elven forest. It drains in a series of charming cascades to join the Rye River.

Orcfire River: When this river seasonally floods, raiding parties of the Iron Orcs follow.

Plain of the Lost Elves: This verdant plain is surrounded by the Cloud Capture Mountains in the north and northeast and The Dragon Fire Mountains in the east and southeast. It is the bread basket of Aenoir.

Promise River: This river's waters reliably bring the promise of fresh grasses to the Burnished Plaine.

Quake: Quake is built almost exclusively of adobe. It sprawls around a deepwater port at the apex of the fault line responsible for the instability of Quake Fens plateau. It is a rough and ready town, always in a state

of being rebuilt. The ground shakes, the mud crumbles, the city digs out, and the process repeats.

Quake Fens: This is an upland plateau that is geographically unstable. The Quake Fens, a great impassable, bog-land periodically shakes and writhes like a great miry pudding.

Refuge: Refuge is the largest, most human-like of Aenoir's cities. It was the place where a colony of Vartae were cast ashore after being cursed. Its first and oldest buildings were built from the remnants of their ships. It is a flat, sprawling city with a sea port, built in outwardly growing circles. Utility, not beauty, is the abiding theme here. There are five walled watchtowers that ring the city. The population of Refuge retreats to these in times of great need.

River of Blood: Many say this river's headwaters are so iron rich they tint the water red. A more likely cause is the volcanic residue washed out of the Mountains of Fire. The river is unnaturally warm due to the large number of hot springs that empty into it. The waters of the River of Blood are slowly pushing a marshy delta into the Straits of the Eye.

River of Sadness: So called because, unlike the Promise River, its waters do not always return with the season, leaving its promise unfulfilled.

River of Steel: This river drains the western Mountains of Fire. Trade travels down it to the town of Forge. The river is not navigable beyond it. Above Forge, the river's cataracts have been harnessed by great waterwheels for the power they afford.

Rye: Rye is a trade port built at the farthest point up the river that centaur-made boats can reach. It is at the confluence of both branches of the Rye River, on the north shore.

Rye River (North and South Forks): The South Fork of the Rye drains the Horn Forest and the Land of the Rhynon. It is old, meandering and nonnavigable, prone to either flooding or running so shallow that it's fordable on foot. The North Fork



drains the lands of the East Forest and Old Forest. It is navigable for the great portion of its length and is used by the elves of the forests to trade with each other and the centaur traders.

Sea of Grass: This area is a vast open plain of grasslands that stretches without landmarks for mile after mile.

Seaport: This is the headquarters of the World Ocean Trading Company's south seas fleet. From here their ships are launched, and to here they return for repairs.

Sharmat: This is a lazy little port town nestled into the magic that is the Old Forest. It is a mix of young adventurers setting out in the world and those who long for the slower pace of ancient forest. It is rumored that a once-renowned wizard and his wife have settled here to watch the tapestry that is life be woven.

Silver Flow River: A fierce, cold, clear river that flows south out of the southernmost precincts of the Cloud Capture Mountains, this river runs through The Silver Wall, one of the focal points of Aenoir.

Silver Forest: The silvery-white bark of its birch trees gives name to this forest.

Silver Wall: This is the most "Elven" of the cities of Aenoir. Built entirely of the white wood of the Silver Forest, its architecture is slender, and graceful. Make no mistake—despite the city's beauty, Silver Wall is a fortress. It has been burned down three times in Aenoir's wars with the Iron Orcs.

South Dragon Sea: This sea lies west of the Unicorn, north of the Eagle, south of Sonan Ie and southwest of the Dragon. It opens out in the west by the broad Zorr Passage, on the northwest by way of the Isles of the Angry Dragons, and in the southeast through the Glacier Passage.

Tangled Skein: This forest is the worst kind of vine-choked, tangled, trackless wilderness that is created when the heavens dump way too much

moisture on a fertile ground, bringing forth all life that preys on every other form of life.

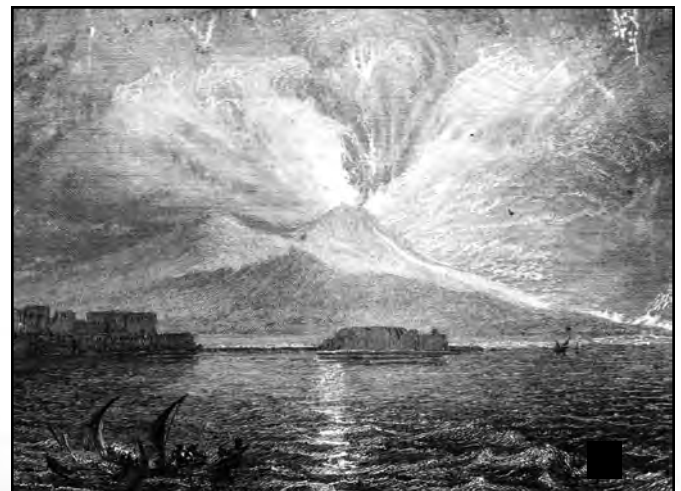
Tower of Clouds: A gigantic dormant volcano towering over 21,000 feet in height, its outflow formed the plateau on which is located the Forest of Ghouls.

Tower of Smoke: A towering active volcano over 16,000 feet in height, its peak is wreathed in smoke, lightning, and fire. Tales tell of hidden caverns that are home to a primordial fire elemental near this place of fire and brimstone.

The Barrier Isle: This island is the "cork" in the Eye of the World bay bottle. The straits north and south are the only passages to the outer ocean. The isle has a number of small settlements. The northern end is very rugged and holds unexplored ruins.

The Burning Mountain: This great peak is located at a point where Mt. Pennon's "Hot Spot" passed. The peak has collapsed in on itself, but it towers over 13,000 feet. The name comes from the numerous oozing lava rivulets that ring the mountain. The Burning Mountain is the home of The red dwarves who, it is said, can control its lava flows.

The Eye of the World: This great bay is center of the continent. Upon its waters flow the trade, politics, news, and information of the peoples and cultures that ring it.



The Eastern Islands of the Great Ocean

The Eastern Isles are a chain of islands formed by an unknown cataclysm predating the wars between the great wizards. They form an irregular chain stretching from the largest island, the Claw, in a great inverse “C” to the south and west. Their most distinguished features lie in their volcanic origins. The northernmost isles are fertile. The larger and more highly elevated of them boast forests and verdant plains. Most islands in the middle of the chain are either dormant or active volcanoes. The saurian L’Zhan are in the NE isle with the human Sonan Ie in the SW.



See the color map on page C5.

EASTERN ISLES MAP GUIDE

Archipelago of Fear (H’Akash):

This chain begins in the north at the Atoll of False Promise (L’Zhan Ar-Haldaz). The Isle of Fire, Isles of Fear, and Atoll of Perils are also members of this archipelago.

Archipelago of the Claw (H’Ruhn): The chief islands in this region are the Claw, the Shield, Promise Isle, and No Hope Atoll.

Archipelago of Fire (H’Char): This archipelago at the base of the loose crescent that makes up the Eastern Islands is the most volcanically active. It is comprised of the Anvil, the Forge, the Ruin, the Furnace, and the newest formations in the chain, the Atoll of the Hearts of Fire and the Ring of Fire.

Atoll of False Promise (L’Zhan Ar-Haldaz): This low-lying chain of coral heads is home to all manner of sea creatures, palms, and some scrub. The first L’Zhan sailors hoped it was the Great Eastern Continent of legend. They were disappointed.

Atoll of Perils (Ar-Hald’zan): Last of the isles in

the Archipelago of Fear, this atoll consists of a maze of weather-tortured coral. Its surface consists of 10 to 17 foot high vanes worn through the bleached bodies of millions of tiny calcium-based sea creatures. While the Atoll of False Promise is the home to most of the life-sustaining creatures found in the sea, this atoll is the habitat of some of the more frightening ones. In its mazes can be found the terrifying giant crab, amphibious sea slugs, and the giant honu (sea turtle).

Atoll of the Hearts of Fire (H’Luu-Char): This chain of islets houses an active volcanic cone. Thousands of feet down is the birthplace of a new, fiery sea mountain. The waters of the lagoon are tens of degrees hotter than surrounding seawater. There are steady sulfur-dioxide belches bubbling up from the depths. The hot gases also make the lagoon home to a strange gigantic mollusk the size of an elephant. They have shells thicker than the thickest troll armor and are difficult to kill, even if an adventurer could brave the sulfurous waters. What



sets these huge, almost unknown creatures apart is that once every century they seem to shut down for a decade, withdrawing into their shells. At the end of this time, one out of every ten of them produces one of the rarest and most priceless treasures on Trollworld, a fire pearl. These pearls are so rare that only twenty-eight are even known to exist. The magical potency of these gems is the stuff of legend. Due to the toxic nature of the lagoon, no single race controls this atoll and few know of its existence.

Isle of Fire (D'ar Hazdar): The tall peaks of this island are heavily forested and host to birds, insectivorous bats, and giant fruit bats. This island is also home to the Noctulle. The Noc are one of the least known races on Trollworld. They have the appearance of very slender elves, but they are possessed of an enormous set of bat-like wings. The females have small horns on their forehead, while the males have a bony skullcap covering most of their heads. This race's origins are lost in the vastness of time. Legend tells of an unwholesome union of elves and some kind of dragon-kin. They are clever, but limited by circumstances to primitive weapons. Port Terror can be found on this island.

Isles of Fear (D'aharl Hazdar): The largest island in this archipelago, the Isle of Fear is a quiescent clutch of volcanic promontories whose forested flanks drop precipitously to the seas. It is home to another unique form of winged warriors, the gracefully thin, bird-winged, humanoid Keeraptora (youwarkees). The Kee are covered in fine feathered down, which reaches its fullest expression in their great pinioned wings. As with the Noc, this race is relegated to primitive weapons; their fierce nature and creative abilities serve to level the playing field.

Isles of the Angry Dragons (D'aharl Vasha): To the south and west of the three main archipelagos is a chain of islands leading toward Sonan Ie and the Dragon Continent. These small islands are home to a wide variety of smaller sea-dwelling, dragon-like creatures. There can be found giant sea-going crocodiles, the salamander-like, electric kuoan, and the

legendary eel-dragon. It was here too, that the saurian L'Zhan raiders first encountered the sailors of Sonan Ie. Centuries later, there is still brooding hostility between these two peoples. It was this confrontation that most believe gave these isles their name.

No Hope Atoll (Nhal 'Dzal): Is the oddest of all the islands in the Archipelago of the Claw, this low-lying, hook shaped group of islets seems to be made up of the same sand that makes up the Shield. However, here there is no sign of life - no sea birds, no sea turtles, nothing but the eerily glittering sand. There are some pools of water in what appear to be stony hollows about the island, but no ships put in here unless in direst need. There is a lingering sorcery that seems to transcend any of the saurian sailors' magic users. The longer one stays on the island (often in less than an hour), the more one seems to see "things." At first shapes, then buildings, towers, promenades, and stairways appear. Sailors have told tales of those who have headed down these stairways for two or three stories, well below sea level, or having shipmates who have set out on a masonry promenade stretching for hundreds of feet out into the center of the atoll only to have them suddenly disappear, never to be seen again.

Port Endeavor (L'Jzahr D'an, in the language of the L'Zhan): This is the oldest and first of their cities. It is believed to have been the point of emergence for the race. This is where most of their ships are built.

Port Reward (L'Jzrahn D'an): This port is the home of the L'Zhan raiding fleet. It is where most of the Claw's weapons are manufactured, including the deceptively dangerous L'Zhan crossbow, the d'jtok. This unusual weapon is the backbone of their raiding forces. It is constructed in such a way that the average L'Zhan warrior, due to his race's hand/claw physiology, can cock and fire it one-handed; no other race is able to accomplish this feat.



Port Terror: The L'Zhan use this natural safe harbor on Fire Isle as a seaport. The base is subject to frequent raids. The L'Zhan maintain this port in the face of fierce resistance as a staging area for ventures further south.

Promise Isle (L'Zhan Haldaz): Here the L'Zhan found the first island beyond the Claw that promised a world upon which they could thrive. There's a small forest, and a native population of feral pigs and birds. Crops are grown here and ships reprovisioned. What it lacks is a port of any kind. The isle tapers gently down to the sea with no place that provides protection from rough weather. As a consequence, while there is a colony, there is no year-round port. There is no major town, just a large number of L'Zhan family compounds.

The Anvil (H'rhan L'Zhan, loosely “Armory of the People”): In the cooling volcanic remnants of this island can be found abundant sources of iron, as well as copper used for the L'Zhan weapons and ship fittings. There are mines and trading outposts on the Anvil, but no substantial towns.

The Claw: This island consists of a verdant central plain linking the forested Spur peninsula in the south to the three mountainous peninsulas—Talon, Reacher, and Shredder—in the north and west. These promontories still contain the remnants of great forests that once covered the entire island. This island is large enough to boast one river, the L'Zharran. It drains from the uplands into the seas north of Port Reward and empties into Talion Bay.

The Claw is the home of the L'Zhan, a fierce race of pseudo-saurian folk that emerged through a magical rift on the Claw from the time of the Wizards War. It is believed they were exiled here by a cataclysm in their own time/space/world. This plains-dwelling race suddenly found itself trapped on an island. Given their intelligent and rapacious nature, they adapted. The L'Zhan have used the forests of The Claw to build a fleet of exploration and raiding ships. Given their “hunt first and negotiate later” nature, they are the scourge of the Eastern Oceans.



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The Forge (Lra H'rzal): This blasted rock is host to one of the fiercest volcanoes on the face of Trollworld. The spout that gives the island its name is constantly sending lava and noxious gases out of the ground. The tremors are so fierce that the island is in a constant state of upheaval. Despite this, there are supplies to be had, and even reports of shattered ruins, but few linger long on this inhospitable place.

The Furnace (R'zlhan): This island may be the next ruin. It consists of a vast, single cone whose sides run smoothly down to the ring of black sand beaches that surround it. Within the mountain burns a balefire visible in caverns scattered around the island. When parties land to provision and search for the source of these fires, there are no openings to be found. There are no fresh lava fields, but the ground can be heard rumbling deep in the heart of the mountain. Both the saurians and the humans have attempted to establish settlements, but when off-islanders return there is no sign of the colonists. The Furnace is currently abandoned.



The Ring of Fire (O'Hazdar): The largest atoll in all the Eastern Islands is a large, broken ring of coral situated around a series of suboceanic vents, called black smokers. These create thriving communities of small sea creatures, which in turn feed a rich fish and sea-dragon community. The Ring of Fire is the source of a wide variety of seafood delicacies that are sought by the Sonan Ie sailors.

The Ruin (Z'lhran): In this place there once stood a great mountain. In a time long past, it was obliterated in a cataclysmic explosion. What is left is the remnant of the crater wall, just a few feet above sea level. It is home only to sea birds and turtles.

The Shield ('Dzhald): This island consists almost entirely of an opalescent field of sand. It has a few undistinguished rock outcroppings. These may be the weathered remains of long-forgotten fortresses or their just fanciful tricks of the elements.

Spice Isle and Pepper Isle: The last two of the Eastern Islands have been the source of great wealth for the sailors of Sonan Ie. It is here that much of the fabled spices of the East have their origins. The martial cultures of the Sonan Ie have sent many a young samurai here to "earn his sword" helping to protect the interests of the great trading houses. For more details read the Sonan Ie maps section.

South Dragon Sea: This sea lies west of the Unicorn Continent, north of the Eagle, south of Sonan Ie, and southwest of the Dragon. It opens out in the west by the broad Zorr Passage, to the northwest by way of The Isles of the Angry Dragons, and to the southeast through the Glacier Passage along the coast of Maneland.



Sonan Ie: The Island Empire

Sonan Ie culture expanded from a small set of human clans scattered across the island into a busy mercantile empire named for its people. The empire was uniquely positioned to join trade between the far Eastern Islands and the Dragon Continent.

In its ancient past, Sonan Ie's clans battled each other for scarce resources. Piracy was the rule of law. This period saw the rise of the samurai, master swordsmen who rose to the rank of ship captains. Samurai commanded great respect within their clans and much fear by those outside them. Clan allegiances divided the island into independent, insular townships. Despite this, Sonan Ie has grown strong. This little empire is content to open new markets and expand into unclaimed lands. Sonan Ie merchants ply the ocean to bring wealth back home and spread their culture through exports.

SONAN IE MAP GUIDE

Daisen (Harvest): Once, this old port city on the Holleni Plains sat in the center of trade in Sonan Ie. In days long gone, merchants ran the city as princes. The empire's growth changed Daisen. New trade routes formed and closer ports attracted merchants. Many of the merchant princes of Daisen shifted from trading goods to finance. They turned the port into the principle lending-house of Sonan Ie. Their wealth, lent out to expand new markets and finance bold military ventures, brought honor to the empire. The local tax base proves lucrative for the Tenno emperor. Any trade with Nanaj Port starts at Daisen. Home to the Fourth Fleet and Thirteenth Regiment, the waters of Daisen are clear of pirates and welcome traders seeking financing.



See the color map on page C4.

Davenriil (Lost Brother Summit): Davenriil is the westernmost peak of the Lannil region. The view atop the mountain overlooks both sides of the island. Old ruins dating back to the Wizards War can be found in a high meadow just below the timberline on the southwest side of Davenriil summit.

Durren (Everlasting) Woods: The forest is thick and dark. Kikori (short human) woodcutters tread only along its edges. They leave offerings, prayers, and new saplings. Within Durren Woods is the domain of kami, giant spiders who brook no disrespect from clumsy, thoughtless people. Close allies of the kami live here: the shapeshifter clans Tanuki (raccoon dog), Mujina (badger), and Bakeneko (cat). The clans of Durren Woods are united in keeping all others terrified and thus out of their deep woods.

Garhiin Lu (Raging Bull) River: This waterway begins its life high atop Mt. Sonan Nii as winter runoff. The Garhiin Lu River forms fearsome rapids coming off the mountains into Lake Pool.

Geppa Ie (Pepper Isle): Geppa Ie is a rich island neighboring Hona Ie. Clan leaders from the Five Clans of Kor-Lind-Pinn maintain estates here. Two



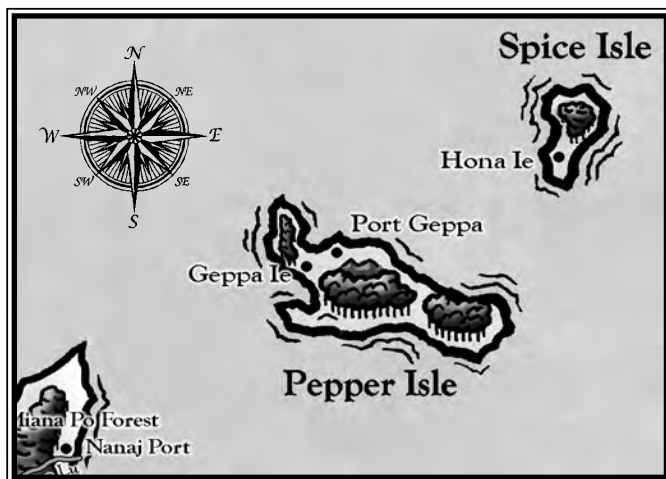
ports on either side of the isle along with the Third Fleet and Fifteenth through Seventeenth Regiments bring a sense of security to the island. Peppers harvested here are valued for medicinal benefits, as insect repellent, and as culinary flavoring. The eastern port of Geppa Ie is the launching point to Sonan Ie's expansion into the Isles of the Angry Dragons.

Guri Forest: This forest bends and twists to the seasonal east winds. Wood logged here is remarkably hard and durable. Waterproof lamellar suits of armor are birthed among the heartwood of low, twisted, iron thorn trees. Samurai and shogun alike treasure the armor crafted from the Guri Forest.

Haba Kynnal (Watcher's Mount): Haba Kynnal is a small village directly west of Davenriil Summit, nestled above the Durren Forest. The Hoba Clan carefully guards their saltpeter and sulfur mines. They stay out of clan politics and expect other clans to stay out of Haba Kynnal. Their diet consists of figs, goat, mushrooms, and fish from a well-stocked mountain lake. Hoba Clan watches over Durren Forest with loving care.

Hona Ie (Spice Isle): This island due northeast of Onnakir is claimed by the clans of Sonan Ie. As the name suggests, Hona Ie is a major source of spices. The Tenno emperor pays close attention to the valuable spice markets, at the sole port of Hona Ie. Third Fleet's base is located there.

Holleni Plains (Plains of Gold): The highlands of



Lannil rise up to the west over this rich expanse of fertile plains. The Mountains of Nor Ippan overlook the valley from the south. Many little villages dot the landscape. Holleni Valley is the breadbasket for Sonan Ie.

Only tough and rugged individuals live among these midlands. Shikome hobgoblins constantly test those living here. The Lannil highlands reach down almost to the water to the northwest.

Two human clans, Boran (Metal of Peace) and Niroka (the herders), live in the highlands of the Lannil region with the goblin clans of Mt. Ashinaga, Ichime, and Yokai. Lannil's northwestern cliffs bar the clans of Lannil region from becoming sailors and invading the mainland. The human clans live principally by cattle herding, mining, and tuber farming. Goblin clans live by hunting, mining, and banditry.

Jaim Hobar (Lonely Bay): This inlet is too small to call a port, but a fishing village lives happily off the deep bay teeming with fish and squid. Durren Forest hems in Jaim Hobar and limits growth. A narrow trail twists up into the trees leading eventually to Noka Village. The Jaim Hobar Clan likes the tranquility formed by distance from other clans. Young men from the village occasionally go on goat raids to Noka Village as a coming of age ritual.

Ji Yrella Fortress (Rogues' Gallery): Vexing all clans is a massive fortress. It appeared overnight a generation ago. They named it Fortress Ji Yrella (Rogues' Gallery) for it is filled with exotic portraits and attracts the most unsavory delvers. Delvers bring good trade and even remove gold and silver out from Ji Yrella. Despite the wealth trickling out of the fortress, the clans would love to see Ji Yrella razed to the ground. However, the magic fortress remains steadfast, mysterious, and beyond local politics.

Joli Mine (Bountiful Treasure): Just within the Keepenar mountains is the Joli Mine. Valuable metals and minerals are pulled from the mountains.

The ready presence of waterfalls and the western reservoirs provides bountiful waterpower for mills and smith works. Brisk trade hikes down the mountains to Sonan Janni during winter and fall months. Miners of Joli talk loudly in their saloons of the Lost Mine of Kenn Tander, an underworld where precious jewels grow from trees and sprout like mushrooms from the ground. The Lost Mine is named for the only miner to ever set foot in the place. He spoke of terrifying guardians and a beautiful people at peace with themselves.

Lake Pool (Mother's Lake): This massive lake calms Garhiin Lu River and births tame Nomo Lu River. Legends speak of a city imprisoned beneath the shores of Pool Lake, a nameless place of mazes, treasure, and disturbing magic. There is a legend that a wizard lost everything here in the early days at the beginning of the great Wizards War. Desperate delvers come here to uncover truth and treasure. Success eludes many of those seekers of the mythical city. The clans make a good side living returning dead delvers to their families.

Miana Po (Pole Tree) Forest: Miana Po Forest provides Nanaj Port with its best lumber. Kikori woodcutters cultivate trees which grow straight and true, twenty to thirty feet tall. Timber, bundled in rough rafts, flows down the Nomo Lu River to the lumber yards of Nanaj.

Mt. Keepenar (Hardened Spur): This bare, windswept mountain stands a distant second in height to Mt. Sonan Nii. Its sharp peak defines the eastern edge of Sonan Janni lands.

Mt. Sonan Nii (Pillar of Sona): Mt. Sonan Nii is the tallest mountain in the Lannil region. The sharp narrow peak is said to be one of the pillars where the heavens touch the earth.

Nagasilan (Pilgrim's Landing): At this port closely tied to the Susa Clan, a shallow-water bay restricts the size of visiting vessels. Sugar cane is harvested and retains merchants' interest in this otherwise small port.

Nanaj Port (Little Shark Port): Smaller than most coastal cities, the port is a shallow harbor formed by tricky reefs and a rocky coastline. Beyond the coast stands the rich Miana Po Forest. Massive tree trunks arrive at the port's lumber yards via the Nomo Lu River. Nanaj Port also contains the principal shipyards for Sonan Ie's fleet. The inhabitants of Nanaj grow some crops and raise small herds in the deforested region around the port. Limited food production makes them dependent on trade with the rest of Sonan Ie. Sales of tightly built, sturdy, and swift Nanaj trimaran and catamaran ships have given Nanaj Port a favored place in the Sonan Ie court. Visiting ships must ride high on the waves. A deep, heavily laden keel will grind against surrounding reefs. Local waters are patrolled by five swift catamaran dartships. Each dartship is crewed by ten marines and a wind wizard all loyal to the Tenno emperor. They challenge all craft approaching Nanaj Port.

Noka (Milk) Village: Nestled in the rocky hills of the Lannil region. Noka Village sits at the northern edge of Sonan Janni lands. Goat herding and rice harvesting are the mainstay of life. The finest goat cheeses of Sonan Ie come from Noka Village. In the fall, the view is one of a soft green land ready for cultivation. Cranes pick their way around the vast rice paddies in this serene place.

Nor Ippan (Grandfather's Summer Palace): Atop this respected mountain range, snow gathers in the winter and waters the plains of Holleni Valley in the spring. Flowers grow in the surrounding mountain meadows. Nor Ippan is an easy climb providing a clear view of the eastern shores of Sonan Ie.

Numo Lu River (Little Cow): Nomo Lu is a quiet, unassuming river. Winding gently through Miana Po Forest at a steady and profitable pace, Lu River is the main highway for Kikori woodcutters to reach Nanaj Port.

Onnakir (Sea Port): is the capital of Sonan Ie. Here rest the roots of the Tenno, emperors over all of Sonan Ie. The Onnakim clan has an unbroken



line of succession since the birth of the empire. Even tempered and strong willed, the Tenno emperor expands his rule through fair trade. Trade creates marriages where conquest finds barred passage. Conquest pushes only where trade fails.

Sonan Ie expands where law is weak and draws wealth where neighbors are strong. Onnakir rests on the rocky barrens at the edge of the Guri Forest. A poor land for farming, hanging gardens provide fresh produce and small animals provide protein. Most food must be imported. Onnakir is also home to the First and Second Fleet along with the Twelfth Regiment. Securing the surrounding waters is the fleets' primary concern. Nothing must stop the flow of trade to the capital.

Pinn-Lind-Kor: A triumvirate of fortified ports guards the most densely populated region of Sonan Ie. The five clans Pinn Tol, Pil Ie, Lindaire, Linkor, and Clan Kor were the last of the Sonan Ie clans to join the empire. They held out against the Tenno emperors for years until the Treaty of Waterfall. The Fifth Fleet, along with the Eighteenth and Nineteenth Regiments, guards the southern edge of Sonan Ie.

Port Jaim (Storm Bay): The local Susa Clan is distant from Sonan Ie politics. Its position near the Land of the naga places it on the delicate edge of diplomacy and keeps local trade routes active. The port has a distinctive feel compared with the rest of Sonan Ie. The Naga heavily inspire local fashion and architecture.

Shinto Brothers Mountains: Overlooking the Guri Forest, the rugged Shinto Brothers Mountains stand firm against the west winds. Scattered within the mountains are great mines. Gems are the least of their treasure. The finest steel of Sonan Ie is born here in great smith works nestled deep within the Shinto Brothers Mountains.

Sonan Janni Region (Mirrored Lands of Sona): Rice production is the mainstay of these lush lands. Rain from the west rests here before its march on Mt. Sonan Nii. Small clans dot the countryside. Several clans live side-by-side: human, the gremlin clan Kappa, and the shapeshifter clans Kitsune (fox), Tancho (red-crowned crane), Nazumi (rat), and Akita Inu (dog). Turning the wetlands of Sonan Janni to food production tamed much of the land in this region. Sonan Janni sits at the south foot of the Lannil region.



The Cities: KHAZAN

by Ken St. Andre



For a larger full-color view of Khazan, refer to the map on page C11.

Khazan is the largest city in the western part of the Dragon continent with an above-ground population of about 200,000 beings. The city was named for the elven wizard Khazan-ohtariel-Khazan who ruled it for hundreds of years before going into exile in A.K. 666. It is the capital city of the Empire of the Goddess, and is ruled by Khazan's conqueror, the uruk sorceress Lerotra'hh.

KHAZAN MAP KEY

- ① **The Digs:** Lerotra'hh's palace and executive headquarters.
- ② **The Wizards' Quarter:** The largest building is the main branch of the Wizards Guild. Smaller magic guilds and magic shops dot the city.
- ③ **Elven Reserve:** Lerotra'hh's safe haven for elves.
- ④ **The Golden District:** Homes of nobles and rich merchants.
- ⑤ **Grand Marketplace:** Goods and services from across the Empire can be found in this largest marketplace on Rrr'lff.
- ⑥ **The Temple District:** Temples for Ohtariel, Sar, Sharane, Mungo, Hela, Nook-nook, and others.
- ⑦ **Khargh (Troll) Hill:** Numerous caverns where most of Khazan's trolls dwell.
- ⑧ **The Gates of Grimhold:** (Dwarven Quarter). Most of this is underground (see the undercity of Khazan for details.)
- ⑨ **Jail & Guardwatch stations**

- 10 Uruk Warrens The homes of Uruk family clans..
- 11 Arena of Khazan
- 12 Seafarers Village
- 13 The (Monster) Mounds
- 14 Slag District: Beggars and very poor people live here.
- 15 Khazan's Glare: City lighthouses for the ships.
- 16 The Docks: Both naval and commercial boats use these all hours of the day and night.
- 17 Sailors' Shantytown: A guild house.
- 18 Khazan Watch Headquarters
- 19 Hall of Retribution: The Courthouse.
- 20 Fish Markets
- 21 Temple of the Death Goddess
- 22 Old Heroes Cemetery
- 23 Temple of the Money Gods
- 24 Armors' District
- 25 Mannish Ghetto: Tall cramped dwellings for the mostly human workers.
- 26 Da Bosses: Base of operation for the city's administration.
- 27 Goblin Huts: The goblin community lives here.
- 28 Wolves Hall: (Palace of Memory)
- 29 Drunkards' Stumble: The Tavern District
- 30 Homes of Lesser Nobles & Merchants

Additional Notes about the Khazan Map:

The area immediately beyond the city walls is still considered part of Khazan. Along the main road are shops and taverns. Farther out are farms, cattle ranches, and country houses.

Any docks shown with ships can accommodate large cargo and war vessels. Docks without ships can accept lesser vessels like fishing boats, yachts, and other small craft.

Areas in the city that are green are not necessarily just grass. There may be gardens, fountains, small groves of trees, or other features of an area that has been more carefully tended.

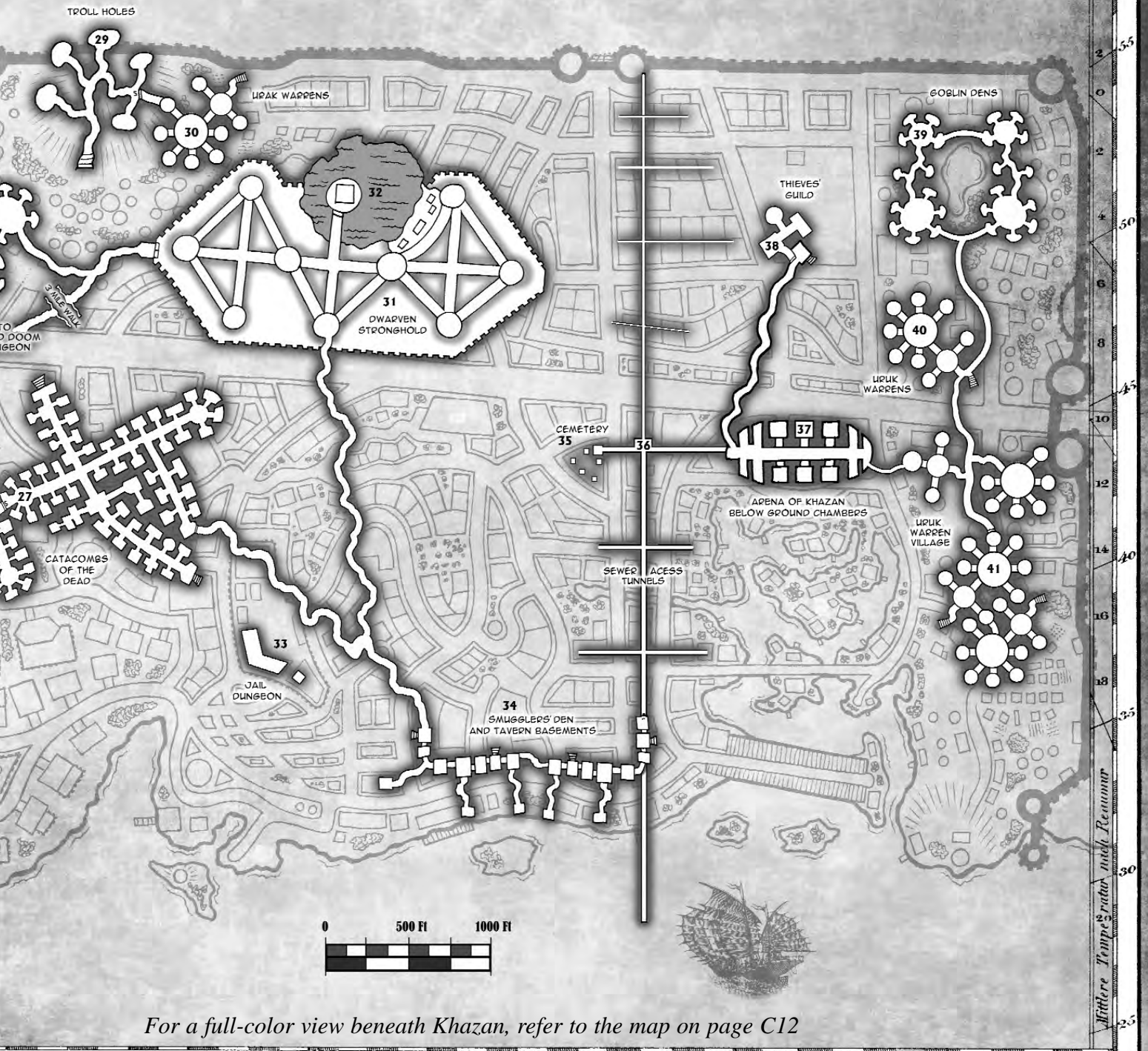
Feel free to populate the other buildings of Khazan as you see fit. In the future, we plan to create Citybook-style adventure supplements that will give you in-depth details on the people, places, and political intrigues of Khazan, along with scenarios and stats for running them with Deluxe Tunnels & Trolls.



Khazan: 1



Khazan: the Undercity



For a full-color view beneath Khazan, refer to the map on page C12



Beneath the City of KHAZAN by Ken St. Andre

Like very old trees, larger cities are often homes to creatures that live away from the light and prefer the safety of being below ground. Khazan is no exception and the caverns below it are home to trolls, uruks, goblins, elves, dwarves and even a balrukh (kauter) or two. Adventurers brave enough to explore the realms beneath Khazan will find a wide array of places to visit: from Grmhlt, a dwarven city older than the surface metropolis, to the eerie catacombs of the dead beneath the Old Heroes Cemetery, and the vast caverns of Naked Doom.

To make it easier for you to pinpoint these underground locations, we superimposed an outline of the walled section of Khazan onto the map. Many of the larger underground locations like the dwarven city and sublevels of the palaces are in fact made up of numerous rooms and hallways. These may include additional levels deeper underground than the one detailed on this map. In the meantime, feel free to expand upon these for your own adventures.

KHAZAN UNDERCITY MAP LOCATIONS

- 1 Naked Doom Entrance:** located below the Royal Khazan courthouse. This is where condemned prisoners are taken to run the gauntlet of justice. With no weapons or armor, few survive the dangerous journey back to the surface.
- 2 Troll Hole:** An unkempt, unfriendly troll lives here.
- 3 Entrance to the Great Cavern:** It is locked, but can easily be picked or forced open.
- 4 The Grotto of Skulls:** Three pools of water and a puzzle to solve.
- 5 The Sword Test Room:** A chance to get a weapon and a secret entrance to the great cavern.
- 6 The Great Cavern:** This cavern is big, enough to contain its own environment, including a pond with fish, frogs, and grasses. Goblins are often seen here, but they quickly disappear behind the stalagmites and boulders.
- 7 Sweetwater Spring and Pool:** A source of fresh water, teeming with small aquatic life in the form of insects, small fish, and amphibians. There is an underground connection (not shown) to the Khazan River.
- 8 The Way Out:** The word "OUT" is carved near the entrance to this tunnel that descends into the darkness.
- 9 Mushroom Farm:** Connected to the great cavern by a mile-long tunnel, this is a source of food for a vast number of goblins that live beneath Khazan. However, to humans these mushrooms are hallucinogenic and thus highly prized.
- 10 Unexplored Tunnel System:** Multiple tunnels that lead off into various realms beyond the city.
- 11 Altar of the Frog God and Natural Bridge:** This area is infested by blood-bats, so crossing the bridge over the lava-filled chasm can be tricky. The Frog God statue is carved from volcanic stone and weighs tons.
- 12 Goblin Guardhouse:** Hidden by a secret tunnel, a dozen goblins keep an eye out for trespassers.
- 13 Lava Trench:** Unless you can fly, be prepared to make a ten-foot running jump to get to the other side of this flow of lava that intersects the tunnel.
- 14 The Iron Bridge:** A long crack in the bedrock reveals a meandering river of hot magma. The iron bridge from the balrukh's lair is the only way to cross to the other side.
- 15 Balrukh's Lair:** Worshipped by the goblins as a god, the balrukh is dangerous to anyone who enters. An adventurer named Rufus once talked his way out of the lair by promising to spread the worship of the balrukh god on the surface. This cavern leads deep below to the home of the balrukhs, a place so hot that it is thought to be an upper level of Hell. Only fire-resistant humanoids could survive a visit. A secret passage connects this cavern to the goblins.
- 16 Goblin Enclave:** Dozens of goblin families live in this cavern which includes an underground

pond and numerous hollowed-out goblin homes in the walls.

- 17 Uruk Guard Post:** A mile past the Iron Bridge, this intersection is where three Khazani uruks are posted as lookouts.
- 18 The Pit:** The tunnel ends in this seemingly bottomless pit that the goblins and uruks use for dumping trash and bodies. From time to time, odd growls and deep rumbling sounds can be heard echoing from below. None have been brave (or foolish) enough to plumb its depths.
- 19 Training Arena:** Used by the Khazan army. Many of the Goddess's minions prefer the subterranean lifestyle and are kept out here in caverns north of the city. The place is maintained like a modern military base.
- 20 Armory:** An extensive supply of weapons is kept here.
- 21 Room of Mist:** A testing room.
- 22 Guardroom and Barracks:** The living quarters are in chambers below the guard room. There are also extensive kitchens, dumps, and storage areas at deeper levels not shown on this map because they would be underneath the rooms and tunnels already being shown.
- 23 The Palace of Earthy Delights:** A brothel for members of the Khazan army and anyone else lucky enough to find it.
- 24 Sublevels of the Palace:** Lerotra'hh keeps many things she doesn't want others to see, including dungeon cells, torture rooms, treasure hoards, living quarters for her most favored officers and wizards, on these below-ground levels.
- 24a Tomb of the Mystics:** Several elven wizards are interred here where secret rituals are practiced by Lerotra'hh and some of the elders from the nearby elven habitat.
- 25 Elven Habitat:** Hidden below ground, this sanctuary is home to over 1000 elves. On the surface are representatives from Shankinar and Xhenxen who serve as hostage/diplomats to maintain at least a semblance of peace between the Goddess and her erstwhile foes. Underground lives a large group of Vartae who serve the Goddess as patrolmen and messengers to various underground realms.
- 26 & 27 Royal Catacombs of Khazan:** A long tunnel from the palace leads to this section of the catacombs (26) where ancient rulers, nobles, and their relatives are buried. A secret door connects it to the larger catacombs (27) to the south.
- 28 Goblin Dens:** In these caverns located below the above ground goblin village live dozens of goblin families, many of whom tend to the nearby mushroom farm.
- 29 Troll Holes:** Dug into the sides of a hill, these holes are the home of many trolls. Though not shown on the map, their caverns extend deep into the earth and beyond the city walls.
- 30 Uruk Guard Quarters:** Lerotra'hh placed uruks here to report on the goblins and the trolls that live below this part of the city. They also monitor and sometimes guard the dwarves who venture into these regions to trade with the other kindreds.
- 31 Dwarven Stronghold of Grmhlt (Grimhold):** Carved out of the bedrock by the dwarves, this small hidden city predates the actual city of Khazan, and serves as a meeting place for dwarves and surface dwellers. Built to impress with its massive halls and long straight corridors, it is really only an outpost for the dwarves of this area. The true city is nearly a mile further underground and built on the concentric circles style detailed in *Dwarf World* by Ken St. Andre, Trollhalla Press, 2012.
- 32 Underground Lake of Grall:** Connected by an underground river at a deeper level to the Khazan River.
- 33 City Jail Cells:** One of the few places on the map not connected by any tunnels (due to a protection spell), this is where prisoners are kept once arrested by the local city guards.
- 34 Smuggler's Den:** A series of tavern basements and tunnels that lead to the shore. It is along this section of coastline that contraband like dragonweed, kerflux, and wizardhearts are smuggled into and out of Khazan. No doubt a



goodly number of people are spirited away through these tunnels as well.

35 Cemetery: A few dozen family crypts and a mortuary are located here. A powerful necromancer “lives” in a luxurious tomb and maintains a personal troop of zombies. He has an alliance with the Goddess, and seldom visits the surface or causes any trouble, but he hates the human adventurers who sometimes try to rob him of treasure and magical artifacts. A tunnel from the Arena leads here, where fallen gladiators are taken for burial preparation and sometimes are converted into zombie minions of the necromancer.

36 Sewer Access: One of the main sewer access tunnels that run under the streets of Khazan, this passage is connected to the cemetery. A hidden ladder and secret entrance leads into the smuggler’s den. The sewage flows out into the sea via the tunnel, which is completely

underwater once you get as far as the coastline. There are other sewer lines beneath the city, many of them too small to be entered by men, but patrolled and maintained by the city’s population of ratlings.

37 Arena of Khazan Sublevel: Includes holding cells, guard barracks, and storerooms. The Arena is on the surface inside a colosseum, but the maintenance facilities for it are all here underground.

38 Thieves Guild: Conveniently located below the large marketplace, this is where the guild has its meetings, controls the black market, and hides members who are currently in trouble with the law. They also settle disputes between thieves.

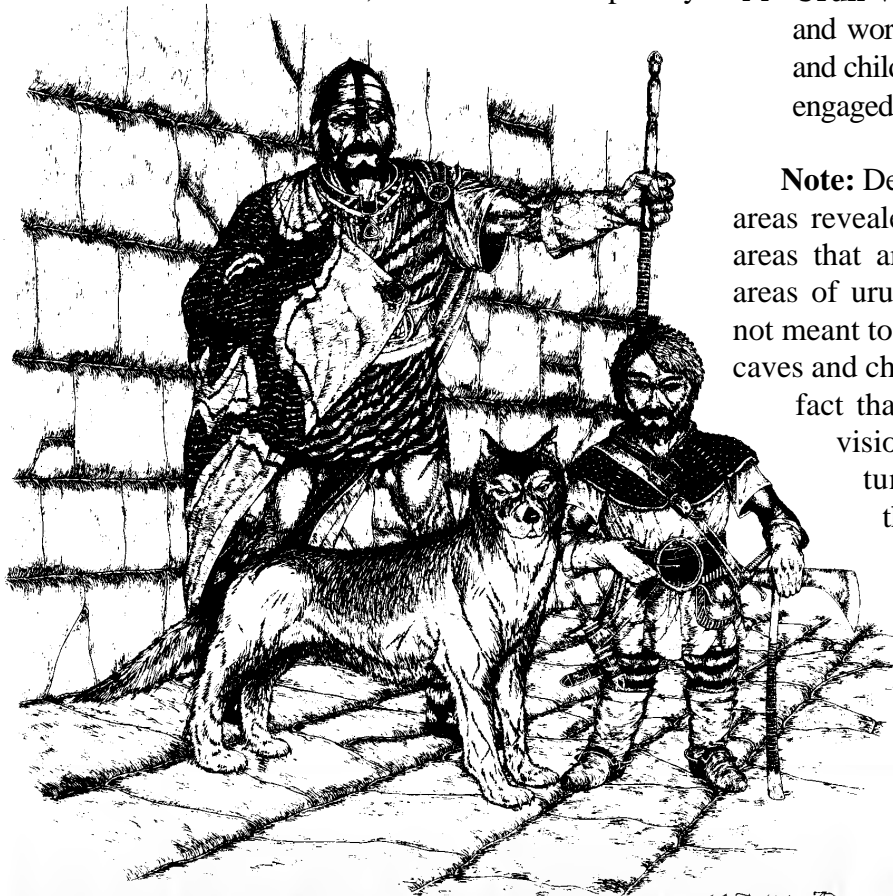
39 Goblin Dens: Lying under a small lake, these tunnels are home to numerous goblins.

40 Uruk Warrens: Uruk leaders live in this group of underground dwellings.

41 Uruk Village: A community of Uruk families live and work here. This is mostly a place for women and children as many of the men are in the army or engaged in various guard duties throughout the city.

Note: Despite the many tunnels and underground areas revealed by this map, there remain extensive areas that are not shown. For example, the living areas of uruks, trolls, and goblins underground are not meant to be an exact representation of how many caves and chambers there are—only a symbol for the fact that such peoples inhabit these areas. My vision of Khazan contains level after level of tunnels that are not shown, twisting through the rock like spaghetti. Dwarves are continually digging new ones. The dwarven mines south of Grmhlt are not shown as they are beyond the edges of the map, nor are the underground paths that connect dwarven cities in different parts of the continent depicted.

— Ken St. Andre



LARVER '03



Khosht: Queen City of The Bronze Uplands

By Jim "Bear" Peters

Khosht is the hub of commerce and adventure for the lands below the Great Escarpment. This rough and ready city is nestled on the western edge of the Old Forest. Astride the River Hunga, which wends its way with the city's commerce to the port city of Knor, Khosht is the queen city of the Bronze Uplands.



History: Khosht began life as a hedge barony. Its principal feature is a classical old castle atop a rocky hill overlooking the Great Khazan Road's crossing of the Hunga River (known outside of Khosht as the Khosht River). The

crossing bridge, built in the time of the Great Wizards War and consecrated to the River God Hunga-Bazoon, is nigh indestructible. The castle itself proved not quite as durable.

In what has become known locally as the Night of the Great Burning, monsters revenged themselves upon Khosht for having their dungeon homes invaded multiple times and being denied the chance to spend their own gold in town. Over half the city was burned to the ground in the attack. The castle and city walls were breached. The last Baron of Khazan, along with most of his guard, was killed.

In the light of the following day, wizards, priests, entrepreneurs, adventurers, and monsters came together and reached an accord. If the city was to continue, an accommodation had to be reached between the monsters and the humans.

Intelligent, peaceful monsters were allowed to spend their hard-earned booty in the shops and taverns of the city. In exchange, Khosht agreed not to send any armies into the dungeons, but to allow small parties to try their luck. Since that time Khosht has become a place where any kindred or creatures are welcomed, as long as they don't molest anyone in



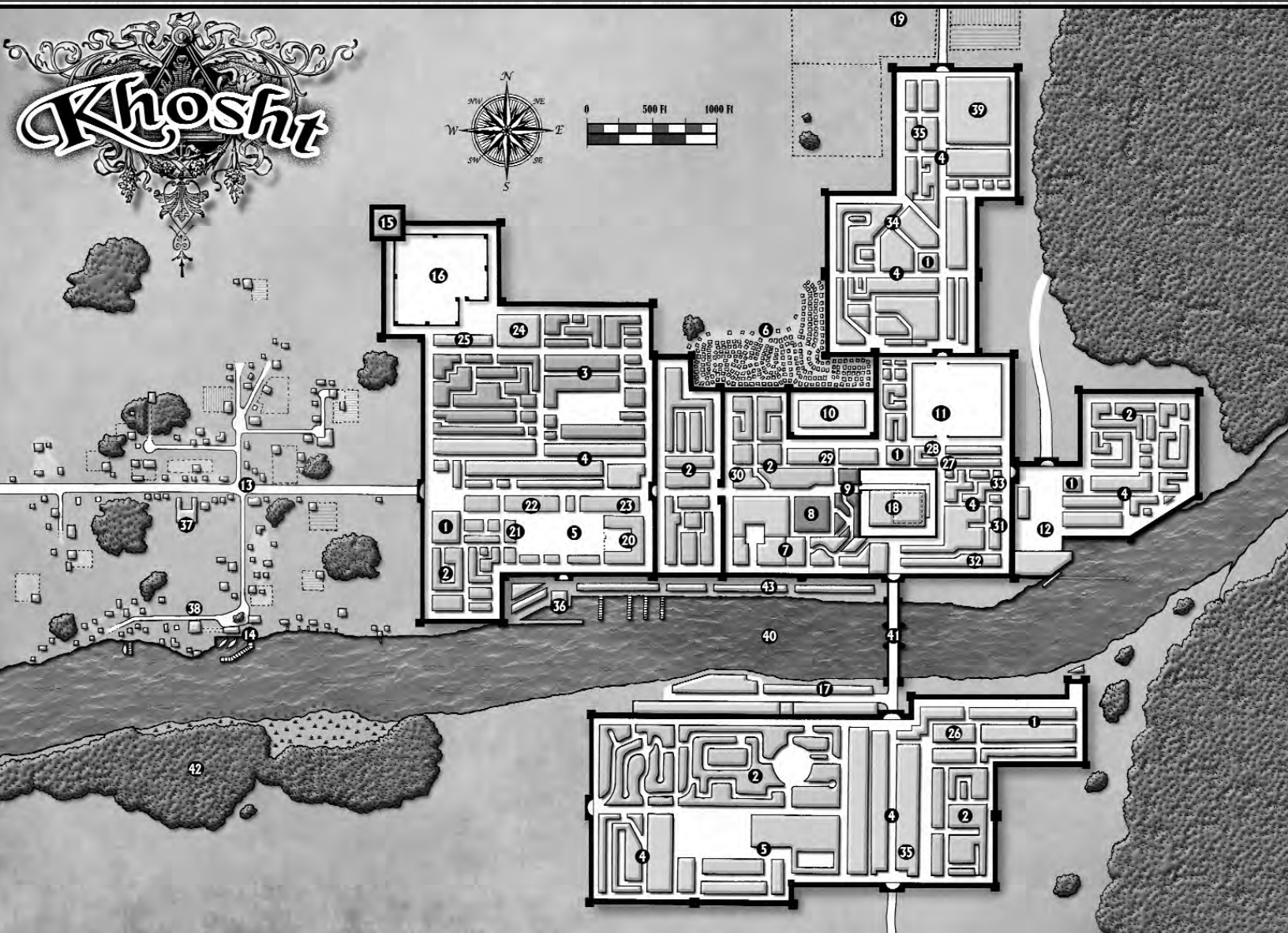
town. A band of wizards came up with a technique to quickly rebuild the city, and in the end expand it.

Commerce: Khosht is the focus of diverse business and mercantile interests. The goods that flow to the city from the surrounding countryside include cattle and sheep, lumber from the Old Forest, and agricultural products from south of the river. Within the walls are smiths, armorers, butchers, bakers, herbalists, apothecaries, schools, craftsmen of all sorts, and, of course, diverse entertainments.

Current status: With its hobb villages, shanty town, lumber mills, stockyards, granaries, thriving waterfront, the Wizards Guild hall, and temples, Khosht is a burgeoning city and anchor point for social and commercial activity.

Its success has unfortunately attracted the eye of the Empress of Khazan. Until now Khosht has managed to bribe its way past the attention of the Death Horde, but many of its 20,000 residents wonder how long the peace will last.

Points of Interest: The city of 20,000 is the home of an entirely new form of architecture created by skilled mages from Khosht's own Wizards Guild school. Naturally there is a thriving Wizards' Quarter,



For a larger full-color view of Khosht, refer to the map on page C14.

where almost any magical item or spell may be purchased or found.

Just inside the southern gate of the city can be found the Street of the Money Gods. In reality, it was named the Street of the Many Gods, complete with shrines and temples along its entire length, culminating with the Temple of the Money Gods, patrons of any enterprise that brings its acolytes precious goods and donations from believers.

Merchants' Quarter: Here is Trollworld's first genuine financial institution, Potterman's Exchange. The foundation of Potterman's wealth

was built upon the underwriting of the city's chief claim to fame: adventurers and dungeon delvers. Khosht is located in the middle of a cluster of dungeons, ruined remnants of the times before Khazan. Adventurers come to Khosht to provision and equip before setting out to try their luck in the underworlds. Those who survive return to the city to lick their wounds, spend their loot, or a little of both, then re-provision for another go. Potterman's lends delvers funds for equipment and supplies in exchange for a 10% share of the loot found in the dungeons. This arrangement has worked quite well



for both sides.

Delver Taverns: The famous taverns including the Old Khooti Inn, the Silver Swan, and the Ruptured Troll (to name but a few) roar to the tales of adventure and derring-do. These are places where adventurers are most likely to find others seeking gold and glory in the dungeons surrounding the city.

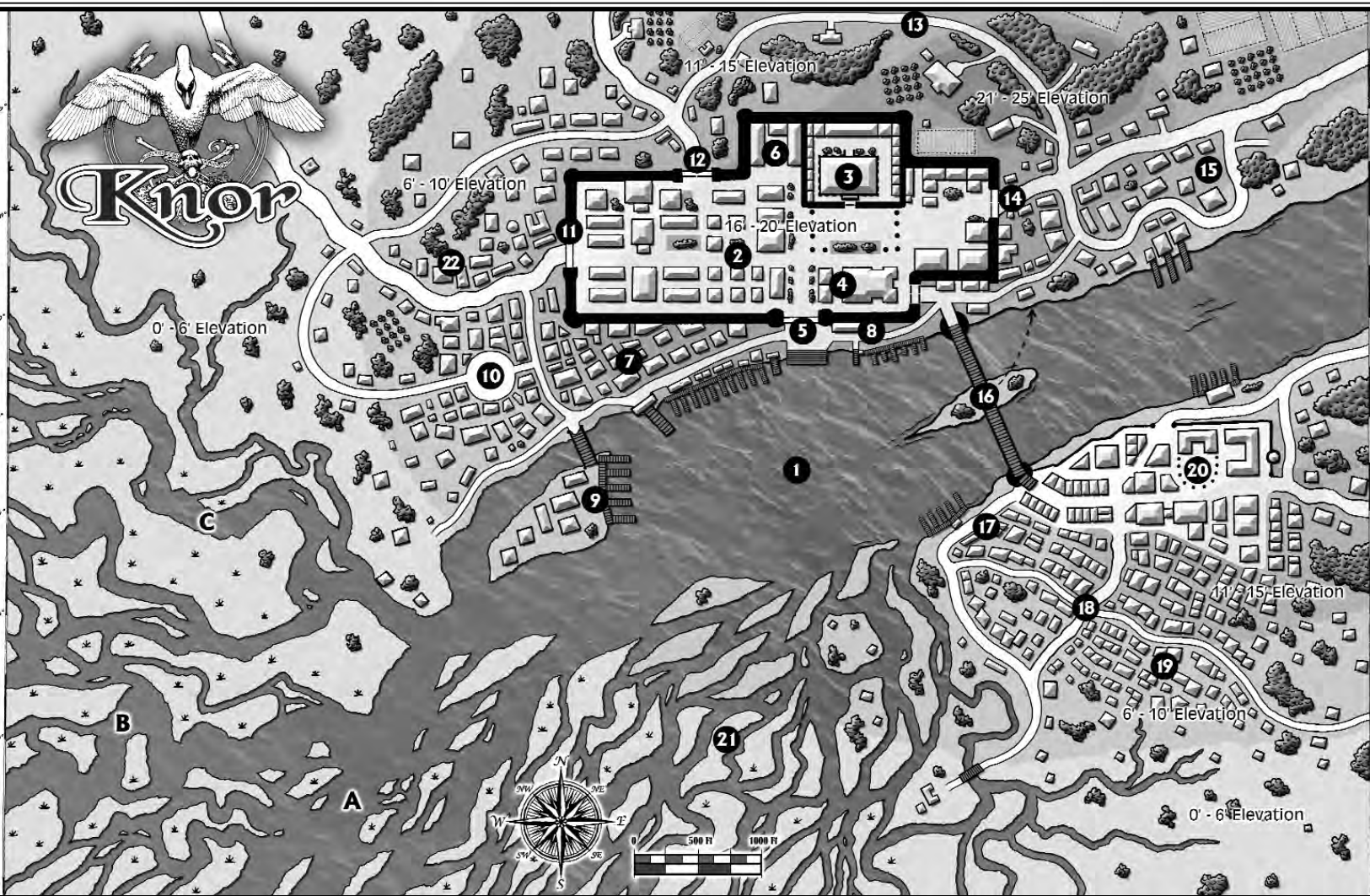
Map Guide to Khosht

- 1 **Guard Houses:** There are several, but the main headquarters is on the south side of the river.
- 2 **Residential:** Poor and middle-class housing.
- 3 **Residential:** Upper class homes and mansions.
- 4 **Business Districts:** Manifold and varied throughout the city.
- 5 **Religious/Schools:** (See 22 & 23).
- 6 **The Pits:** (Beggars' Quarter) Ramshackle housing outside the north wall.
- 7 **Wizards' Quarter:** Spell ingredients and wizards for hire can be found here.
- 8 **Gem Merchants' Row**
- 9 **Dwarven Quarter**
- 10 **Wizards Guild** Headed by Bjorn (see page C4)
- 11 **The Great Bazaar:** Large open marketplace.
- 12 **Lumber Mill:** (and Woodworkers' Quarter).
- 13 **The Burrows:** A mostly hobb district outside the city walls.
- 14 **Fishery & Docks**
- 15 **The Wizard's Tower:** The supposed stronghold of the wizard Bjorn.
- 16 **The Grand Plaza:** used for city events and military exercises.
- 17 **Warehouse District:** Long term and bulk storage.
- 18 **Old Baronial Castle:** Now a municipal park.
- 19 **Sheep and Cattle Pens:** North of city walls.
- 20 **Temple of The Many Gods**
- 21 **Temple of The Money Gods**
- 22 **College of Arms:** Combat and military school.
- 23 **School for Acolytes:** Training for priests.
- 24 **Council Hall:** Khosht government building.
- 25 **Hall of Records:** Khosht government building.
- 26 **Armory**
- 27 **Potterman's Exchange:** Underwriters for adventurer supplies in exchange for a percentage of what the delvers find.
- 28 **The Mint:** Strikers of Khosht coinage.
- 29 **Old Khooti Inn:** Legendary Khosht tavern.
- 30 **The Silver Swan Tavern:** Adventurers' favorite.
- 31 **The Red Light District**
- 32 **Butcher Row:** Fine meats and fish.
- 33 **Baker Street:** Breads, cakes, and other delectables.
- 34 **Municipal Stables:** Horses and carriages.
- 35 **Outfitters & Caravansaries:** Adventurer supplies.
- 36 **Doc and Sardin's:** Dwarven sea merchants, and financiers.
- 37 **Underfoot's:** Hob Inn and Tavern.
- 38 **Gulfstream's:** Tavern, and impromptu importers.
- 39 **Livestock Market**
- 40 **The Hunga River:** The Khosht River on newer maps.
- 41 **Khosht-Hunga Bridge**
- 42 **The Fens:** A boggy forested area.
- 43 **North Docks**





The City of Knor: by Liz Danforth



For a larger, full-color view of Knor, refer to the map on page C13.

“Don't rock the boat.”

With a city founded by pirates too lazy to chase their prey across the ocean, “not rocking the boat” typifies the populace’s attitude about how things are supposed to work. Ideally, it means less work for everyone. Certainly the so-called pirate kings of Knor have rarely been interested in the hard work of rulership.

Knor expects visitors and citizenry to respect a simple social contract: those who can take care of themselves are expected to do so; no one should take undue advantage of others within the city’s precincts; and anyone able to should tender

protection to those who cannot protect themselves. Local law enforcement (such as it is) would rather not step in to straighten out every petty disagreement. The local guilds police their own, and cooperate from a utilitarian position of mutual self-interest.

It helps to know someone who knows someone. Co-dependent interconnectivity enhances fair trading when the person you treat well or poorly today is probably in a position to treat you the same way tomorrow... or to know someone who will. This extends from top to bottom of the society, and across all social classes. The results can be touch-



and-go for outsiders who misstep out of ignorance, but sociopaths, the greedy and power-hungry, and those who mistake the town's laissez-faire leniency for actual indifference face humiliating consequences, and rough but implacable justice. Those who adapt can expect smooth sailing.

Viziers, ministers, guildmasters, and a body of civil servants actually run the town to the extent that it is "run" by anyone. The effort is just enough to maintain the overall stability and economic health of the area. As an expression of "pirate law" which aims to benefit everyone who is in the same boat (the same town, in this case), you will do well not to be that guy who rocks the boat.

GEOGRAPHY and ECONOMY

Knor rises on the first span of solid ground to be found moving upriver from the sea through a delta of swamp and sandbars. On the north side of the river, the old town and its fortress dominate Knor's skyline. Massive walls surround the original settlement, raised to withstand marauders and expansionist empires. South of the river is the Altrabanda, notable for the university halls of the Assembly of Wisdom taking root in what had been nothing but the miserable tracts of the working poor.

The streets of Knor are populated by many kindreds, and the weight of one's coinage matters more than whether one's skin is fleshy, furred, or scaled. In fact, the only thing that trumps everything else is adherence to the city's motto. Knor's people like their peace and quiet!

Knor is the best harborage between Khazan and points south, and this modest-sized city thrives on commerce. In a mutually-supportive relationship, Khosht is a key training partner inland. Acres of waterfront territory are filled with warehouses,

many owned by notable Khoshti traders. Docking fees and tariffs are reasonable, and the money funds dredgers to keep the main river channels open (mainly along **A** or **B**, but sometimes **C** for seagoing vessels of shallower draft). Even there, riverboat guides familiar with current conditions are needed and (usually) licensed.

A small fishing fleet plies the ocean beyond the delta, coordinated under the leadership of the Copper Cabal fisheries guild. The working class locals and marshfolk regularly take work on Cabal ships each spring to return in the fall, only too glad to get out of the region's summer of heat and monsoon storms. No one loves Knor during

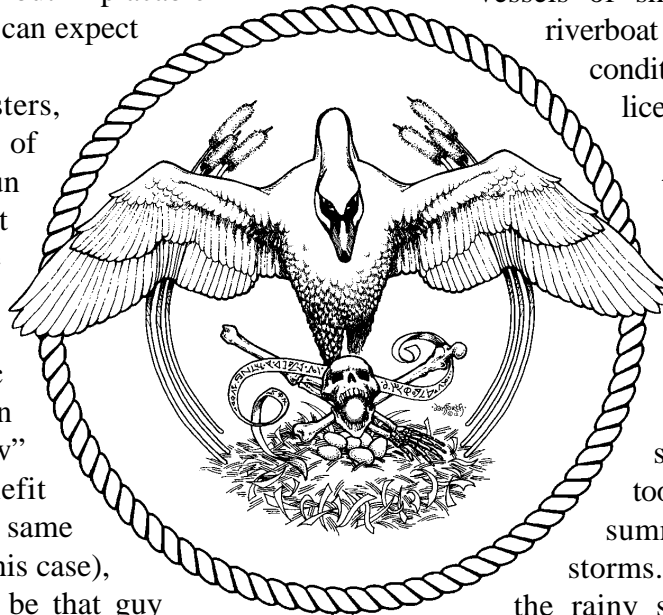
the rainy season, and those who can afford a second home in the cooler uplands near Karthaki (also known as ShaRaas) leave town as the storms arrive.

HISTORY

Knor was not always very respectable, and it is still not an entirely savory place. Cobblestones pave only the wider streets. Off the main byways, it is easy to lose one's way. Helpful locals perform their civic duty by assisting the bewildered... for a modest price. (And the price is usually reasonable, since price gouging will be seen as rocking the boat.)

For generations, the coastal pirates used the **Swanpeck Cove (1)** as an occasional safe haven, confident that the unreliable waterways would ground unwary pursuers. Honest merchants attempting to ship goods up or downriver risked being looted if one of the pirate clans happened to be encamped. But no one stayed long because the swans common in the region were believed to be demons in feathered form, capable of stripping a body to bare bones overnight.

Eventually Captain Taz Stonefoot overcame



that superstition by capturing most of the swan population after deciding he would prosper from a tiny toll “shared” from everyone passing through, in exchange for protection from the demon swans.

By playing up his apparent control of the birds, he made a better living than chasing other ships over the waves at risk of life and limb. (In fact, the superstition was groundless, a fable originally started by drunken pirates misunderstanding what had actually taken place. However, the city’s iconic coin still bears testament to the deadly image of the birds.)

Knor’s royalty claims descent from Captain Stonefoot and his officers as a way to justify their right to inhabit the Red House, the showy residence perched atop the butte overlooking the town. The lesser nobility traces its lineage from the original crew.

PLACES OF NOTE: River & North Side

The Hunga River (1), called the Khosht River on newer maps, divides the city in two. The **Old City (2)** on the higher ground along the north bank is home to nobles and the wealthy living in fancy townhouses surrounded by the original city walls. “High ground” is a relative term, as no part of the town rises much more than 30 feet above sea level.

The Red House (3): The fortified residence of the Pirate Kings sits atop the bluff, presently inhabited by “Captain” Marwick (sometimes derogatorily called Shortwick) and his court. Constructed of red and white limestone, the building’s arches and gardens represent the official heart of Knor. Money has been invested to make its rooms lavishly beautiful and impressive, but many projects end half-finished, so the result is a bit spotty.

The administrative offices (4) across the plaza from the Red House include the residence of the Lord High Vizier Kissish (sardonically called “Kissfish” behind her back). The buildings adjacent to the **Centergate (5)** house the civil bureaucracy and justice courts that keep things chugging along, and convicted criminals are still “hung from the yardarm” that rises above the wall.

The Rose Guard passes for law enforcement in

the city. Their **central garrison (6)** and armory secures the palace and walls, and the elite guards can be identified by their silver rose badge. Lesser members of the Rose Guard, working from stations outside the walls and across the river, wear a simple red-stitched rose and serve as the city’s firewatchers in addition to basic guard duties. Some nobles maintain private bodyguards for security (following the edict to take care of themselves since they are able to do so).

At the river’s margin, the **waterfront docks (7)** are always busy, the commercial hub of the city. Merchant ships dock, load, and unload. Warehouses line every lane. Doc & Sardin’s Transport out of Khosht is a particularly visible presence. The **Customs House (8)** oversees all comings and goings, and takes a modest share of the commerce in duties, tariffs, and fees. A station of the Rose Guard stands near the southwest corner of the city’s great wall.

Stowmore Strand (9) is wholly owned by the powerful Copper Cabal fisheries guild. The small marina services its members and guests.

The populous **Market District (10)** lies west of the warehouses, centered around the city’s primary market plaza. Goods of all sorts can be bought or sold daily, from fresh fish and farm produce, to strange antiquities traded by adventurers. Merchant princes broker deals with ship captains and caravan masters, while commoners just come for their daily groceries. Around the district can be found many of the city’s guild houses, businesses, some inns and taverns, and the Potterman’s Exchange. Middle-class citizens live and work in the general area, with the better properties across the road in the Gate District.

Yastrekhan’s Gate (11) faces west and the Gate District is fairly respectable. The local wizards Guild stands just north of the road (22), overseen by the stiff-necked magician Ruesach the Righteous. She leads the ultra-traditionalist Mages with Long Faces, so-called for their sour demeanor in the face of the growing importance of the Assembly of Wisdom in the Altrabanda. The Rose Guard station near the



northwest corner of the great wall boasts a few small holding cells for drunks and the overly-disruptive.

Turning the corner of the wall toward the north, properties get even nicer although the narrow roads are steep on this side of the butte. Pleasant townhomes, businesses, and offices spread out toward the northern **Marsh Gate (12)** until the properties begin to merge into the larger farms and estates **(13)** beyond the Marshgate Road.

Heading back toward the river, the **Khosht Gate (14)** and road sees steady use, although many travellers simply use the looping road around the city rather than going through the Old Town unless they have official business. Beside the river is the little village called "**The Mingles**" **(15)**, generally considered to be the "wrong side of the tracks." The people to be found there have been washed up by all the comings and goings, and form a transient population of day-workers, shiftless adventurers down on their luck, and many non-humans of the more suspect sort. They are emphatically not welcome inside the old Khosht Gate.

The Freebridge (16) connects Old Knor and the Altrabanda, crossing along the ridge of bedrock that underlies the butte, the university heights, and the nameless outcrop in the middle of the river. The northern half of the bridge is moveable, and can be swung upriver to allow the taller ships to pass along the channel, something that takes place no more than twice a day. The swinging span is controlled by elaborate machinery handled by a herd-family of centaurs presently led by Stallion Thokaranda. These folk have the strength to handle the oversized contraption of pylons, cables, and pulleys, and the wit to wield the specialized magics that help ensure it all works reliably.

People prefer to use the bridge when moving large or heavy goods but small boats or skiffs can be hired down at the waterside, too. The bridge attracts a colorful crowd, from pushcart traders and workers, to musicians and poets entertaining for coin when traffic stops while the span is swung aside for the bigger ships to pass.

PLACES OF NOTE: Altrabanda

The town becomes rougher and more vibrant south of the river. *The Altrabanda* (meaning "across the river") is the term referring to everything south of the main channel, including the wetlands. Homes and businesses are poorer, the inns and taverns are seedier, and the guild halls service the less respectable professions. Snobby folk from the old town would not deign to live on the south bank, but they happily collect rents from those dwelling in the ramshackle buildings there.

Even in this part of Knor, commerce is important but merchants deal in goods of less certain provenance. Artisans and crafters of all kinds can be found along the river's edge in the **Artisans' Quarter (17)**. Once a week, a small market springs up at the **crossroads (18)**, offering unique items that might not make it into the Market District.

Taverns are plentiful but small and dingy, and even a small inn like the Iron Wyrn is little known to anyone but the locals. **The Rows (19)** are blocks of tenements and small apartments, and the inhabitants of questionable character. The Rose Guard maintains



a small station near the crossroads to keep things from getting entirely out of hand.

The Assembly of Wisdom (20) stands on what is called “the Heights” meaning “around 10 feet above sea level.” A consortium of adventurers lead by Randem Red Disk formed the Curiosity Guild, and began purchasing and renovating some of the old buildings. Rat-ridden firetraps were replaced with libraries and lecture halls, research labs, and an open forum for conversation and debate. A kind of proto-university is taking root, formally known as the Assembly of Wisdom. (Also called the Universarium of Learning.)

Local leader Gavina Whitegull heads an informal assembly of rogues and adventurous sorts in the urban sections of the Altrabanda. The group has its fingers in much that goes on, and keeps its eyes on everything else. A sometimes-associate of Red Disk, Gavina recognized the potential benefits represented by the Assembly of Wisdom but also saw problems emerge as “her” people were displaced from their homes by the gentrification in progress. At her instigation, the Curiosity Guild has renovated many blocks of apartments as inexpensive living quarters and shops, and a branch of Potterman’s offers low-cost financing.

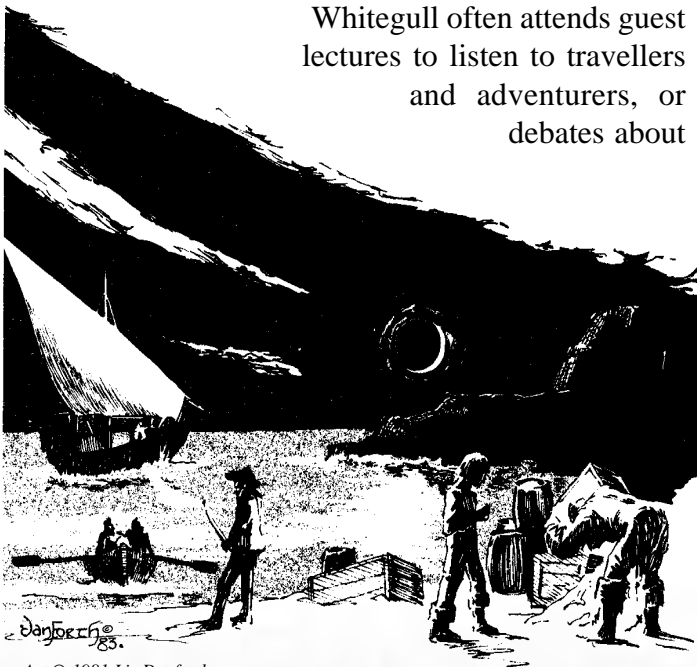
Whitegull often attends guest lectures to listen to travellers and adventurers, or debates about

new magics and technologies. She is determined to see the Altrabanda retain its unique character while improving the lives of those living there (including the profitability to her and her immediate associates). In the process, she expects to show up the pirate king lineage with her own eminence, and seems to be succeeding—in part because of how little they care about the South Bank.

Intellectuals, adventurers, sages, and the merely curious are making their way from distant places to Knor’s Assembly to learn, debate, and share. A **colonnaded plaza (20)** serves as a forum for open-air discussions and walking lectures. The Assembly’s buildings slowly expand as funds permit, often constructed from an off-white limestone. Locals have begun calling the central hall the Ivory House in contrast to the Red House across town; notably, it houses an eclectic but ever-growing library.

The founding philosophy of the Assembly is intellectual with a marked preference for evidence-based explorations of the world both magical and mundane. The Curiosity Guild that governs the Assembly is open to all, and knowledge shared or sweat equity pays for knowledge gained when finances limit a potential student’s ability to cover tuition costs. Many who visit make substantial bequests to support the guild’s endeavors. Unlike Whitegull’s ambitions, the Assembly is emphatically and deliberately more dedicated to the pursuit of knowledge, research, learning, and teaching than in exercising power.

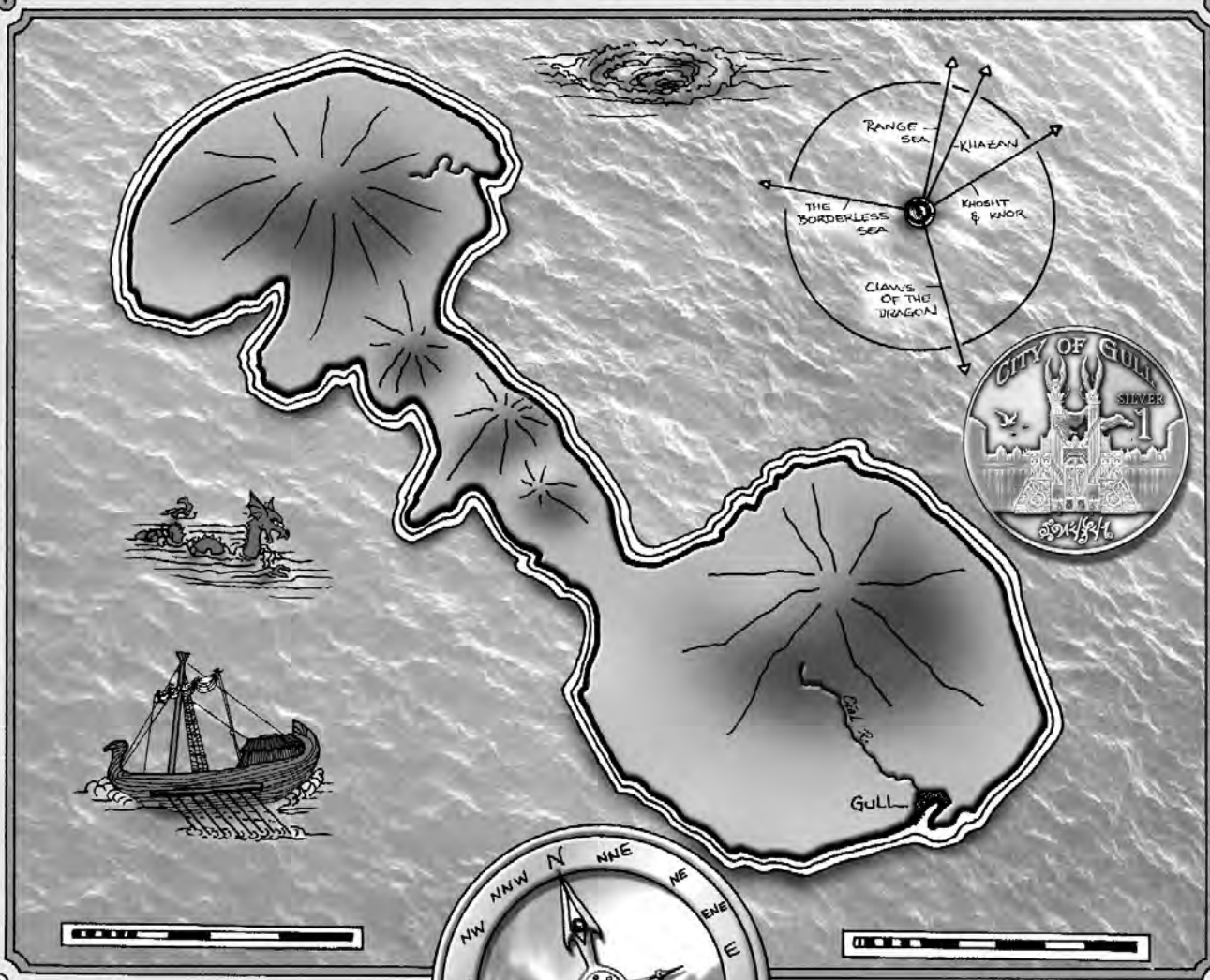
The Delta Flats (21) are also considered part of the Altrabanda, but the salt marsh is not stable ground. Channels frequently exchange sand for water, and water for sand, and while salt-loving vegetation takes hold as best it can, dwellings may not last from one season to the next. Marshfolk come and go in shallow skiffs, be they gremlin, human, selkies, or lizard folk. It takes a certain kind of personality to live with the acrid stink of salt and decay that permeates everything, and an endless diet of fish.



Art © 1981 Liz Danforth



PHORON

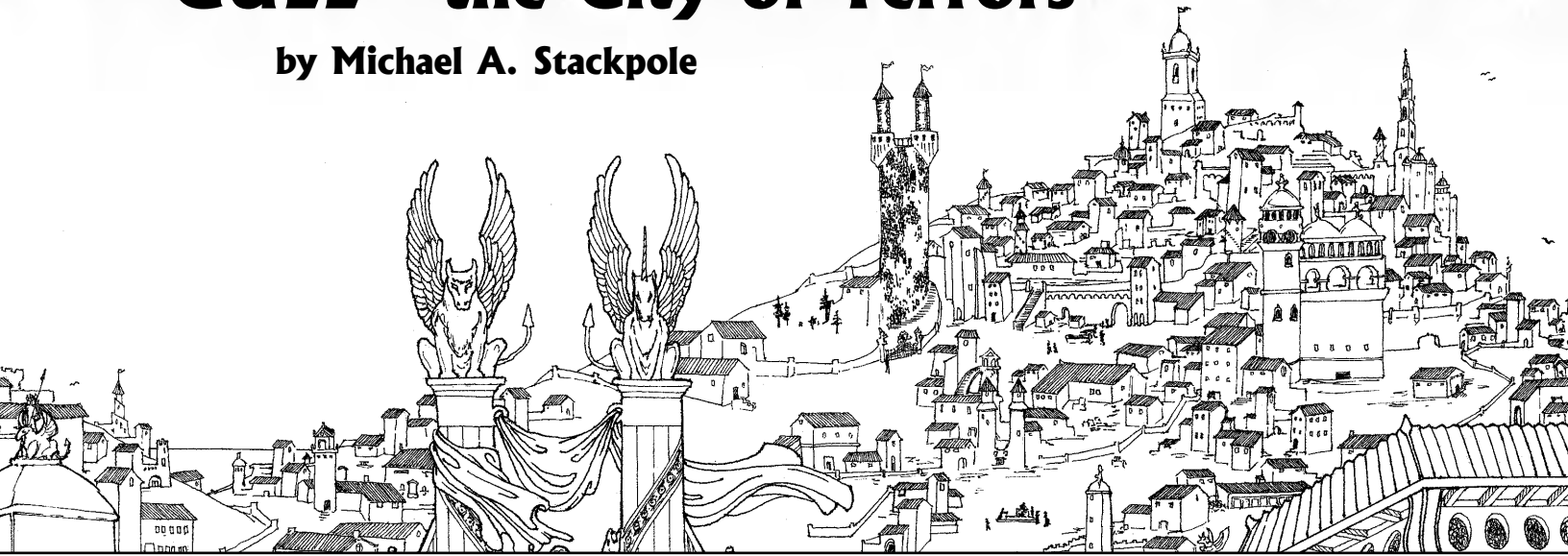


design by danforth from map by stackpole



GULL - the City of Terrors

by Michael A. Stackpole



Art © 1978 Liz Danforth, Rob Carver

Welcome, welcome, esteemed visitors, to our humble home, Gull, located here at the southern end of the island of Phoron. I'm certain that, on your voyage, you have heard many wondrous and a few notorious tales of our fair city. The Prince has asked me to assure you that while the city's glories cannot be overestimated, its dangers always are. The people of Gull are friendly, good trade partners, and as proud of our past as we are of forging a future.

It is true, of course, that the city was founded, here at the Cial River delta, by the pirates known as the Rangers. The waters around Phoron are known as the Range Sea, though the founders were blown off course through a powerful storm and onto the shores of the island. They found a good, deepwater harbor here, as well as ample supplies of fresh water, fruit, and game. Phoron largely escaped the ravages of the Wizards War, resulting in its being pristine when the pirates found it. There are even unspoiled preserves further north.

The Rangers named their settlement Gull, in honor of the ship which had brought them to Phoron. They improved the harbor and soon pirates of all stripes enjoyed trading here. The harbor's narrow approach channel, warded as it is by spits of land on each side and fortresses at the end of each,

frustrated attempts to destroy the pirates. Fair winds and sweet water encouraged maritime trade, hence the city's prospering and growth as a trade center.

You've doubtlessly been told that piracy is still condoned here in Gull, but this is a misunderstanding of our customs. The original Rangers were all granted letters of marque by the Prince to engage in their trade. Those letters, which have been passed down through families, have become berthing licenses. They are required of all ships which come to trade, so ships are encouraged to have at least one crewmember of legitimate Ranger bloodline on board. Your ship picked up one just outside the harbor, when the local pilot came aboard.

We no longer rely on piracy for our prosperity. Because Gull is a trade center, one can find almost anything here to buy and consume, or barter and sell. While we do have our own community of artisans who are noted for their woodwork, jewelry crafting, glassblowing, and pottery, our markets are filled with treasures from all over the world. Some will tell you they even come from multiple worlds. The Citizens of Gull do not judge. We accept all kinds—or their gold, at least.

You'll hear terms among traders that might confuse you. Take this gold coin, for example: Prince's profile on one side, sailing ship on the

other. The coins are known as ships or sails. Someone might ask you if you have any wind, which would be an inquiry as to whether or not you have gold. A fleet or flotilla would be quite a bit. Silver coins have the blue beetle god on the obverse, so we call them bugs or blues. Copper coins have sea shells. I'm sure you'll be able to puzzle out economic transactions with ease.

If I may be so bold as to judge some of you by appearance, you are of the conjuring folk, new-minted apprentices looking for wisdom and adventure. Fear not. As with any civilized city, Gull has a vibrant Wizards Guild. Here it's known as the Circle. Members often wear pins, amulets, cloak clasps, and rings to proclaim their membership.

They're quite friendly and helpful to all. Unless...

There is, as you can find anywhere, a roguish element in Gull. The Circle does not look kindly upon unregulated magical practice. Certainly, on your ship, you saw crewmen using innocuous spells to splice cables or repair rent sails. You'll find others using such simple spells as they go about their daily and honest labors. The Circle fully sanctions their activities.

Dishonest use of magic—the employment of spells which dishonors the arcane arts—this does not please the Circle. Neither does it escape their notice. When they catch someone using magic in an unapproved manner—and they always do, just ask them—the individual is tried and punished. Usually they're branded with a crescent on the back of a hand. Thus they are known as Crescents. Those who offend repeatedly are dealt with quite harshly and very quickly forgotten.

I saw some eyes sparkle when I mentioned a roguish element. You've certainly been fed a steady diet of lurid stories of Gull's Thieves' Quarter. First, the Prince wishes me to assure you that there is no Thieves' Quarter. There is only a tiny sliver of the Old City, a squalid, cramped slum full of twisting streets, dark alleys and passages through buildings which defy mapping. It's not true that City Guardsmen and Talions refuse to enter there, but I would not deceive you. Even they do not travel alone, and always keep a



hand heavy on their purses as they go.

That portion of the city has its own self-proclaimed overlord. He's a thief known as the Eagle. Many years ago he and the Prince reached an accord. Since many from that part of town have Ranger blood, and since thieving is not terribly far removed from piracy, it was agreed that in exchange for moderation in their conduct, the black market, if you will, would go unmolested by city authority. For many years, and for many of the city's denizens, this agreement has worked well.

In recent years, however, two thieves have tested the Prince's patience. Marek and Rais have consistently waged a war against the city's gem merchants. The reasons for this conflict are shrouded in mystery. Rumor has it that at the Black Dragon Tavern there's a life-size wooden statue of a gem merchant, stolen from one of the Merchant Houses in the dead of the night. After any successful foray against the merchants, the thieves carve a nick in it. Pure rumor, of course, and I would not suggest you undertake to verify it.

But, of course, that domain of iniquity is a tiny

and trivial portion of our fair city. There, atop the tallest hill, you can see the Prince's palace. The gardens surrounding it are unmatched on Phoron, though local nobles and merchants have done their best to equal them on their estates north of the city. The Prince rules with the benefit of input from the Circle, the Greater Gull Merchants' Association, and a panel of advisors drawn from nobles and citizens. It is not unheard of for him to interview visitors from afar such as yourselves. If you do get invited to share a chat or meal with him, please do remember me to him.

The Cial River, as you can see, splits the city in half. Down here, nearest the harbor, we have a network of canals. It is through them, and along the river, that much merchandise moves. There, to the west, past the wharves and warehouses, you have the Grand Bazaar. It operates all hours and in all weathers. At the week's end the local farmers haul their wares into the northernmost area. Otherwise that space is given over to visiting merchants, tinkers, prophets, and mendicants.

Surrounding the market, and working north, are the merchants who require more permanent working conditions, such as blacksmiths, cobblers, carpenters, cabinet makers, alchemists, tailors, and leatherworkers. One of the cabinet makers, Theodoric Quickhand, is said to manufacture crates and cases which have hidden recesses, in case one would want to surreptitiously ship home items which might attract the attention of a beleaguered customs-master at your home. Or, rather, frustrate a light-fingered crew member's attempt to pillage your luggage.

Past that area, there, the tower on that hill is the Circle's home. They train many students there. The blockier buildings are for apprentices who live there full time. Some do commute for study, and they live further north, in the newer and wealthier portion of town. Surrounding the Circle's tower is where the gem merchants, gold merchants and spice traders maintain their homes and businesses.

On the east side of the river, again just past the harbor, is the Old City. Common men live there,

honest workers most, but Gull has its fair share of rag and bone men. The eastern edge is where you can find the thieves, were you to be so inclined. North of that, just before the Palace Hill, is our educational district. I used to refer to it as the military district, of course, for Gull does house and train its garrison forces there; but it is also home to a number of sword and combat schools. Though Gull is not given to bragging on it, the city does have a reputation for introducing



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some of the finer sword duelists to the world.

Were you of a mind to expand your knowledge of dueling, our best swordmaster is actually a swordmistress, Kathra Shadowkin. Of the Elves, of course, therefore tall and slender, supple and quick. Strong, too, and able to whip a blade from a man's hand with a simple circular parry. Rapier and dagger are her preferred medium, but she's fair deadly with anything this side of a claymore. Her lessons are not inexpensive, but her students tend to live long enough to enjoy a good return on that investment.

Beyond that, especially concentrated in the valley between the Palace Hill and the hill, there, with the white marble edifice, is the district given to our finest artisans. They maintain small workshops, with dedicated apprentices and incredibly high standards. Our glassblowers especially benefit from unique elements in the earth which allow them to imbue their products with vibrant colors. Much of their work is also very receptive to enchantment. Likewise, the cloth, metalwork, and other luxurious work produced here has won worldly acclaim, and should prove profitable for you when you return home.

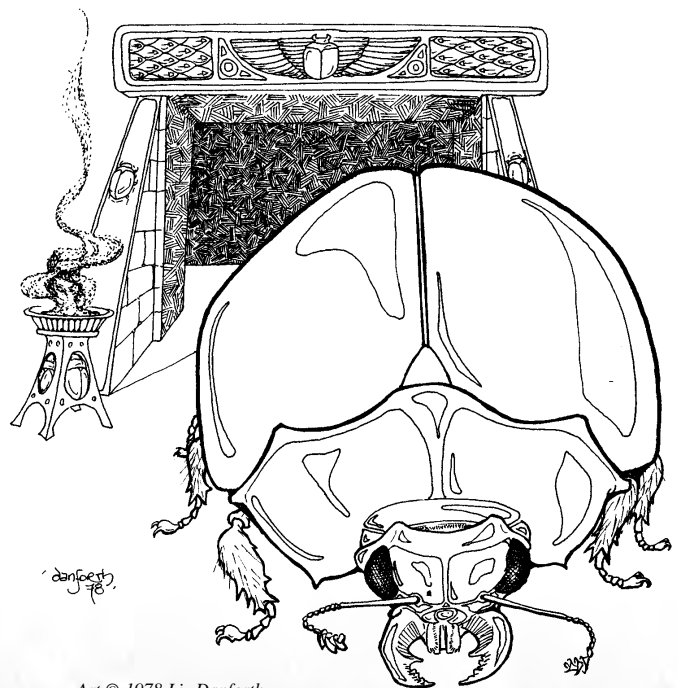
Though none of you look the type, there have been people who have sought out practitioners of the foul arts—poisoners. They hope to find a glassblower to fashion a decanter which will poison any vintage poured into it. There's even rumor of a fellow known as Tharasis who manages this sort of thing, though of him I can tell very little. Some say he is a giant, others a dwarf. I think he may be both, using potions to hide his true identity. But what I shall tell you is that those who buy such decanters—and they are priced dearly—refuse to pay for the matching goblets. This is a horrible mistake, since only one goblet in the set will let the poison function. The rest will render it harmless. This would allow the murderer to drink with his victim and none be the wiser, provided the cups do not get mixed up.

The marble building atop the hill to the northeast is home to the Greater Gull Merchants'

Association. Not only does this body advise the Prince on economic policy, but it really forms the heart of Gull's economy. The scribes therein can provide all sorts of useful trade information. More importantly, the trade brokers are incredibly skilled at working on your behalf to get you the best deals possible. If you have a need, someone on that hill will know how to fulfill it; just make sure you have ample wind.

Just inside Northgate is the temple district. As befits a city which is a crossroads of the worlds, Gull is home to temples, shrines, and sanctuaries connected to a host of gods. The largest temple is to the sea god, Aroshnavaraparta, as can be expected of a maritime city. I'm sure you'll find a place to worship the god of your choice.

There are two deities which, I am given to believe, are unique to our fair city. The Blue Beetle is revered by the native population here. Every century or two an army of blue beetles, each as long as your thumb, burrows from the ground. They cover the landscape in a writhing, azure carpet, devouring most everything. Then they pour themselves into the river and out to sea. The fish devour them, providing a most bountiful catch—which is good since anything else edible is long



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since gone. We consider it a civic duty to offer sacrifices to the Blue Beetle God in hopes of assuaging his raging hunger. Since it has been nearly two centuries since the last invasion, many believe this effort has been a success. And just as many are waiting for the beetles to rise again.

The other god—more of a godling, actually—is Cronus. He appears to be concerned with matters of time, and some suggest that if you win his favor, you can actually turn the clock back. Some suggest that it's Cronus-worship that has succeeded in slowing the beetles' clock so they do not again erupt. Many offer him sacrifices simply to speed them through times of loss and pain, so a year's mourning may pass in the blink of an eye. Some claim that he has allowed them to glimpse bits of the past, which is useful when attempting to ascertain the antiquity of a treasure and the events constituting its history.

But Gull welcomes practitioners of every faith and creed. There is even a small shrine to the Death Goddess. Just look for the open sewer, take several steps downstream, and it will be there on your left.

Oh yes, sewers, that reminds me. You may recall that I said the Wizards War had left Phoron largely untouched. This is certainly true as concerns destruction. However, as the city has expanded over the years, and as the Prince's engineers have excavated for placing sewers and storm canals, they've uncovered evidence of residual magic. This is, of course, why our city is so enchanting.

Yes, my little joke. However, it is this residual magic which provides that special something which is so helpful to our glassblowers. It's been harnessed by the Circle to keep the city from sinking and to effectively channel excess water during tropical storms or exceedingly high tides. The city benefits from it and, if you believe the most dour of our citizens, can only exist because of it.

As wonderful as that magic's benefits are, beneath the earth, in the sewers, concentrations of it can cause unexpected effects. Quite frankly, people have gone missing down there, or worse. This is why our subcity is sometimes referred to as having "Sewers of Oblivion." If you are intent upon to

venturing down there, for the sake of all that is holy, don't go alone.

Last but not least is Northgate. The River Road heads north out of the city from there. Beyond are the various estates of local nobility and the richest of the merchants. Every year they push a little further north, carving civilization into the island's interior. They're always finding something out there, from smugglers' havens to lost tribes of uruk. There are tales told of real dangers even further north, but they're truly fodder for frightening unruly children.

But for you, esteemed guests, do not let fireside stories of evil and villainy taint your view of our magnificent city. For the bold and the inventive, the brave and the clever, Gull is a ripe, juicy fruit, ready for the picking. You can make your fortune here. I certainly have.

Now, one last thing. If you'd not mind opening your purses, my associate here, Rais, will relieve you of a sail or two. Ah, most generous. And if you'd like to get your gold back, you certainly know where to find us.



ADVENTURES



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Talbot

A selection of GM & Solitaire Adventures
for Deluxe Tunnels & Trolls.

SOLO

ABYSS

**A SOLITAIRE ADVENTURE
FOR DEAD CHARACTERS**

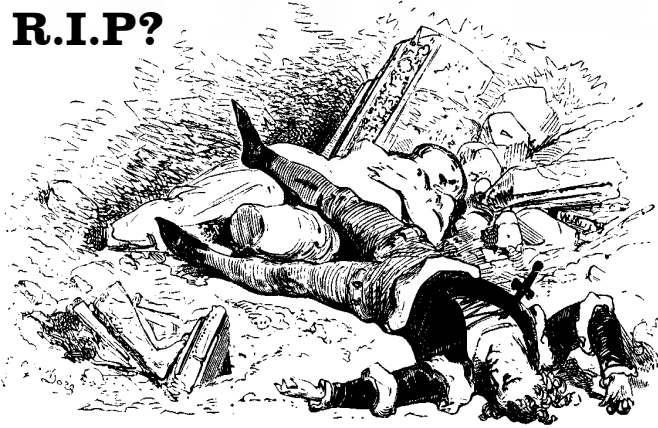


BY PAUL CREELMAN

Abyss is based on medieval Christian mythology, and also owes a large debt to the structure of the ancient Greek underworld. Treasures are usually found in groups of seven, and evil fortune occurs in patterns of three. The foremost quality of the Abyss is a propensity for illusion—the masters Hermes and Hephaistos enjoy deception...

INTRODUCTION to the ABYSS

R.I.P?



The Abyss can only be entered by a character used and killed in play. The dead character regains consciousness holding the largest sword or dagger he can wield, and with all prime attributes he had immediately before encountering the cause of his death. A character may enter the Abyss only once.

Ground rules for this solitaire are standard: Deluxe T&T rules apply, the only automatic fail for saving rolls is 3 (1, 2), magical/holy artifacts are usable only if they fit the options offered.

Use of sorcery here is a rather touchy affair. Ethereal fluctuations in the Abyss make all spells undependable, so when you decide what spell you want to cast, refer to the Magic Matrix to find the result. If a spell is not listed, it does not work.

There are many ways to reach the Abyss, and several methods for the strong or pure of heart to leave. Strangely enough, there is no sure method of travelling to any given portion of the Abyss from any other—thus both maps and memory can be untrustworthy advisors. You will not emerge unscathed. But success will award you a sweet trophy—your life. Good luck!

Entry to the Abyss is made alone at the Edge of the Last Ocean. To begin, go to **THE FIRST STEP** on the next page.

COMBAT CHART

Find the category your character fits into. Use the number beside it as the multiplier for the dice roll of the monster(s) you face. Multiply before you add in the combat adds. (This multiplier is used to signify the degree of interest the Dark Powers have in your character. The tougher the character, the harder they'll try to keep you.)

Your Combat Adds	Dice Roll Multiplier
-x to 25	1
26 to 50	2
51 to 75	3
76 to 100	4
+50 over 100	add 1

MAGIC MATRIX

Cross-reference the paragraph you came from with the spell you cast to find the result. *TTYF* = *Take That You Fiend*; *GY* = *Glue You*; *FP* = *Freeze Please*; *BP* = *Blasting Power*; *M* = *Medusa*; *OGA* = *Oh Go Away*.

	<i>TTYF</i>	<i>GY</i>	<i>FP</i>	<i>BP</i>	<i>M</i>	<i>OGA</i>
4B	full	no	1/2	full	no	no
5E	1/2	no	full	full	1-3	full
6C	full	full	full	full	1-3	no
6G	full	no	1/2	full	no	no
10C	full	5D	1/2	no	1-2	no

1/2 = half damage

1-2 = works on roll of 1-2 on six-sided die.

1-3 = works on roll of 1-3 on six-sided die.

5D = go to 5D

full = full effect

no = no effect, take 1 combat of hits on your CON.

THE FIRST STEP



You stand on the edge of a dirt plain littered with the signs of battle. Mounds of decaying corpses lie about, surrounded by the rusted remains of evil weapons. The tip of the sun starts to slip beneath the horizon; the sky is orange and scarlet. Suddenly a blinding light strikes your face.

The leonine Guardian is before you, revealed in his power, robeless. His magnificent mane is flying about as though tossed by a storm, yet there is no breeze. His eyes, once dark gold, now shine like unto two suns. His voice is distorted but powerful in the sunset. It seems to shimmer visibly in the air as he speaks.

“According to the First Agreement with the nameless, thou may regain thy life and soul by braving the Abyss. Thy way is dark: may thy fate be better.”

“Start thy journey with the words of Dryden the scholar:

*The gates of Hell are
open night and day;
Smooth the descent, and easy is the way;
But to return, and view the cheerful skies;
In this the task and
mighty labor lies.”*

With these words a dank fog closes on you. As the first wisps of mist curl about your feet, the last colors of sunset darken. The chill of the fog weakens you. The Guardian has departed.

Far above you can see the nebulous shape of a full moon; for the first time, you notice that the pebbles underfoot are cobblestones. If you step forward, go to **2A**. If you retreat backwards, go to **9B**. If you move to one side, go to **4A**. If you stay and observe, go to **11B**. If you attempt to remove one of the cobblestones underfoot, go to **1B**.



1A Your eternal soul is cast into the River Pyriphlegethon, there to drift to Cocytos. As the eons pass, the fire in the River of Wailing is gradually extinguished in the great falling waters to the bottom of Tartaros. In other words, you lose. Don't feel too bad, though. You can't use this character again, but you can try another one. Maybe your next one will succeed!

1B Roll one six-sided die. If you roll a 1 or 2, go to **7G**. If you roll a 3 or 4, go to **6B**. If you roll a 5 or 6, the cobblestone lifts up easily to reveal a small cache. In this hollow, there is a single black pebble, engraved with fine runes which read "Wizard of Blackstone, 1013, similus Judasi." This small charm has several interesting properties. It is a deadly poison and will poison any weapon it is rubbed against. Any liquid which the stone is dipped in becomes a fatal poison, and the touch of the stone against an open wound is invariably fatal. Return to **The First Step**.

1C Just recovering from the effects of the sting, you are carried down the smoking well and pushed through a one-way door into a large cavern. Go to **3A**.

1D Battered and bleeding, the beast is weak enough for you to beat it with ease. Upon each of the horns, you will recall, there is a crown. While the runes on the head of the beast are of the vilest evil, the gold and jewels are mere money. You may take as many crowns as you wish. Each is worth 500 gold pieces. Write down the number you want to take, and go to **2C**.



1E With a mighty blow you shatter the cuff on his ankle. "Quickly, we must flee," he says, running towards the right passageway. "I am Iscariot." Iscariot has a Monster Rating of 30, and is the betrayer. Whenever you fight anything in the journey, he will join the creature to help it destroy you. Iscariot can also multiply his combat roll by the multiplier that you use when facing monsters. Go to **3A**.

1F You detect a strange reserve in the motions of the man as you make love. He realizes you have divined his true nature, and attacks. You must fight bare-handed—go to **10C**.



2A If you are attracted to women, go to **5A**. If you are attracted to men, go to **6A**.

2B The interior of the cave is a passageway which slopes downward. As you emerge from a fully enclosed tunnel, you find that your path has narrowed—one side drops off into a pool of bubbling lava fifty feet below. As you stand there, the earth begins to shake and your ledge begins to crumble.

Make a third level saving roll on your dexterity. If you make it, go to **6E**. If you fail, you fall into the Pits of Eternal Torment, where you will spend the rest of time in perpetual anguish.

2C The only thing between you and living again is the Sea. You are 240 feet beneath the surface of the water. To reach the surface, you will have to make 3 first-level saving rolls on your current CON. (Magic users have no time to heal themselves at this point.) For each crown you picked up from the Beast of the Sea, add one level to the level of the saving roll (i.e., 6 crowns, L7SR on CON).

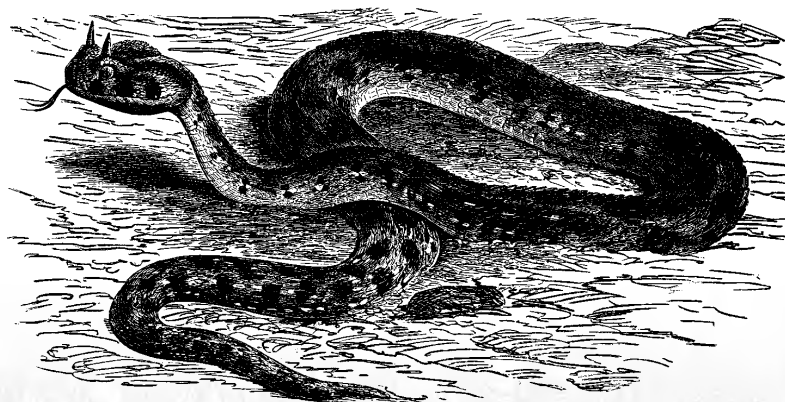
If you miss one saving roll, be it 1st, 2nd, or 3rd, go immediately to **8E**. If you make all three, or if you can breathe water naturally, go to **10A**.

2D If you have an IQ of at least 18, and are attracted to women, go to **4D**. If you have an IQ of at least 18 and are attracted to men, go to **1F**. Otherwise, you are charmed into submission in the act of love. The Mark is placed on your forehead, and you are now a servant of the false prophet, with no mind of your own. Close the book.

2E You find a dark oak door under a clump of lacy seaweed. The water is an ultramarine blue, and so are you from holding your breath. If you enter the doorway (which is set in an underwater cliff of granite), then go to **6F**. If you do anything else, go to **9E**.

2F You are awarded the viper's tail of your opponent. If used as a weapon, the viper fangs will cause three dice damage. If you escape the Abyss, the viper tail can be sold to a sorcerer or holy man for up to 500 GP.

The mystic horse beasts lead you to the cave entrance, where you see an inlaid marble floor and a torch-lit pathway leading inward with a slight decline. If you enter, go to **5B**.





3A If you want to fight a duel with another horse beast, return to **11A** and try it again.

You are at one end of a huge cavern which is many rods across; two rods stretch from floor of polished crystal to dome of carven bronze and pearl glass. It is lit by flickering torchlight, seventy-seven torches set in golden holders. There is a tall, wrought metal gate set into the opposite wall. It is magical and holds the sea back. It is the exit to your world.

Before you is the Beast of the Sea. It has the form of a huge leopard with ten heads, a horn upon each head. On each of the horns is a crown of gold and jewels. Written upon the heads are cruel black runes in an unknown tongue, and the runes are evil to look upon. The beast blocks your path to the door and your freedom. If you

wish to try to dodge the ten heads in a mad dash for freedom, go to **10D**. If you want to stand and fight the beast, go to **5E**.

3B If you strike out over the plain, go to **8F**. If you head for the cave, go to **11C**.

3C Make a first-level saving roll on your strength. If you succeed, go to **7D**. If you fail, go to **8D**.

3D You have wandered into a place that cannot be reached on this adventure, and are surrounded by complete darkness. A booming voice warns you, "Turn back and go to whence you came, or dwell in this darkness forever." Go back to the paragraph you came from. If you've forgotten where that was, go to **The First Step**.





4A You move into an area free of the smog and notice that you are in an open courtyard with carved granite walls. Far above in the west, a red planet is rising into the constellation of Draco, next to Thuban. You can see the source of the dark fog behind you; there is an open well in the center of the courtyard, from which pours a dirty cloud of fog and smoke.

Suddenly, a great and terrible flying creature rises from the well. It has two scaled wings, a form like unto a horse girded for battle, a breastplate of black iron, and a human countenance, upon which rests a golden crown. It has a tail like unto that of a scorpion and its name is Abaddon, angel of the bottomless pit. You must fight Abaddon or be dragged down into the well, and hence to even darker places. Although Abaddon is immortal and cannot be killed, if you lower his monster rating to 5 or less you will be able to bind him and throw him back into the pit.

If you surrender to Abaddon, go to **9A**. If you fight go to **6C**.



4B As you fall, a giant black bird plucks you out of the air. His red eyes cast a baleful glance at you while his powerful wings pump and carry both of you out of the mist.

This beast has a Monster Rating of 40. It will inflict no damage on you—this MR merely reflects the difficulty you will have killing the creature while you are in its talons. Roll for its combat to reflect a lack of target as the wings, with the rest of the bird's body, rise and fall in flight.

If you kill it in 1 to 3 combat turns, go to **8F**. If you kill it in 4 to 6 combat turns, go to **9C**. If you haven't slain it by the end of the 6th combat turn, go to **6G**.

4C You escape the undertow. If you don't have plate armor on, then you can try to swim back up to the surface by going to **9D**. Otherwise you can continue sideways to **2E** or swim downwards to **5C**.

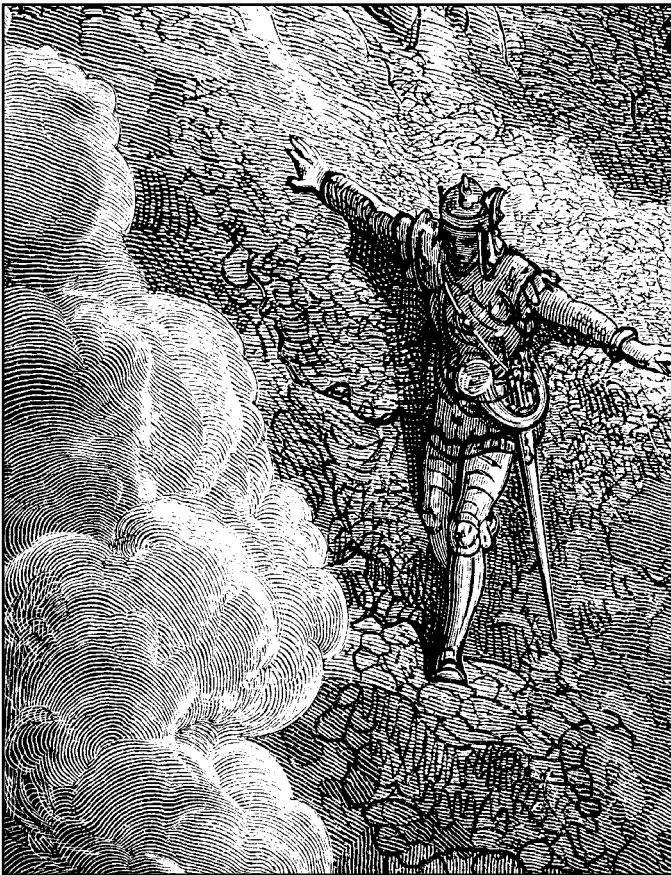
4D You detect a strange reserve in the girl's motions as you make love. She realizes you have divined her true nature and attacks. You must fight barehanded. Go to **10C**.

4E You are swept deep into the Last Ocean by a powerful current. You drown. Proceed to **1A**.



5A You move a few feet through the fog and discover a stunning blonde woman wearing a sultry red dress with slits on the sides. She has a charisma of 18, and asks you if you want to see a good time. If you do, go to **2D**. If you don't, go to **7A**. If you attack, go to **10C**. If you retreat backwards, go to **9B**.

5B The path leads smoothly downwards. After traveling for some time, you come to the entrance of a huge underground cavern. At this point the tunnel behind you disappears; when you look around behind you, the spot where the tunnel was is now a cul-de-sac in the cavern. As soon as your character recovers from the shock of this, proceed to **3A**.



5C You estimate that you have swum downwards over twenty fathoms in the blue water, when you finally reach the seafloor of bare granite. Set in the granite is a trap door. If you go through the trap door, go to **3A**. If you search the sea floor, go to **4E**.

5D You have bound the false prophet. Award yourself 1000 experience points for this. The only treasure you find is a silver arrow with a cursed tip; it causes 33 hit points of damage when it breaks the skin of an enemy. It is usable once only.

By now the fog has entirely lifted. You can see that you are in an open courtyard with two exits. One is a sheer drop of twenty feet to a frothing body of seawater. If you dive in here, go to **8A**. The other exit is a pathway leading out over a rocky plain to a cave in the nearby Iron Hills. If you leave this way, go to **3B**. If you investigate the large covered well, which is the only item of interest in the courtyard, go to **7E**.

5E Roll a six-sided die. This is the number of 15 MR beast-heads that attack you. Until you have destroyed all of the heads fighting you, roll another six-sided die each combat turn—this additional number of heads joins the fight. (There will never be more than ten heads fighting you at one time. If you have an ally, both of you share hits but you cannot use him as a shield.)

After you have defeated all the heads engaging you (even if there are still unscathed heads), you may elect to dodge to freedom. In this case, you only have to dodge the remaining heads—go to **10D**. If you stand and destroy all the remaining heads, go to **1D**.



6A You move a few feet through the fog, and discover a handsome man in black pants and an open white shirt. He has a well-groomed moustache, machismo, and a charisma of 18. He inquires into your health, and after several minutes of charming conversation asks if you want to see a good time. If you do, go to **2D**. If you don't, go to **8B**. If you attack, go to **10C**. If you retreat backwards, go to **9B**.

6B You find a gold piece. Return to **The First Step**.

6C Abaddon has a MR of 55. Once you reduce this to 5 or less, you have won. Conduct combat and fight for your very existence. If your CON falls to zero first, then go to **1A**. If you win, go to **7C**.

6D The number of saving rolls you missed is the number of heads that have managed to attack you. Each has a Monster Rating of 15. Only these heads will fight you (they are the only ones that can reach you). After you have defeated these heads, go to **2C**.

6E As you leap from the ledge to a more solid point, you feel the ledge fall completely away. You pause and catch your breath - you are not injured—and press on. The path continues downward and you find that it is getting warmer. As the tunnel you are in ends, you find a group of men with shovels, digging more passageways. Each is chained to a large spike.

They see you and cry, “Free us!” Their cries attract a demon who comes running down the passageway to the left.

If you wish to free one of the men, make a second level saving roll on Luck. If you make it, go to **8C**. If you miss, go to **1E**. If you choose to ignore them and run into the right-hand passage away from the demon, go to **3A**.

6F You enter a small room, the foyer to a huge underground cavern. The sea door you have entered is one-way. There is no alternative path for you. Go to **3A**.



6G Despite the damage you have inflicted, the bird carries you to its nest. There you find three young birds. They each have a Monster Rating of 12. The large bird drops you into the nest and flies away. If you kill the young birds, go to **10B**. If the young birds kill you then go to **1A**.



7A She persists. In a silken and seductive voice she insinuates you're the best man she has seen in a long time. If you have an IQ of 10 or greater, then you may refuse and retreat go to **9B**, or attack her go to **10C**. Otherwise, she is so attractive that you can't help yourself, and accept. Go to **2D**.

7B You take ten dice in damage from fire, brimstone fumes, and missile weapons. If this kills you then go to **1A**. Otherwise, go to **11A**.

7C You have succeeded in binding Abaddon. Under his wings he carried a leather pouch containing seven brilliant jewels. The first and largest of the gems will call a plague of black locusts with the stings of scorpions. This will cause 33 points damage to whatever the locusts are directed against. The plague may only be called once, after which the gem is worth 1000 GP. The other six gems are each worth 33 GP. You have also halted the issue of smoke and fog, and can see clearly that you are in an open courtyard with only two exits. One is a sheer drop to a frothing body of seawater, and the other is a path leading to a cave in the nearby Iron Hills. If you dive into the water, go to **8A**. If you walk along the path, go to **3B**.

7D You make it back to the surface, and up the wall. This supreme effort costs you half your ST and 4 CON points.

The fog has cleared away, and you see that you are at one end of an open courtyard. At the other end is the only exit, a path leading over a rocky plain toward a cave in the nearby Iron Hills. If you go out that way, go to **3B**. If you dive back in the water, go to **8A**.

7E There is a small gem (worth 33 GP) set in the well cover. The well cover can't be opened by mortal hands. Return to **5D** and choose another option.

7F The horse beasts don't like cowards. You are dragged off to the bottomless pit and spend eternity falling through pitch blackness. Close the book.

7G You make an interesting discovery. You have just been bitten by a small green spider. Its venom causes the little finger on your right hand to promptly fall off. Reduce your DEX permanently by 3 points and return to **The First Step**.





8A You fall twenty feet and plunge into a frothy body of salt water. There is a terrific current here, the intersection of three dangerous undertows, and it swiftly drags you straight under and down towards the bottom. It is so strong that you will lose most of your belongings if you attempt to fight it. If you drop all your equipment but small gems and items weighing less than a total of 20 weight units, you can try to swim upwards by going to **3C**. If you swim sideways, go to **4C**. If you keep your possessions and swim downwards, go to **5C**.

8B He insists that you are the best-looking woman that he has seen for a long time. If you have an IQ over 10, then you may choose to retreat backwards go to **9B** or attack him, go to **10C**. Otherwise the stranger is so exciting that you can't resist. Go to **2D**.

8C Striking a mighty blow, you shatter the cuff on his ankle. "I am Firebringer," he says as he leads you to the right passageway. "We'd better move fast if we want to escape!"

Firebringer has a MR of 30 and can multiply his combat roll by the multiplier that you use when facing monsters. He will fight with you, and aid you to escape, though the Mark burned into his forehead tells you that he cannot leave this place. Go to **3A**.

8D You cannot make it back to the surface. You have barely enough air left to swim downwards, go to **5C** or to move sideways go to **4C**.

8E As you rise to the surface, the air in your lungs expands, and ruptures your lungs. Pain flashes through your chest. Crimson bubbles play about your face and cloud your vision. You have failed—you are dead and can never be reborn again. This is the end.



8F As soon as you step out onto the plain, you hear a hunting horn. Sweeping down on you from both sides is a wave of four-legged beasts (vaguely equine), charging towards you. They have already cut off your way back to the courtyard and are closing rapidly. If you run for the cave entrance, go to **11C**. If you stay and fight, go to **7B**.



9A Abaddon takes every one of your possessions, and then poisons you with his scorpion's sting. You will lie paralyzed, with a CON of 1, for five months REAL time. Write the date and particulars on your character's card.

After a painful five months, proceed to paragraph 1C.



9B As you step backwards, you feel yourself falling. Mist surrounds you, and you hear nothing but the sea and the sound of wings. Make a first-level saving roll on Luck. If you make it, go to **4B**. If you miss, go to **8A**.

9C The beast carries you over the plains below and begins to lose altitude as it nears its mountain home. Above you, on the top of the mountain, you see a nest with young birds in it. Your bird, wounded as it is, never makes it to the nest and you crash land on the side of the mountain.

As you pull yourself free of the dead bird's claws, you notice a path on the mountain. If you would like to go up to a small cave, go to **2B**. If you want to go down the hill to the plains, go to **8F**.

9D You almost reach the surface when the undertow catches you again.

Make a first-level saving roll on Constitution. If you fail, you ran out of air. Go to **1A**. If you succeed, you reach the surface. Go to **7D**.

9E You are swept down by a powerful undertow, far into the depths of the Last Ocean, into the black reaches of the Lower Waters where the entrance to Lake Acherusia swallows you. Go to **1A**.

10A *“Life is real, life is earnest,
And the grave is not its goal;
Dust thou art, to dust returnest,
Was not spoken of the soul.”*
- Longfellow

You break the surface and swim to shore. You now have whatever treasure you garnered, plus your weapons. Due to your experience, you will be able to sense any undead creatures and demons of an evil nature which come within fifty feet of you. Walls will hinder this ability. You won't know how many there are, or how tough they are—you'll just know that there is something out there. (However, you do have a directional sense and can tell the difference between zombies, vampires, and demons.)

If you die again, you cannot use the Abyss to escape your fate. As the Evil One says, “Fool me once, shame on you. Fool me twice, NEVER!”



10B As you're leaving, you notice a dirk in the bottom of the nest (see the rules for dice and adds). You also discover a trail that leads down the mountainside. As you descend, you see a cave off to the right. If you wish to enter the cave, go to **2B**. If you would rather follow the path to the plains below, go to **8F**.

10C Whether you thought the creature was male or female before, it now changes shape into its true form—a hirsute and ugly man of terrifying appearance, with two horns as a ram, and the long forked tongue of a dragon, speaking falsehoods and lies.

This is the false prophet of the Beast, with a MR of 69. It cannot be killed by mortal hands, but if you reduce its MR to 10, you will have weakened it enough to bind it for one thousand years. Fight until you have a CON of zero; then go to **1A**. Or, if you have bound the false prophet, go to **5D**.

10D There are ten heads and you must dodge each one. Dodging calls for a saving roll on DEX at the level you get by adding 1 to your Monster Rating multiplier. (If you have 0-25 combat adds, you must make a second level saving roll on DEX).

Record the number of saving rolls you miss—and remember to take the adventure points for them. (Every saving roll is worth the actual number rolled on the dice times the level of difficulty—remember, doubles add and roll over.) If you make all ten saving rolls on DEX, go to **2C**. If you missed any at all, go to **6D**.



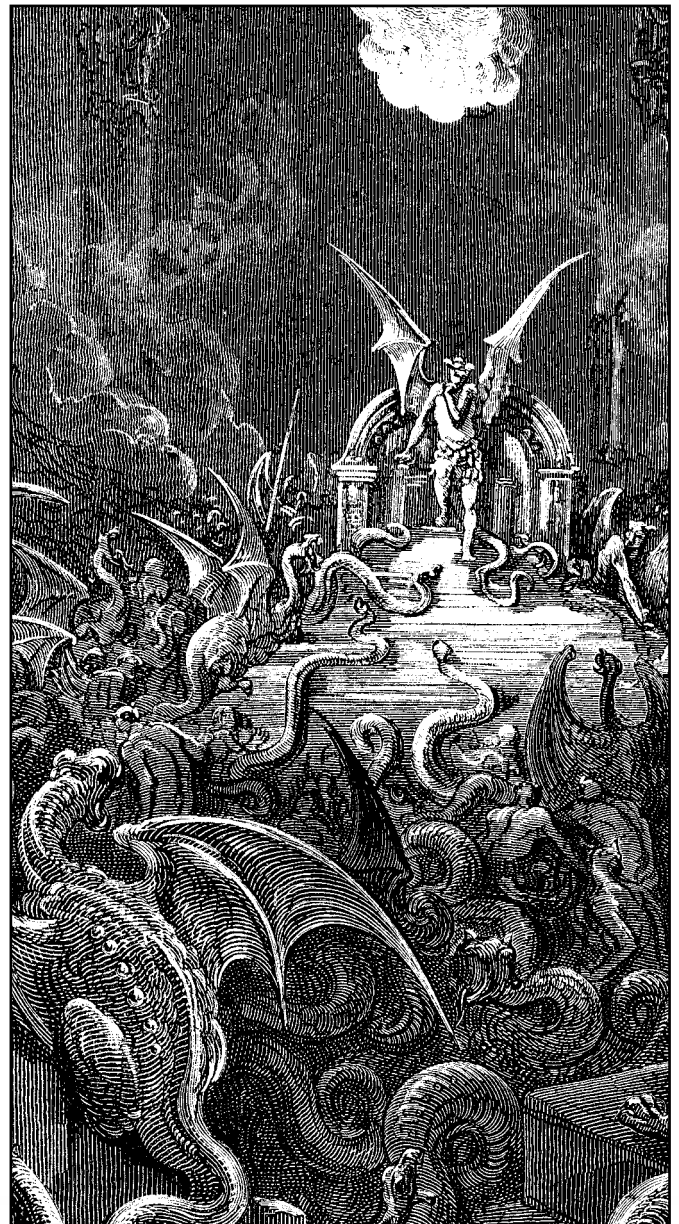
11A You find yourself surrounded by these mystic horses - to the number of 200, which is one thousandth of their number to be. They have breastplates of fire and jasmine and black wormwood. Their heads are those of lions, and out of their mouths proceed fire and brimstone. Their tails are living vipers, with fangs of black venom. One of their number speaks to you.

“By leaving the marked path, you have shown yourself to be a freeman. We would do combat with you to prove the worth of your warriors. If you win a single duel with one of our number, we will let you pass to the cave entrance, but nowhere else. Let the duel begin.”

A horse beast with a MR of 33 comes forward to fight you. If you attempt to run away and break through the circle of mystic horse beasts, go to **7F**. Otherwise, you can conduct combat with your opponent. If you die, go to **1A**. If you are victorious, go to **2F**. Magic-users get the feeling that no magic can be used here.

11B A stray zephyr parts the fog above to form a window to the heavens. The full moon is rising ominously over Vifa Minor, and a red planet is rising into the constellation of Draco, overhanging Thuban. According to the portents, the time of action is upon you. Return to **The First Step**.

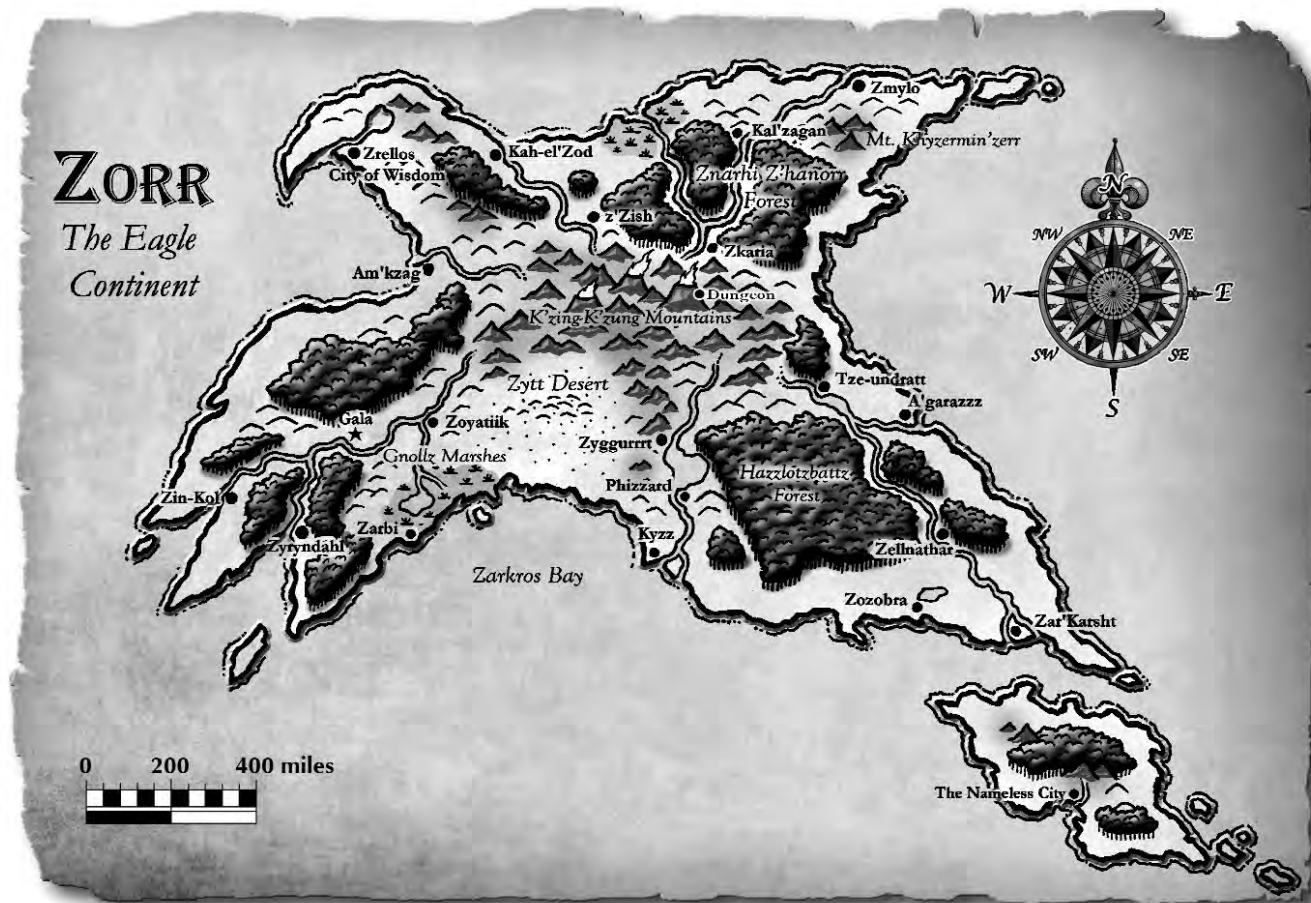
11C The cave entrance leads inward. The path is inlaid with pearly marble tiles, exquisitely carved and set in the floor. Every dozen feet there is a flickering torch set in the wall. The path seems to incline slightly downwards. If you go this way, go to **5B**. if you go out along the plain, go to **8F**.



*The End... Hopefully you managed to bring your character back from the dead.
If not, it's time to go back to the rules and roll up a new one.*

INTO ZORR

A GAME MASTER ADVENTURE
ON THE EAGLE CONTINENT



BY KEN ST. ANDRE, BEAR PETERS & LIZ DANFORTH

Three connected overland & underground adventures
for 4-8 characters, level 1-5

THE DOCKS OF ZKARIA

Section 1 of the adventure by Ken St. Andre

SETTING THE SCENE

These instructions are for the Game Master only. You may work these instructions into a campaign set upon the island continent of Zorr, or run a one-off adventure in this setting.

Let us forego all such standard settings as meeting in a tavern and simply start all of your adventurers upon the docks of Zkaria. Tell them this:

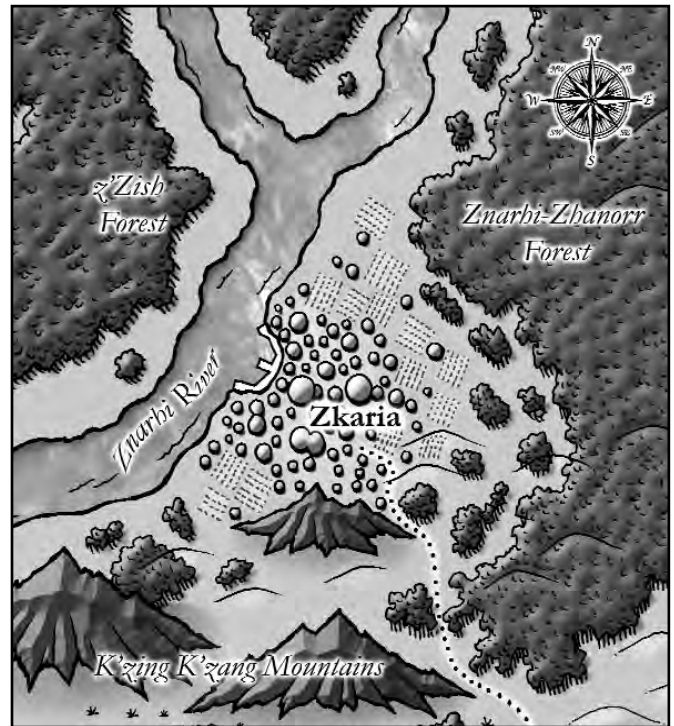
You have left your old haunts far behind and travelled to the continent of Zorr, the land that looks like a great eagle in flight. You have heard that the city of Zkaria on the northern slopes of the K'zing-K'zung Mountains holds great opportunity for adventurers. You have arrived!

Next determine what time of day it is. If it is early morning, tell them this:

On this early morning, the sun is a big ball of orange fire just coming up over the volcanic hill east of the city. The air is already losing its coolness, but it is still damp, and redolent of the rich aromas of the Znarhi-Zhanorr jungle to the north. There are not too many people on the metal docks of Zkaria yet. Most of those you see are human, dark-skinned men and women dressed in mesh armor or semi-transparent wraps of blue or green silk. Many of them are loading or unloading the metallic riverboats tied up along the edges of the artificial lagoon that serves as an inland harbor. You look around and see it—the wall. You have been told that you can find whatever you need by reading the notices on the Wall. What you most want to find is a job.

If it is about mid day, tell them this:

It is almost noon on the metal docks of Zkaria. The heat rises up from beneath your feet in pulses you can almost see. The docks are nearly

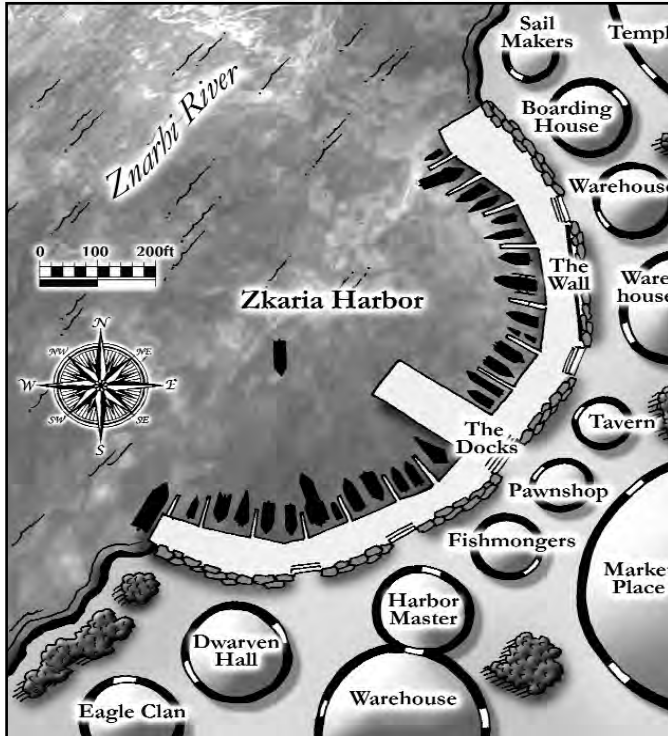


The lands around the city of Zkaria, where this adventure begins.

abandoned. A few guards stand watch or stroll back and forth watching the boats and the gates that lead into the city. They are mostly eagle-men, big humanoids with bird-like heads, enormous wings, long arms and short legs. Your boat captain pointed out a local landmark called the Wall to you and said you should start there.

If it is late afternoon, tell them this:

You have reached the metal docks of Zkaria in late afternoon, the time when the fire dwarves come out of their artificial caves and congregate. There must be at least a thousand of them, scattered in groups as few as three or as great as sixty. Some of the larger clusters even have signs set up to distinguish them from the others. The most powerful clans are attended by squads of eagle-men and have brought out portable thrones so that their



The Docks: Delvers don't need to go any further into the city to continue this adventure.

leaders can be seated yet remain higher than all their followers. The dwarves are yammering at each other in their own language, which while unfamiliar, does contain words in the common tongue that nearly all humanoids speak on the surface of Trollworld. The dwarves wear light blouses and knee-length skirts of metallic-glinting cloth, most of it shaded red, orange, brown, and yellow. The fabric is always patterned, but the designs vary from three-colored plaids to checkered squares to overlapping circles. You have heard that you can identify a dwarf's clan by the patterns he wears. You also know that if you are to find work you will have to talk to one of these dwarven clan leaders. You can see other outlanders being interviewed. Right now, however, you need to find the Wall. Fortunately, you really can't miss it.

Do not start your players on the docks at night, but if somehow they have wasted the entire day, or have returned to the docks after dark, tell them this:

It is night on the metal docks of Zkaria. The temperature is dropping away from the murderous heat of noon. The docks are almost deserted. Lights gleam from posts set beside the gates that block off the entrances to the city. Near the sides of the large warehouses that form a kind of city wall, you can see other adventurers rolled in blankets and bedded down. There are a few gas-flame torches illuminating the Wall. The day has not gone well. Nothing panned out and you are still on the docks.

If players ask for a description of the docks, or you feel you must give them one, tell them this:

The metal docks of Zkaria form a large semicircle in a lagoon off to the side of the mighty Znarhi River. They have been made from the strongest perdurium that the fire dwarves of Zkaria have been able to forge. Perdurium is a metal, an alloy of magically forged iron, silver, and flamestone, somewhat heavier and stronger than steel and excellent at holding a magical charge. The gleaming docks of Zkaria have been enchanted to slay all plant-based life that touches them, although animals are perfectly safe. Although much of the city of Zkaria is built from granite and basalt and bloodstone, the buildings are laced with perdurium to help them resist attack from the deadly plant creatures of the jungle to the north.

On any given day dozens of riverboats will come and go from the docks. These boats are almost all forged from steel and perdurium and aluminum. When it comes to advanced metallurgy, the fire dwarves of Zkaria are among the best smiths and crafters on Trollworld.

The docks are separated from the city proper by a thick and high wall of basalt, pierced by five mighty gates of perdurium and steel. These gates are normally kept closed and people enter only by permission of the guards. *As GM, you may invent any excuse you wish to allow players to enter or leave the city through the gates.* The walls extend beyond the docks to protect the entire northern half

of the city. The southern half of the city has lesser defenses and opens onto drier, hillier country.

This is an excellent opportunity for role play at the beginning of the adventure. Allow the players to meet each other, exchange names and stories, and ask questions about their environment. There are always guards and citizens about who can answer questions about Zorr and the immediate locale. As GM, you may wish to make up the answers to suit yourself, but remember that fire is the dominant theme of this adventure, and the fire dwarves are the dominant people. Because they are dwarves, they will always be proud, knowledgeable, and hard to get along with. They are used to treating most other kindreds as hirelings and player characters from other parts of Trollworld will always be regarded as such. The inhabitants of Zkaria are under no compulsion to tell the truth to lesser beings and hirelings. They tell the players what you want the players to know or believe.

As GM, you would do well to read as much about Zorr and its peoples as you can in other parts of this rulebook before beginning to run this adventure.

After perhaps 15 minutes of role play, and getting into character, be sure to direct the players to the Wall. When they look at the Wall, tell them this:

The Wall is just that: a wall about 100 feet long and 8 feet high, made of granite polished to a flat and shiny surface and anchored with a pillar at each end. Sticking to the wall are thin sheets of tin with engraving on one side and adhesive on the other. These plates are grouped into sections. The sections are: Help Wanted, Rewards Offered, Announcements, Taverns, and For Sale. Obviously the players cannot actually read the dozens or hundreds of notices that would be located there.

As GM, you should lead them to the one notice that most applies to the adventure you wish to run. Feel free to make up your own and start any number of adventures in this part of Zorr.

For purposes of this adventure, you should guide the players to the Help Wanted section and to #4 on the list below:

The Help Wanted section of the board has five notices on it today. You read them:

- 1. Miners Wanted.** Must be strong and able to endure great heat. Hazard pay for dangerous situations. Contact Zander at the Zkaria Mining Guild on Zaftig Avenue.
- 2. Guards Wanted.** Overland journey to Klargzz Outpost leaving soon. Guards needed. Pays 10 gold per day and meals. Must provide own weapons and armor. Contact Shorr Twunn at the Klargzz trading post in Klargzz Square.
- 3. Trusty Servants Wanted.** Apply to Prime Factotum at the Zorrnglonk Palace.
- 4. Adventurers to Explore the Fire Dungeon of Z'Tpozz.** Apply to Panjandrum Z'barr (Dwarven Hall on the map).
- 5. Enlist in the Zkaria Riverines.** Protect the city and the trade routes and gain popularity with the citizens of Zkaria. Everyone loves a man in uniform!

We leave it to the more inventive among you readers, gamers, and GMs to create other notices for the other sections of the Wall. Under the presumption that you wish to proceed with playing the adventure provided here, you should now take the players to Fire Dwarf Local #3. (located in the Dwarven Hall).

To reach Fire Dwarf Local #3, the players need merely speak to one of the guards at a city gate. Describe the guard as speaking into a kind of metallic horn (yes, wizards may sense magic coming from it), and in a short time a guide will be sent to bring the players to the guild hall of the fire dwarves where they will be issued into the presence of the Panjandrum Z'barr. Give them this description:

Z'barr is a fire dwarf of medium age, probably greater than 200, less than 1000 years. His long, flowing hair is still mostly carrot red, but there are bands of faded yellow hair in his beard and mane. He dresses in light silken robes and slippers of scarlet leather. He wears a necklace of rubies, each the size of a chicken's egg, set into hammered golden metal links, and has a similar diadem around his head. He is clearly a wizard of considerable strength.



Z'barr
the Fire
Dwarf

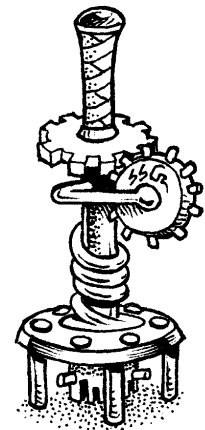
As Game Master this is another opportunity for role play. You wish to impart the following information to the players and get them started on the trail to the Fire Dungeon of Z'Tpozz.

- ◆ Z'Barr wishes to hire the adventurers to further explore the Fire Dungeon of Z'Tpozz. Z'Tpozz is a wizard of a rival clan, and this mission is a combination raid and spying expedition. The party is promised a substantial reward for whatever they can bring back from the dungeon, and are told to search for knowledge about what defenses the place has and the whereabouts of agents sent previously. (Thus, if characters try to enter this dungeon and fail to return alive, a good GM could do something with their bodies and include their belongings and equipment in the list of treasures that could be found.)

- ◆ The dungeon is extremely hot; the temperature is hundreds of degrees inside. In order to

survive, the players must take doses of the Vyron potion that Z'barr will provide if the players agree to enter the dungeon. Z'barr will provide 3 doses for each member of the party for free. In addition, he will sell additional doses at the rate of 100 gold per dose for those players who think 3 doses may not be enough. (More details are on the first page of section 3 of this adventure.)

- ◆ Z'barr will provide a map showing the way to the dungeon. (See map on page 308). It would be handy to photocopy this map and give it to the players. At the very least this gives them a nice souvenir of the adventure. He will also provide a winding key of the sort used to open many of the complex locked doors and mechanisms found in Zkaria. This is an enchanted key that will open any door secured by the Zorrian ratchet lock mechanism, but be warned that using the key within the city of Zkaria will set off all sorts of alarms guaranteed to bring the watch down upon the user.



- ◆ Finally, he gives the party a small fist-sized leather pouch which is tightly tied at the top. "Open this when you get to the cave. You can open it sooner, but it will make more sense once you're there. Don't worry, it's just a hint on how to get more loot while at Z'Tpozz's cavern, assuming you have the time." Then he wishes you luck and goes on with his other work.

With this much information, the adventurers should be ready to set off for the overland section of the adventure. To make things quicker, one could always skip the overland trip and begin play with our heroes arriving at the entrance to the Fire Dungeon of Z'Tpozz. Or, you could now take the players to the overland section of this adventure.

— Ken St. Andre

The Trek South of Zkaria

Section 2 of the adventure by Ken St. Andre

Allow the players to prepare their characters for the adventure. The players may start with whatever tools, weapons, equipment, and artifacts they had when they entered the game. If players are beginning new characters here, allow them a chance to fully equip themselves. A good way to start would be to ask each player what his character is carrying, and have the player write the items down. After the player has stated what he starts with, give that player a chance to choose three more things: weapon, armor, equipment. Do this out loud. Let them choose what they want and give it to them (within reason—do not hand out supremely powerful magical artifacts. If a wizard wants a staff or a wand, give it to him. If he wants a captive demon with a Monster Rating of 1000 (or even 100), don't allow it. The *Be Reasonable* rule applies here. What are adventurers from Rrr'iff likely to have on Zorr?) Let the other players hear what is taken. If possible, let more experienced players choose first so that newcomers will get some idea of what they should have. After they have finished choosing, take away all their gold coins—tell them they had to spend them to reach where they are now. What is their motivation for going on this raid? They need the money.

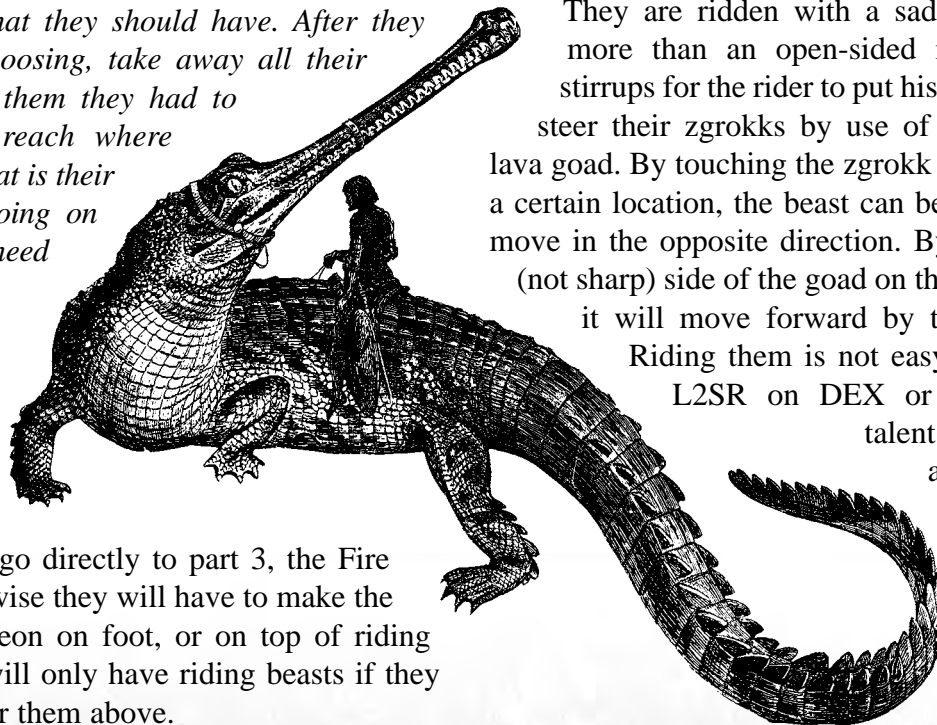
If any of the players have some means of flying to the destination, skip this section and go directly to part 3, the Fire Dungeon. Otherwise they will have to make the trek to the dungeon on foot, or on top of riding beasts. Players will only have riding beasts if they thought to ask for them above.

Riding beasts of Zkaria: Horses are rare in Zkaria. The climate is not good for them, and they do not do well in the jungle, woods, or steep mountain terrain. They are also too large for most of the dwarves to use in comfort. They exist, but they are rare.

The most common riding beast is a kind of long-legged crocodile. The zgrokk is a warm-blooded reptile about 10 feet long including body and tail. It has a short, wide head with a broad mouth full of molars; this creature is mostly a plant-eater. The creature stands about four feet above the ground, high enough for dwarves to ride comfortably. Taller beings find themselves dragging their feet or sitting farther back on the creature and putting their legs up in a crouched position behind the zgrokk's front shoulders. It has a tough, leathery skin of mottled orange and brown, and formidable claws on all four feet. The creatures are fully domesticated and trained as riding beasts.

They are ridden with a saddle that is little more than an open-sided metal cup with stirrups for the rider to put his feet into. Riders steer their zgrokks by use of a sharp-pointed lava goad. By touching the zgrokk with the goad in a certain location, the beast can be commanded to move in the opposite direction. By laying the flat (not sharp) side of the goad on the zgrokk's head, it will move forward by the easiest path.

Riding them is not easy and requires a L2SR on DEX or an appropriate talent in order to ride and steer successfully. A catastrophic failure will result in the zgrokk attacking its rider.



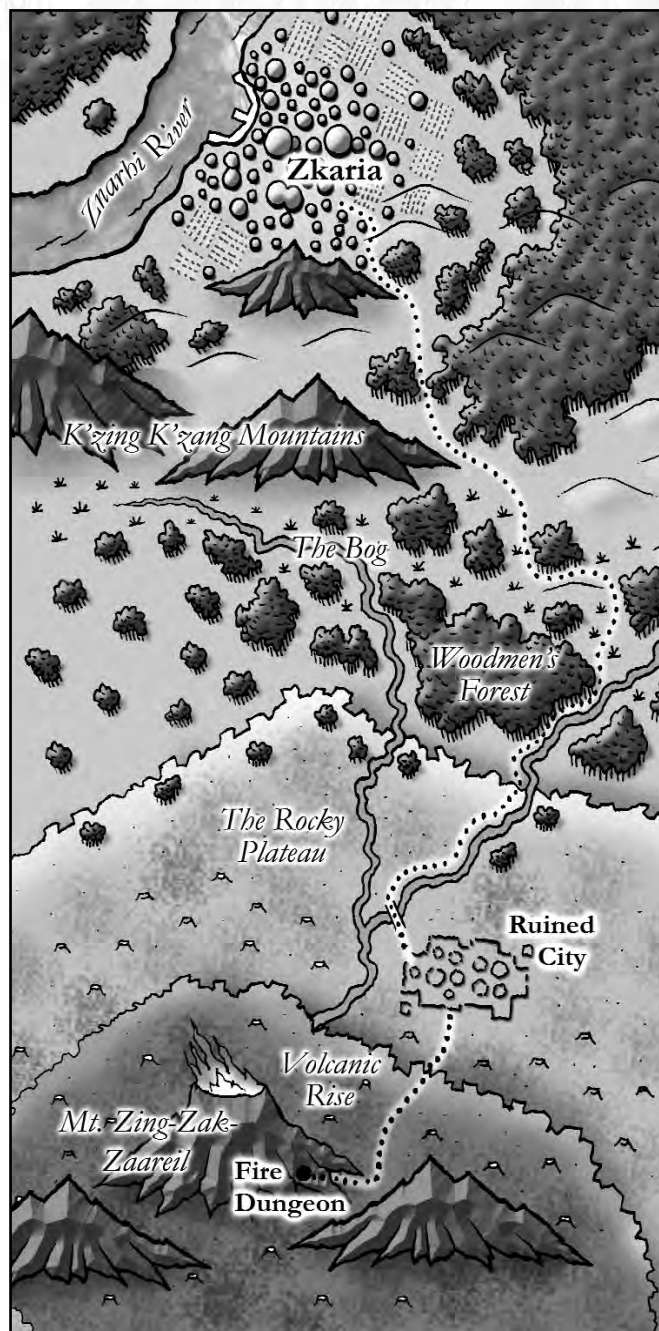
Each one has a MR of 84 and their hides provide 5 points of armor for them. Zgrokks are capable of short bursts of speed, but usually their best pace is only about twice as fast as a man can walk. Considering the need to care for them, zgrokks only reduce travel time by about 40%.

The best means of getting to the Fire Dungeon is just to walk. The dungeon is about ten leagues south of Zkaria, a distance that can normally be covered on foot in about two days. Thus players who are walking should plan to spend at least one night in the wilderness. Here's an opportunity to use the food and other tools they carry.

Starting Off

The land between the jungles of Znarhi Zhanorr and the K'zing K'zung Mountains is a marshy forest, with the land rising and growing dryer as one climbs through the foothills. South of Zkaria there are a number of paths leading off in different directions. The map shows the players the one they should follow to reach the Fire Dungeon, but it is very faint. They will probably have to navigate by landmarks, of which the most prominent one is the distant peak of Zing-Zak-Zaareil.

The land south of Zkaria rises and falls in gentle undulations. There are plenty of tiny streams making their way down to the great Zhanorr river. There are a few farms relatively close to the city, but before one has gone more than half a league, the land grows wild and untamed. In some places there are stands of jungle trees. The faint path generally avoids those places, but as the players pass by one of them they see a work party of dwarves and men chopping away at one of the larger trees—a tree a good 30 feet in diameter but only about 60 feet tall. The trunk of the tree narrows to a cone, but the higher it gets the more small branches and wide-leaved vegetation appear along with many bright crimson flowers. A crew of some ten dwarves are operating a long saw-toothed metal blade with long handles on each end, but large as the tool is they cannot stand on opposite



sides of the tree. Their cutting only affects about 1/6 of the circumference of the great tree. There are another ten men standing guard, and the delvers can see that these guards are perpetually battling spiders the size of dogs, insects as long as their swords, and birds as large as eagles that are trying to defend the tree that is their home. (Or perhaps, the creatures are just hungry and see a good source of protein in these two-legged interlopers.)

Encounter 1: Through the Bog

The path leads fairly close to the tree—about 20 feet. As they approach, the men who are battling vermin shout at them to go wide, although that would mean leaving the path and making their way southward around this copse through boggy land. Have the players decide whether they will stay on the path or leave it to take a wider route.

If they stay on the path, they will pass into the creature attack zone. Let each player be attacked by one or two creatures—say a giant spider and a crimson shrike (arachnid and bird). *The GM may feel free here to invent other kinds of vermin or roll on the Bog Vermin table below to pester the players.* First and second level characters should only have to fight a single creature; higher level characters should have to fight two at once. Each attacking spider has a MR of $40 + 1d6$ (i.e., 41 to 46); each attacking shrike has a MR of $30 + 2d6$ (i.e. 32 to 42) and cannot be hit unless the fighter makes a L2SR on either Luck or Dexterity or appropriate talent. *This encounter will give you as GM some idea of the fighting capability of your players. If they cannot beat these little vermin, they are certainly going to die when they reach the Fire Dungeon. If it appears that they will be killed by these animals, let some of the logging guards come to their rescue. Such guards would also advise them to turn back because they are not strong enough to face the dangers of the wilderness.* One such encounter should be enough to get the players going, and into the spirit of the adventure.

Alternately, if the delvers leave the path and enter the bog to go around this encounter, have them all make L2SRs on Luck. If everyone succeeds, have them just take the adventure points and pass through the area without difficulty. If they rejoin the path as soon as they can, let that be the end of it. If they parallel the path and remain in the boggy terrain which is covered with low-lying shrubs, tall grasses, the occasional sapling, and a lot of large gray toadstools, then increase the difficulty

of the saving roll by one level for each game turn that they stay off the trail. If anyone misses the saving roll, that person will be attacked by a feathersnake—a poisonous viper with a MR of 12. On a catastrophic failure the character is bitten and takes full damage from the snake. On a regular failure, the person is struck, but may be protected by boots or armor. The monsters roll $2d6 + 6$ in combat. If a six is rolled on either of the two dice, the victim takes damage equal to half of the snake's combat total directly off CON. Any player that takes damage from a feathersnake will be poisoned and will lose 1 CON point per game turn unless healed by a Too-Bad Toxin spell, or by some other means of dealing with poison.

If one or more characters is attacked by a feathersnake, then all the characters will be attacked by feathersnakes, as these reptiles swarm. Each player should roll 1d6 to see how many snakes attack him. The vipers are all about the same and have Monster Ratings of 12 each. If players are riding, their mounts will be struck first, which will send the zgrokks wild with pain and fear and probably cause them to unseat their riders and run away back toward Zkaria about a league behind them. If they are all on foot when the feathersnakes attack, then do standard combat but individually. Each character must deal with the snakes that attack him. The snakes will have lost the element of surprise, but they are still fast and deadly. Remember that any damage getting through poisons the character as above. That includes spite damage. If a character has to fight more than one feathersnake at a time, he should fight the combined Monster Rating. For example, one fighter vs. three snakes would be up against a MR of $36 (4d6 + 18)$, not $2d6 + 6$ times 3.

There are many other dangers that can appear in the bog. If characters remain in the bog after a feathersnake attack and don't get back on the path, have everyone make a L2SR on LK each game turn. The creative GM may devise his own perils, or use items from the following table:



Bog Vermin - Random Encounter List

After determining what kind of creature attacks, roll 1d6 again to determine how many of them attack.

1. Giant mosquitoes (MR = 6) Called tseem on Zorr, bloodsucking mosquitoes the size of pigeons appear in groups of 1-6. These do stun damage only.

2. Tree leeches (MR = 18) Bloodsucking insects the size of a rabbit. They can leap up to 8 feet and appear in groups of 1-6.

3. Deathfrogs (MR = 42) Pig-sized frogs with teeth and claws. They can leap up to 20 feet and appear in groups of 1-3.

4. Mudgator (MR = 98) Large crocodilians that lurk in oozy mud—very hard to see coming.

5. Bugfairies (MR = 8 each) Savage, blood-sucking insect fairies armed with poison thorns. They fly, and can only be hit by someone making a L3SR on DEX, LK, or appropriate talent. They appear in groups of 2d6 (DARO). Each point of damage scored by the bugfairies reduces the victim's combat adds. Victim recovers in a day or until Too Bad Toxin is cast. (*Bugfairies are also known as Pixies*)

6. Mudspiders (MR = 24) Giant spiders that lurk in ambush below a thin layer of mud or vegetation. They always get a surprise attack. They are venomous, and if they score any damage, the player must take 1d6 CON damage per turn, for up to 10 combat turns before the venom is exhausted. This is stun damage, but if a character goes unconscious the mudspider will drain blood and other fluids from the victim, starting with the eyes. Mudspiders usually work with other swamp vermin. Roll 1d6 to see what else appears on combat turn 2.

Encounter 2: The Woodmen

By late afternoon the delvers will be on ground that is rising rapidly. They are on the outer slopes of Zing-Zak-Zaareil now even though they are still more than five leagues from their destination. This might be a good time to spring an afternoon

thundershower on the players, just to make them feel like they are in a real world where weather is a factor. If they are riding zgrokks, the lizards will love the wetness. For the delvers, give them a temporary 2 point decrease in INT, DEX, and LK, and have them make a L1SR on CON to see if they get the sniffles. It is hard to remain vigilant when wet and uncomfortable.

The path leads into a stand of heavy woodland that is quite extensive. At the same time, the ground gets steeper and steeper to both sides of the forested area. The ground rises at about a 30-degree angle within the wooded area, but is more vertical and broken if one tries to go around it, with many small cliffs and 70-degree slopes of broken volcanic ash. A stream comes downhill through the forest and the path follows the stream as closely as it can, though often it has to veer into the woods on the side because the stream has turned into a waterfall. The foliage is dense, but not very tall, as the soil is extremely thin on this part of the slopes. Few trees are more than twenty or 30 feet tall. The light that filters through the leaves is dim and greenish. The forest floor and lower parts of the trees are covered with a wide variety of fungi including lichen, mushrooms, and toadstools, some of them growing right out of the bark of the trees.

Players may bypass the wooded area if they wish, but no zgrokk will be able to negotiate the very steep and rough terrain outside the forested area. Players will need to make saving rolls on LK, IQ, DEX, CON and STR to climb the slopes.

If players really want to bypass the forested area, let them, but make it really difficult, and add a day to their travel time.

As delvers pass under the arching branches of the trees on the outer edge of the woods, the first thing they encounter is a dead dwarf on a pole. He has been impaled upon a sapling from torso up through the head, and living branches and leaves sprout out of the wood that comes up through the skull. All flesh has been stripped from this corpse,



but the armor and clothing still hang upon him. Any wizards in the party will feel an aura of malevolent magic on the body, but be unable to identify the curse/enchantment. In point of fact, the magic is woodman magic unknown to fire dwarves. Touching the body will give the toucher a magical jolt doing 4d6 damage, and poisoning the toucher for an additional d6 of damage each ten minute game turn for 4 turns. Even touching the stake with a weapon will convey a 3d6 shock to the toucher.

At this point have all the characters make a L3SR on IQ. Those who make the saving roll will remember that Z'barr told them they would be as safe as it was possible to be so long as they stay on the path, but if they wander off of it, the woodmen will take offense and try to kill them.

The trail follows the stream that cuts through the forest. Bare rock forms the banks of the stream and huge lava boulders strew the landscape. Many of them have fallen into the stream; the water builds up behind them until it spills over the edge. The trail is marked with arrow runes that show direction like this >>>. Although the trees are only about 30 feet tall, they have long, wide branches that stretch above the trail and block out about half the sky. The edge of the forest is scrub grass and poison shrubbery with glossy slick green leaves. Spider webs are everywhere on the shrubbery. Spiders no bigger than a human fist scuttle everywhere along the trail edge. The greatest danger in this section is the woodmen. They are the Zorr equivalent of elves, but they are not elves. They are sentient, humanoid, plants. They consider all animals to be mulch—plant food for their roots. The woodmen don't even think the same way animals do. They do not have a brain or vital organs—no heart, no stomach, no liver. They have a kind of gestalt, hive intelligence. They do not use tools, but they can command plants to do things for them. All of the forest vegetation seems to have almost animalistic power, and the trees and bushes have vegetable sinews and tendons enabling them to move and strike as if they were animals.

If the delvers can stay on the path they will escape



attack from the woodmen. (*GM note: If pressed for time, just threaten the players with the woodmen, but do not attack. There are other dangers to be passed before reaching the Fire Dungeon.*)

If you have time, play one or two of these traps on the delvers. (*If you wish to move the adventure forward, just skip them.*)

Trap 1: After about half an hour of following the path upstream, have players make a L1SR on IQ. Those who make it spot what looks like a treasure chest overflowing with gold just inside the treeline—far enough from the trail that players would have to leave the path to reach it, but not so far that they couldn't get back to the path quickly. Wizards sense some magic in the area, but they have been sensing magic all along. The money (an illusion—up close it can be seen to be an oddly shaped treestump and coin-sized golden flowers) is just sitting there almost within reach, perhaps five



yards past the tree line. If anyone is lured into the woods, let them get within touching distance of the treasure when suddenly vines start to coil around their legs and try to immobilize them. Let each delver be attacked by 1d6 vines each combat round, each with a MR of 10. A character is considered immobilized if the vine attack has a higher combat total than the character's defense, even if no actual damage is done because the player may have armor to protect him. If any characters are immobilized, the woodmen will attack physically. Let there be one woodman for each member of the party. Woodmen have MR of 50 each. Their fingers are like wooden daggers; their arms and legs are like clubs. Each woodman mentally controls the vines attacking one party member. If a woodman is slain, the vines will cease their attack. The plants and the woodmen are susceptible to fire-based attacks, but it is hard to burn them because of the shower mentioned above. They are all still wet, or at least very moist. There is no treasure here. Players can escape this trap by killing all the woodmen or by returning to the path.

Trap 2: "Help me! Help me!" The characters hear a voice, possibly female from inside the woods. They won't see anything, but will hear heartrending pleas for help. If they enter the trees, they will be hit by a volley of crude javelins, really just sharpened wooden stakes. Each javelin does 2d6 + 4 damage. Armor will stop as many hits as it is rated for, but warriors don't get double protection from this. Spite damage gets through, even if the armor stops the basic attack. Let each player roll 1d6 to see how many javelins hit him/her. Poison? Of course, the woodmen poison everything. Poison does 1d6 additional stun damage for each 1d6 combat turns, and even a single point of spite damage is enough to make it happen. After the volley of javelins, hit the party with twice as many woodmen as are members in the party, each with a MR of 40 (5d6 + 20). Characters escape by killing all the woodmen, or by getting back to the trail.

Trap 3: In the last third of the journey through the forest, the path crosses the stream. The path apparently turns into a swinging suspension bridge that crosses the stream—a bridge made entirely out of vines and roughly carved tree branches. It is anchored at both end by vines that reach into the forest and tie to sturdy trees. The rock-littered stream is a good 30 feet below the bridge.



The trick here is that the bridge is not actually part of the path. The true path descends the side of the stream and crosses through a very shallow stretch of rocky-water at the bottom. (*GM note: Zgrock refuse to go out on the bridge. They will prefer to slide their way to the bottom of the stream.*) If the party is fooled into crossing the bridge, wait to get as many as possible on it before woodmen loose the vine ropes that hold it on the side the delvers started on. The fall will do 6d6 damage and will break bones for anyone who takes more than half their CON rating in damage. Players who can fly and who can make a L2SR on SPD may fly out of the fall and avoid damage.

Players climbing down into the stream, wading across, and climbing out need only make 3 L1SRs on DEX to avoid falling and taking minor fall

damage of whatever they missed the saving roll by. Catastrophic failure results in a broken leg and half off the character's CON. It takes a turn to splint each broken limb. **Broken arm:** Halve combat adds if "good" arm is broken. **Broken leg:** Halve combat adds, moves at 1/4 normal speed.

If players pass the bridge trap successfully, they will soon be out of the forest and reach the plateau that is the second stage of the journey. Darkness will be coming on, and the players may wish to halt and make camp for the night.

Encounter 3: The Plateau and Ruined City

The third stage of the journey is a broad volcanic plateau of mostly barren rock. The stream has turned into a narrow gorge only five or six feet wide in most places, but 20 to 30 feet deep with very steep walls that can completely hide the bottom. The players should be on the same side of the stream as the ruined city which they can see in the distance. The plateau is about four leagues wide, and on the far side the rocky slopes of Zing-Zak-Zaareil rise steeply toward the sky. This relatively flat piece of land rises about 500 feet from forest edge to true volcanic cone on the other side.

From the top of the volcano trails a thin plume of gray smoke. Occasionally the characters feel a very slight tremor and hear very faint thunder. The rock underfoot is much hotter than may be accounted for by the outside temperature. In many places clouds of steam rise out of the rock and dissipate in the strong breezes that ruffle the hair of our adventurers. This is caused by numerous geysers and fumaroles. The far side of the stream has at least twice as many geysers and fumaroles.

The path stays quite close to the stream/gully.

Night: The characters should be fairly tired from the first day's journey. They should probably camp overnight. During the night it will rain again. Mixed in with the rain is volcanic ash, so that it sometimes feels like mud is dripping on the characters out of the sky. The plateau has a

sulfurous smell to it. Have all characters make a L1SR on CON to see if the odor nauseates them and makes them vomit up the day's food. Those who fail the saving roll lose their food, and temporarily lose 1D3 points of STR. They will be unable to keep anything down until at least the following morning.

There is little firewood available atop the plateau. Not a single tree can be seen, but the characters could find a small fumarole if they wish to have a campfire. *(GM Note: Want to speed up the game? Let everyone have a good night's sleep. Want to pack in a little more action? Hit them with the following encounter.)*

Night Encounter: There is plenty of wildlife on the plateau, and some of it likes humans just fine as a midnight snack. If the players have set a watch, have the player on watch between midnight and dawn first make a L2SR on CON to see if he manages to stay awake, and a L2SR on LK to see if he picks up the signs of the ziliolua attack. Ziliolua is the fire dwarf word for volcano wolf, a predatory animal common in the mountains of Zorr. A big six-legged canine with bristly hair almost as thornlike as a porcupine, a ziliolua has six claws on each paw with six eyes that glow in the dark, set to view front, back, and sideways on the head. They run in packs of 2d6 (DARO) animals and have MR of 50 to 80 each depending on their size. Zilioluas are usually dark brown or black in color with a crimson ruff just behind the elongated head that extends down the big hyena-like shoulders of the first set of legs. These creatures have no fear of fire. One of their favorite hunting tactics is to leap through the flames of a fumarole when they attack.

If the party has zgrokks with them, the zilioluas will primarily target the big lizards (more meat). If there are no zgrokks, the volcano wolves will go after the party members. Volcano wolves have black teeth that are more like basalt than enamel, and they make a sound more like clashing rocks than ordinary growling when they attack. They have no immunity to magic. If a volcano wolf can succeed in knocking

down prey and getting a good hold on it with its teeth, it will withdraw from the fight, dragging or carrying its prey into the darkness to be devoured. If a character takes more than 5 hits during the fight with a volcano wolf, then that character is disarmed of its major weapon and dragged into the darkness for a one-on-one struggle to see if he gets eaten or not. Volcano wolves are semi-intelligent and will break off the fight and run away if it seems they are losing (e.g., one or two of them go down without managing to drag prey into the darkness).

A life-and-death struggle with volcano wolves will probably ruin the chance of getting any sleep for the rest of the pre-dawn hours. Start the following day with all players down by 3 STR and 1 CON (temporary losses—if they can rest and sleep for a couple of hours they will get those attribute points back).

Day Encounter: If the zilioluas attacked during the night, the characters should not have any zgrokks left. Those not taken by volcano wolves would have run away during the attack. That should leave the delvers afoot. As they head on toward the volcano their next landmark will be the ruined city. The characters have not been told anything about the ruined city except that they would do well to avoid it. However, that may not be possible.

As the delvers get deeper into the plateau, they will notice that the place is infested with giant metallic lizards known as yotts.

Yotts eat metal and are attracted to it. Players will have metal weapons and perhaps armor that the yotts can smell will wish to eat. As the players cross the plateau, they will notice some six to eight yotts converging on them from different directions. There should be at least one yott for each party member. The smallest yott has a MR of 200. Each larger one goes up by 50 points. Yotts have some magic resistance with kremm ratings equal to 1/8 of their Monster Ratings. No one with a WIZ rating lower than the target yott may cast a spell directly against it. Players may fight if they wish, but they are likely to

lose. Even the smallest yott towers above a man in much the same way that an elephant would. Of course, players could escape the yotts by leaving most of their metal behind, but that would be very costly to them.

The only direction not blocked by converging yotts is toward the ruined city. Players should be herded in that direction by the approaching monsters. At the end, they might have to race for it. To outrun a charging yott, each character must make 2 saving rolls, one on SPD and a second on STR. A L1SR on SPD enables the players to run fast enough, but their armor and weapons could be weighing them down. To stay ahead, they will also need to make a STR saving roll based on the level of armor they are wearing: L1 for no armor, L2 for leather armor, L3 for chain mail, L4 for plate armor.

(GM Note: Scare your players here, but let them make it to the ruined city unless someone has a catastrophic failure on a saving roll. If that happens, make that character fall and strike his head, stunning him, perhaps twisting an ankle so that even if he gets up he cannot run. See if the other players find a way to rescue the injured one, or leave him to be devoured by the first yott to catch him.)

The Ruined City

The ruined city only covers about 1/4 of a square mile. It is surrounded by a stone wall made of alternating chunks of black and red lava boulders cemented together with some yellow mortar. The city is roughly rectangular. Inside it are no streets, but a confusion of eight-sided towers all built of quarried quartz. The quartz towers are broken in many places. Almost all of them have the tops shattered. There are many sharp and jagged fragments of broken quartz on the ground. It makes walking difficult, but not impossible, as the broken rock crumbles beneath metallic boots or jabs into leather. Anything organic in the city has long since perished—it is a wasteland of stone. The doorways leading into the towers are huge, none smaller than 20 feet in height, ten feet in width.



In the center of the city is a huge crater. Some time in the past something struck here with the force of an atomic bomb. All the towers within 100 yards of the crater are blasted to rubble with perhaps just a few feet of wall standing on the farther side of the towers. As one moves away from the center of town toward the walls, the towers show less damage with those nearest the wall being in best shape. At the bottom of the crater can be seen bubbling magma, and intense heat rises from it. Anyone trying to approach closer than 100 yards will need to make a L6SR on CON to avoid passing out. (Note: drinking some Vyron potion here would make it possible to walk up to the edge of the crater. It would just be wasting the potion because there is nothing here worth finding.)

But the city is not entirely lifeless. There are large amorphous creatures that look like pools of mercury that ooze from place to place. These are zloogs, metallic amoeba-like creatures from the dawn of time. They are half mercury and half sulfuric acid, and are drawn toward metal. They ooze through the rubble and move up and down the walls of the towers at will. Ordinary weapons are useless against them, but magic can slay them.

Human-sized characters with the relatively small amount of metal they might carry are not very attractive for the zloogs, although smaller ones might try to fall on characters and dissolve their metal. Characters who do not carry much metal will be in no particular danger, but those wearing full scale or plate armor should make a L1SR on LK for each game turn spent within the city. Failing a roll would see a zloog fall on the character from a wall, or come oozing up out of a hole in the rubble that serves as the city floor.

What the characters would not know is that this stronghold once belonged to the Hrogr kindred—giants who were wise and peaceful magicians thousands of years in Trollworld's past. (Some Hrogr still survive in remote parts of Trollworld.) On Rrr'lff, the Hrogr have degenerated into the relatively dim kindred known as ogres. The Hrogr loved gems and jewels of all kinds, and usually built their cities where jewels could be mined. Searching inside any of the towers has an excellent chance of finding raw jewels or jeweled statuary, mosaics, utensils, etc. Possible jewels or precious stones include diamond, peridot, porphyry, and obsidian (known locally as zerr), along with a Trollworld jewel called simply sheen. Obsidian





may be found in black, red, and green shades. The gems to be found inside the towers range from very small —the size of a fingernail—to quite large, the size of a fist for diamonds, and potentially huge

characters with acid that could cause scarring or death. There would also be underground tunnels large enough for the ancient Hrogr where the original jewel mines are found.)

DISCOVERED JEWEL TABLE		
Number	Type of mineral	Size
2	diamond	Large
3	raw gold nugget	Medium
4	porphyry	Medium
5	peridot	Small
6	olivine	Small
7	black obsidian (zerr)	Tiny
8	red obsidian (zerr)	Small
9	green obsidian (zerr)	Small
10	sheen	Medium
11	raw silver nugget	Medium
12	diamond	Large

Players need to get out of the ruined city and reach the entrance to the Fire Dungeon on the slopes of Zing-Zak-Zaareil. Characters will enter the city from the north. If they explore the place, they will find a gate on the south side of the city closest to the volcano. Once they have found the southern gate, which will be blocked by the largest zloog they have seen yet (an amoeba about 20 feet in diameter), they need merely find a way past this obstacle to have an unhindered path to the volcano and the entrance to the fire dungeon. This final zloog has a MR of 500 and has mastered the ability of shooting out long pseudopods to attack its targets.

sheets of peridot, porphyry, obsidian and sheen. Finding the jewels would require knowledge of gemstones, light, time, and luck, as characters would have to search through the rubble of broken quartz that litters the towers inside and out.

By the time the characters are done with the ruined city, darkness should be approaching once more. The characters may camp safely overnight near the entrance to the Fire Dungeon, or just inside the giant lava tube.

Continue to part 3—the Fire Dungeon.

(GM Note: It is unlikely that the player characters would know that jewels can be found in the ruined city, but if you are actually running a campaign, you may wish to give them the knowledge in some fashion before they arrive. This adventure could be run as simply a treasure-finding expedition to the ruined city. The main danger inside the ruined city is that zloogs will fall upon or attack the



The Chambers of Z'Tpozz The Mad Dwarf

Section 3 of the GM adventure

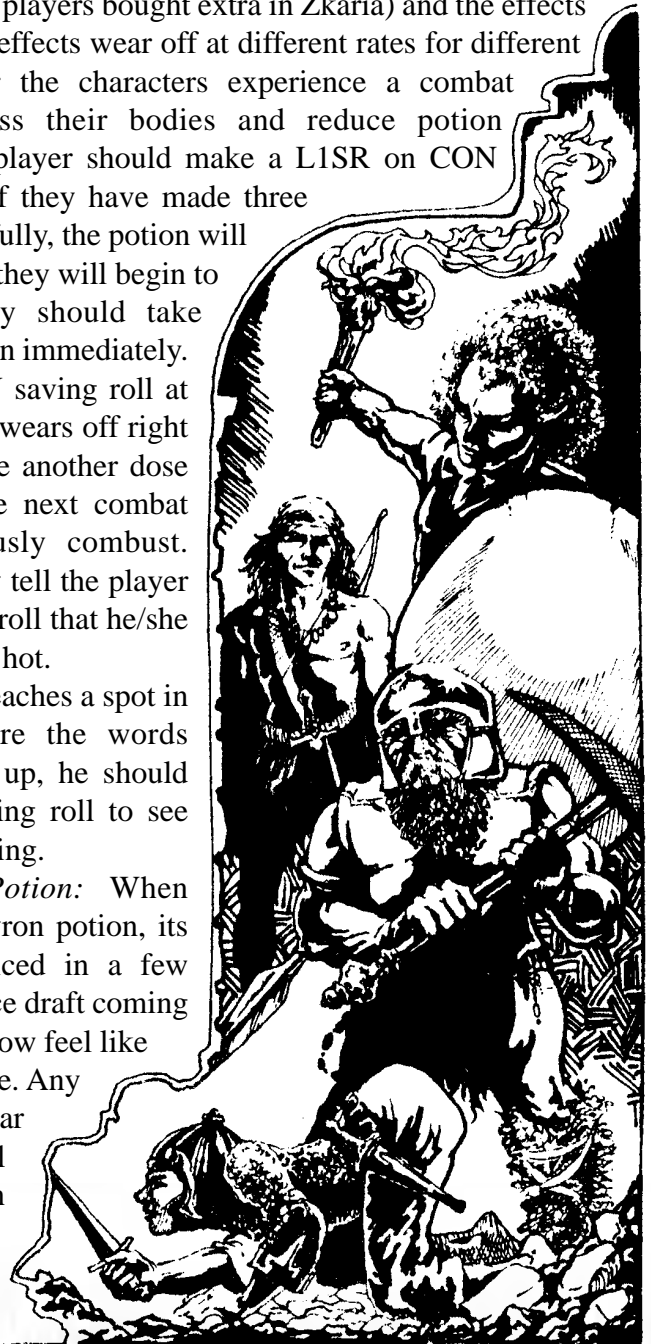
by Bear Peters, Liz Danforth & Ken St. Andre

Note: This adventure has been updated and amended since its appearance in the Free RPG Day booklet.

Now the party has made its way to the entrance of the Fire Dungeon. It is time to drink a Vyron potion, and enter the volcano. Players have a limited supply of Vyron potion (three doses each unless the players bought extra in Zkaria) and the effects do not last forever. The effects wear off at different rates for different characters. Whenever the characters experience a combat situation, they stress their bodies and reduce potion effectiveness. Each player should make a LISR on CON after each combat. If they have made three such checks successfully, the potion will start to wear off and they will begin to feel the heat. They should take another dose of potion immediately. If they fail the CON saving roll at any time, the potion wears off right then. They must take another dose of potion within the next combat turn or spontaneously combust. The GM should only tell the player who fails the saving roll that he/she feels very, very, very hot.

Whenever the GM reaches a spot in the adventure where the words TICK TOCK come up, he should call for a CON saving roll to see how the potion is doing.

Drinking the Potion: When players drink the Vyron potion, its effects will be noticed in a few moments. The furnace draft coming out of the tube will now feel like a gentle spring breeze. Any easily flammable gear not left behind will be destroyed upon entering the tube.





If the party remembers the pouch Z'barr gave them, now is the time to open it. Inside is a small, dark crimson gem and a note which reads: "Bring back as many of these as you can find and I'll pay you a goodly sum for each one. These gems are the hearts of all the volcanic lifeforms that live inside

volcanos. Larger gems come from the bodies of larger creatures, like lava trolls, but even the smallest insect-creatures contain tiny fire gem hearts and thus have value. Good luck, and remember your time in there is short."

- Z'barr





Beginning the Quest

The party has reached the point indicated on the Zorr map (labeled “Dungeon”). On the lower slopes of the smoldering volcano, they locate a cavernous opening: the end of a lava tube that extends back into the mountain.

Stepping in is like approaching a lit forge, and this tube is alive with volcanic heat. No torches will be necessary, for ahead can be seen a baleful red glow. The lambent walls glow from cracked seams breaking through the outer black lava. This feature continues throughout the entire complex.

The tunnel leads over 300 feet into the mountain. At this point, mages in the party will notice a malign background spell pervading the lava cave if they sense for magic. Even the weakest of wizards or any kindred with strong, natural magical ability will notice the overwhelming enchantment and wonder if they are being affected in some way. (*GM*

Note: In addition to preventing lava from breaking through the walls, this enchantment inhibits anyone but the mad dwarf Z'Tpozz from casting spells above level 5. If there are no powerful mages in the party, you need not worry about it. However, this enchantment does prevent any spell higher than 5th level from working.)

As the party gets deeper into the mountain they will encounter the first of the peculiar denizens that will become familiar in this volcanic netherworld. Pecking at the hot lava seams is a g'zenna hen, which looks like a large chicken roughly two feet in height with bright red, yellow, and orange plumage. Both beak and feathers have the distinctive look of a silicon-based life form, but evidently one uniquely adapted to this harsh environment.

The hen is not automatically hostile, but if the party attempts to molest it, the g'zenna hen will attack with beak and talons harder than volcanic stone. Its MR is 13. The bright stony plumage is somewhat collectible, worth 73 silver pieces (73 SP) from each hen. (*GM Note: A g'zenna heart is a fire gem worth 50 gold pieces.*)

These odd birds will be found throughout the

dungeon, nesting in niches or larger vacuoles in the walls and floor. They seem particularly interested in cracks or small pools of open lava. They are mostly “local color” but they have a beneficial purpose (revealed in due time). However, when they appear in larger numbers, the g'zennas represent an additional hazard to the party.

Entering the Dungeon

Here the party finally comes onto the actual dungeon map. Immediately on the right hand wall is a large metal door, while the lava tube they have been following doglegs to the left and disappears beyond the curve. The door is a massive 11 feet wide and 17 feet tall. Above it, inlaid in glittering crystal, are dwarven runes that read “The Chambers of Z'Tpozz.” In the center of the door, about three feet off the floor, is a small hole roughly one inch in diameter.

This hole is not a conventional keyhole but a mechanism which the mad dwarf manipulates with a key-like device that ends in a crank handle that allows him to speedily open the door. He installed this mechanism throughout the chambers wherever a door occurs (at the entrances of Rooms 1, 3, 4, 6 and 12). These doors resist *Knock! Knock!* spells. (*GM Note: If the players went through the opening sequence in Zkaria, they should have a winding key that will unlock such doors. Do not remind them of it. Let's see if they can figure it out on their own.*)

A skilled picklock or rogue can manipulate the mechanism, but laboriously, because lockpicking tools were not meant to turn this device. This strategy will cost the players precious time (TICK TOCK!). Each door requires three turns minimum (6 minutes total) with lockpicking tools, and the player must make a L1SR on an applicable attribute or ability (DEX, LK or an appropriate talent) each turn. Each failed roll means one additional turn is required.

Room 1: This chamber is a large irregular room, roughly 110 feet long by 70 feet wide with the domed ceiling rising 40 feet overhead. A wide cascade of lava pours down from the ceiling to the



west, and in the red glow can be seen a large arched opening in the southwest wall of the chamber. At the far end of the room is the hulking figure of a humanoid holding a gigantic spear. If the party enters, a pair of bright red eyes open and an oddly tintinnabulating voice rings out. "You are not he! You may not pass!"

The creature is an obsidian (zerr) golem 7 feet tall and 10 feet wide. (Yes, really. It is short and very squat.) It has a MR of 113 and wields a giant spear with an obsidian head. It will resist the party's efforts to advance beyond this room with extreme prejudice. Unless the party retreats, it will attack them.

When the golem is defeated, the head will shatter into a fine powder along with a scattering of razor-edged obsidian shards (1d6 × 10 in number). The party will find buyers willing to pay 5 GP for each one.

If the party searches the room, one of its members may notice marks in the cinders on the floor, leading them straight to the lava fall. This is meant to be a puzzle to make the players think a little to get through the fall of molten lava. But failing other ideas, the obsidian golem's headless body can be dragged into position, deflecting the lava to either side and allowing the party to pass between its legs. You may also put a lava off/on lever cleverly concealed as part of the cave wall near the lava flow which they can find by making L3SR on IQ or any talent that improves their searching abilities. Once they get past the lava by whatever means, they can enter Room 1a.

Room 1a: From behind the party, the lava fall casts eerie shadows up a lava tube into the distance. The adventurers will find themselves climbing upward at a fairly sharp angle until the tube opens into a large chamber. On the right is an alcove cut off from the rest of the chamber by a fiery moat of

flowing lava. There is a raised dais at the back of the alcove, and upon it is a recumbent humanoid figure.

In the main chamber, a large mound glows a dull red, almost as if it were made of a great glob of the lava itself. It shifts as the delvers enter the room and its flesh warms hotter, to a bright glistening red. Small beady eyes open watchfully, gleaming a baleful yellow.

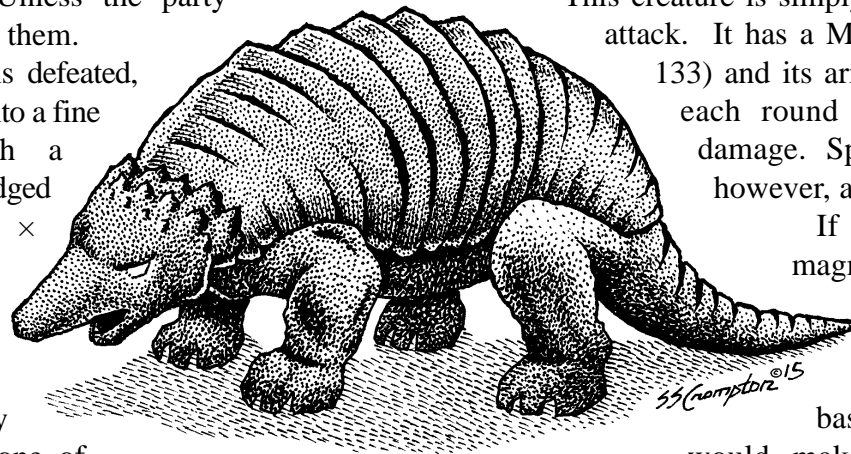
This is a magmadillo and, like its armadillo cousins, the creature has long sharp claws, and its back and head are covered with lambent red plates.

This creature is simply hungry, and will attack. It has a MR of 265 (27d6 + 133) and its armor will protect it each round from 53 hits of damage. Spite damage will, however, always get through.

If killed, the magmadillo's claws are two feet long and made of sharp-edged basalt; as such, they

would make passable stone daggers. Its eight claws can be sold for 33 GP each and weigh 100 Weight Units. The magmadillo has an enormous fire gem heart nearly 2 feet in diameter worth 5000 gold pieces if it is recovered. It weighs 500 weight units.

If the party can defeat the magmadillo, they will find the only other thing of interest in the room is an armored figure lying upon a basalt bier on the other side of a moat of blazing lava. The moat is about 20 feet wide. The party must find some way to cross the moat if they wish to investigate the body on the other side. (*GM Note: One way would be to move the magmadillo's body into the moat and simply walk across on its back. That should be kind of tricky and require a L2SR on DEX or DEX-based talent. Another method might be to use a Fly Me spell to simply fly across it. Help the players reach the other side if they seem incapable of figuring out a crossing method on their own. We want them to reach the other side. That is where the real trap is.*)



Once across the moat, the party will find the person on the dais to be only an empty suit of plate armor—for a dwarf less than 5 feet tall, not suitable for any other creatures. Consider this to be a standard suit of dwarven plate. Inside the armor and beneath it is some ash and what looks like a few badly charred bones. Searching the figure will uncover a metallic pouch that contains 2d6 small fire gems and a tablet with incised writing on it in the language of the fire dwarves that says: “gems come from the hearts. . .” Nothing else is readable.

They also find the real treasure which is 2d6 vials of what looks like Vyron potion. (*GM Note: It is not. Real Vyron potion comes in orange vials. This stuff is in yellow vials and is an antidote to Vyron potion. It is mislabelled Vyron potion. Drinking it will negate the effects of the Vyron potion the drinker has within him/her and expose the unfortunate one to the killing heat of the volcano. At this depth, nothing less than a L10SR on CON could protect the character for even a minute.*)

There is nothing of interest in the rest of the chamber.

Room 2: This chamber is a vast echoing cavern, roughly triangular in shape. It is 160 feet wide at the widest point, 130 feet deep, and the ceiling is over 120 feet in height. A curtain of glowing lava falls in the southwest corner of the room (leading to Room 5), and the party may spot a door in the middle back wall of the cavern (which leads to Room 4). Less obviously, another door exists on the east wall (to Room 3).

The roof of the cavern is covered with writhing clumps of activity; g’zenna hens can be seen everywhere. A glinting statue stands at the heart of the room.

Inferno bats crawl across the ceiling, having been disturbed by the sounds of combat from the adjacent room. Although acclimated to the presence of the hens, the bats will attack any new presences in the vast chamber (meaning the adventuring party).

They attack in relatively small groups (1d6 × 5) and each one has a MR of 5. Any bats that are not

killed outright in the attack will cling to the adventurers and burn as they bite. Their superheated saliva eats into flesh or armor, doing 1d6 additional damage each turn. They will continue to attack in waves for up to five turns, or until the party quits making extraneous noise. (Death counts: silence of the grave!) At the end of five turns, the bats will have learned to fear the delvers’ wrath.

The g’zenna hens will be alarmed by the combat, and flap about generally getting in the way. A Game Master may choose to have party members make a L1SR on DEX each round to keep from stumbling over one of them during the bat fight, which causes the delver to miss his or her combat that turn if the roll is missed. If the party attacks the hens, they will fight back. As before, each one has an MR of 13 and the plumage is worth 73 silver pieces from each hen. As large as the room is, there are many more hens than players, but the GM should assume there are as many underfoot as there are individuals in the party.

(*GM Note: Players have the option—not immediately evident—of collecting inferno bat saliva as one of the constituents of the Vyron potion, with the recipe to be discovered later. In death, the saliva cools to a manageable temperature. Players will need to figure out how to collect and carry it.*)

In the rear of the room is a pillar roughly 13 feet tall, atop which is a quartz effigy of Z’Tpozz, the mad dwarf wizard! The statue stands with its hands outstretched holding a bowl in which a g’zenna hen nests.

The delver who gets up the side of the statue and chases off the bird will find the bowl filled with topaz arrowheads, (2d6 × 5 in number). They are sharper than any razor, and can penetrate flesh or leather armor at double the effectiveness of the bow. Against metal armor or silicon life forms, they shatter ineffectually. Their value is 5 GP each on the open market.

The statue is fused to the pedestal; any attempt to remove it by force will cause it to shatter into useless fragments.

Room 3: The door to this chamber is inlaid with a stylized snarling animal face. It is otherwise similar to the entrance door to Room 1, except that the

keyhole is in the figure's mouth. The chamber beyond is 40 feet wide, 80 feet long, and 25 feet in height.

In this chamber lives the breeding pair for Z'Tpozz's experiments with devil dogs. There are two, one male and one female. They are formidable and attack anyone who enters. Their bright red skin is hotter than a wood stove and impervious to projectile weapons (including the topaz arrowheads found in the previous room). Subtract 35 points of damage from any projectile attack launched from beyond the door. Their yellowish manes, claws and teeth are hot enough to melt un-enchanted steel. Each has a MR of 123. They are chained to the wall (at point A) with chains long enough for them to reach all parts of the room, but they cannot exit the room.

Once the encounter has ended, don't forget to have the players make L1SRs on CON to see if the Vyron potion fails. TICK TOCK!

On a dais in the rear is the fabled Citrine Sabre. It was created from a flawless gem, and is sharper than a razor, warm to the touch, and it glows at all times with a baleful yellow light intense as a torch. It has the attack potency of any sabre (3d6 + 4) but against flesh or leather targets, its attack is doubled for sharpness. Against metal armor it has no effect, and if used to parry a metal weapon, it will shatter.

A Devil Dog...



Upon shattering, the magic providing the light will be released as a *Blasting Power* equal to three times the wielder's Wizardry (WIZ) rating, inflicted on the wielder and opponent alike! The unbroken sword is worth 1300 GP.

Room 4: The door to this chamber must be opened like the others, and on its surface is the raised image of what looks like a tangled nest of short, serpentine bodies with oddly fringed heads and bodies.

Upon opening, the door reveals an irregular chamber, the floor of which is covered with a layer of black volcanic cinders. While the g'zenna hens can be found almost everywhere else, there are none here. Whatever inhabits this room apparently finds the birds a tasty treat!

Toward the end of the chamber, the walls pinch in on a secondary chamber that is almost filled with a pool of lava. As they approach the pool, a small animal head pops out of the lava. It is covered with a spiky reddish fur-like coat that evidently makes it impervious to the lava. The creature looks about three feet long and is almost painfully cute. It utters a rather metallic bark, and dives back into the lava. If the party lingers, half a dozen heads pop up.

After sizing up the party that lingers, they will leap from the lava and attack. These are the fearsome fire ferrets. Their internal temperature is high enough to melt rock. They are interested only in the delvers' metal armor and weapons, which they will rip apart like wolves bringing down a deer. Pure metal is like candy to them, irresistibly delicious. Each one's MR is a mere 35, but once out of the lava they can burrow through the loose cinders in the other room faster than a man can run. This allows them to attack from ambush. Characters must beat a L2SR vs. LK to avoid an ambush. If the ferret successfully ambushes, it doubles its attack roll the first turn. Metal armor's protection is reduced by one for each point of spite damage the ferret deals, as it nibbles away at the suit.

The treasure in this room is the hides of the six ferrets themselves. Their spiky "hair" is a nest of fine crystalline filaments that is almost impervious



to heat, serving, as it does, to keep the ferrets' internal heat in. It is amazingly beautiful—once cool, of course. The value is 573 GP each.

(*GM Note: Have you been keeping track of the game turns? You can bet the delvers have forgotten. Now would be a good time to remind the party of the Vyrion potion's ticking clock...*) **TICK TOCK.**

Room 5: At the back of Room 2 is a crack through which pours a cataract of molten lava into a narrow chasm in the floor. It runs like a beaded curtain across the opening of what is obviously another lava tube stretching deeper into the mountain. In order to go on, the party must find a way to penetrate the curtain of lava.

The narrow tube behind the lava proceeds 100 feet straight into the volcano, with an unsuspected hazard along the way. An unseen eddy from the lava cataract has eaten into the rock under the tunnel, thinning and softening the floor. Twenty feet down the tunnel, everyone in the party must make a L3SR on either IQ or LK to see if they break through the thinned floor and into the lava. Initial damage will be 3d6, and metal armor will not help—it just heats up and transmits the damage. Cloth and leather armor burn away, permanently losing one-third the protective value each combat turn (round down)! Fortunately, the lava pocket is only three feet wide and equally deep: enough to trap and seriously injure anyone unfortunate enough to land in it, but hardly a serious challenge if detected. If anyone elects to just hop over it without checking the floor beyond, they will discover another weak area three feet wide beyond, and the “hopper” will be landing with even greater impact.

The rest of the tunnel is safe, but now the party may grow cautious and slow down... **TICK TOCK!**

At the end of the tube, the party will come to a spherical chamber. Glinting in the macabre glow, a great purple crystalline axe can be seen hanging suspended against the far wall. The party has but to climb down into the bowl and then scramble up the far wall to claim the axe! Ah, but there is the small matter of the large creature crawling down from where it was clinging to the cavern's roof.

This is a true salamander—fast, sinuous, and malign, and its flesh is an inferno. Its one purpose, reinforced by Z'Tpozz's geas, is to prevent the theft of the axe.

Its MR is 333. Ordinary weapons will soften and/or melt at the touch of its flesh, with their effectiveness cut in half after each attack. Enchanted weapons will resist melting so long as the magic in them lasts.

The blade is the Amethyst Axe, a single magically-cast crystal imbued with arcane magical powers. It has the same attack value and restrictions as a double-bladed war axe, but its attack on unarmored targets is doubled due to its sharpness. It renders the bearer immune to the effects of heat and fire. It can release a gout of flame (like a *Blasting Power*) for 1d6 for every 5 points of the wielder's WIZ (round down). (The character's WIZ will be diminished by 1 for each d6 of the attack, recovering as normal). This effect may be used at a 50 foot range or in conjunction with the weapon's physical attack.

As with all the other crystalline weapons so far encountered, if it is used to parry a metal weapon or to attack an armored target, the axe may shatter. However, as big and durable as the axe is (unlike the other weapons found here), the wielder can try to make a L4SR on IQ or LK to either be skillful enough to turn the weapon so as not to take the full impact, or lucky enough to save it from breaking. This



roll is needed only once per combat event, not per combat round. The unbroken axe is worth 2500 GP.

Having reached this chamber, the party finds nothing more in this area to explore. They must return as they came, and go back to the entrance.

From where the delvers originally entered the caverns, they should explore the left-hand dogleg of the lava tube. Tucked out of sight just around the bend is another door. Over the lintel in crystal runes is written, “The Sanctum of Z’Tpozz.” Like the other doors in this complex, it can be lock-picked or opened more easily with the mechanical key.

Room 6: Within this room awaits a group of inferno dwarves, hereditary enemies of the Fire Dwarf clan, their animosity partly rooted in the inferno dwarves’ secret knowledge of how to survive in a harsh environment like this. Z’Tpozz hired the dwarves to guard his “privacy” while conducting magical research.

Picking the lock alerts the occupants, disrupting the game of Ogre Poker they were playing to pass the time. Their number is one fewer than the number of party members.

Upon opening the door, the party will observe the dwarves alert and waiting with weapons at the ready, their mail or leather armor clearly in good repair. They will also see a great many g’zenna hens in the room. A number of glowing pits and fissures seep lava in through the protective barriers, and the hens are often pecking around these pockets.

The inferno dwarves are mercenaries and can be negotiated with, but if the party cannot come up with 200 GP for each dwarf, they will block the delvers’ passage. Depending on the tone of “negotiations,” they will attack. *(GM Note: This is a good opportunity to do a little roleplaying. You should also check to see if the Vyron potion is wearing off. If the players bog down here, have the impatient inferno dwarves just decide to attack them. They love to make sneak attacks. Don’t roll for initiative, but roll L2SR on IQ for each delver to see if they are taken by surprise and unable to fight in the first combat round.)*

The inferno dwarves have a MR of 93 each. The dwarves have cultivated the g’zenna hens as “pets” and to keep down a pest problem (as the party will discover in Room 8). There are three hens for each dwarf, and they will participate in any combat, tripping the delvers as they did during the inferno bat fight, or simply attacking in defense of their dwarf friends. Each G’Zenna hen has an MR of 13 with plumage worth 73 SP.

Looting the fallen dwarves and searching the room, the party can collect three ordinary maces, two war hammers, and one axe. *(It may be helpful to have these as spares!)* Delvers can also salvage two suits of mail, and piece together two sets of yellow leather armor *(which are fire-proof.)* They also find a small enchanted keg that keeps its contents cool. Presently it is half-full of ale!

Room 7: Visible from Room 6, this room is 75 feet long, 30 feet wide and 15 feet high. To get in, the party must cross a 5-foot wide lava fissure. Within the chamber is a crystal clear pool filling the first 50 feet of the room, steaming. In it can be seen two large fish, each as big as a man. They are amazingly beautiful, their fins bright red and fringed about them like clouds. They seem to be quite tranquil, floating almost as if suspended in the amazingly clear water.

The fish are the almost mythical burning betas, so named for their hostile environment. A mated pair will attack anything that enters their pool but they will be the least of the party’s concern—the water is a sulfuric acid solution, the gas bubbling up from magma vents into these subterranean chambers. To enter the water is to be horribly acid-burned. (Take 1d6 hits per turn of exposure, and it will penetrate around any armor.) Each beta has an MR of 70 (8d6 + 35), but it is unlikely that anyone will go into the acidic water to fight them. It’s more likely that a wizard may try to just kill them from a distance with a spell.

The treasure, located at the bottom of the pool, is a dagger crafted of a single flawless topaz. This dagger is enchanted to harness the power of water to erode stone. It carves stone the way a simpler knife carves wood. It can be used like an ordinary dagger,

but will shatter against metal armor. A sculptor would pay handsomely for the item, worth 1560 GP.

Room 8: The party moves down this widened section of hallway that ends in a 20 × 20 foot lava pool. Beyond the pool, the tunnel kinks slightly and appears to lead to another chamber. The party will have to cross the lava pool to go on.

As they work on this puzzle, they hear a chittering sound as if from dozens of metallic castanets. The surface of the lava pool begins to boil and churn. Then with sudden fury, out of the lava hundreds of small golden bodies boil up, tumbling over each other as they head straight for the party!

These are the searing scarabs (also known as burning beetles). They swarm their prey in vast numbers, charring the flesh from any carbon-based victims. They are fast but short-legged, and most delvers can outrun them unless they stumble. (A puckish GM could call for a L1SR on LK or DEX.)

The scarabs will ignore non-carbon-based life forms, but all others must flee, unless they have an area-effect attack capable of destroying hundreds of metallic armored creatures at once. (For the sake of argument, there are 1d6 × 100 beetles, each with MR 5, requiring 500 to 3,000 points of damage over an area of 100 square feet.) If the party runs out of range and doesn't trip, the beetles will soon turn back, plunging into one of the lava pockets in Room 6.

Each scarab has a tiny fire gem heart, noticeable by its red gold color, but only the size of a grain of sand. Still, each tiny gem is worth 10 GP. Any scarabs killed also leave behind tiny gold exoskeletons worth 5 GP each.

If any of the g'Zenna hens are still alive in Room 6, the party will learn why the dwarves kept the birds as pets! The hens attack the scarabs on

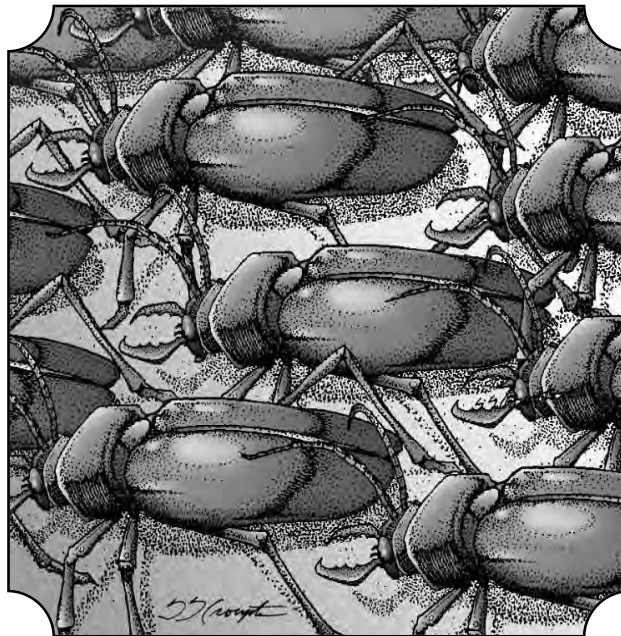
sight, and feast on them happily. The bugs know to scuttle into the safety of the lava pools.

Party members fleeing may turn and blast a few before the beetles return to the lava. These scarabs may be brought back as wandering monsters any time from this point on, from any lava pool depicted on the map, but they only go on the attack sporadically—which will allow the party to cautiously continue their explorations. (TICK TOCK! Take this opportunity for a Vyron potion check!) Returning to Room 8, the party must cross the lava pool or must turn back.

Room 9: This is a large chamber. It has to be, to give its occupants room to maneuver. Within it is a pair of (relatively small) lava trolls with an MR of 176 each, that look as if they were made out of the substance of the wall. They are seamed and lined with red heat at every joint and wrinkle in their basaltic hides. Each one is armed with a troll-sized pilum tipped with obsidian heads. These trolls, like the inferno dwarves, were hired by Z'Tpazz to prevent interruptions. They may simply attack, but if the Game Master chooses they can be reasoned with or bribed (for 300 GP each), with the outcome depending on the tone of the negotiations. If the trolls are insulted by the offer, they will attack.

The obsidian pilum heads are the reward for defeating the trolls, worth 75 GP each. If the party took any hits on their metal armor, the obsidian may have shattered. (Make a L3SR on LK.) If the trolls are cut open, their fire gem hearts will be discovered. Each is the size of two human fists and worth about 1000 GP. Don't forget to make a CON check on the players after the fight to see how the Vyron potion is holding up.

To exit Room 9, the



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party can elect to try the door to the left which leads to Room 10. The surface is inlaid with a stylized scroll. Above the lintel, crystal runes in dwarvish read: "Practice Restraint to Read."

At the far end of the room is a plaque framed like a shrine, 7 feet wide and 11 feet tall made of glowing iron. In raised dwarven runes on its surface are the words, "Magic Gems Knowledge Z'Tpozz!" above a relief that appears to depict the mad dwarf himself. This door disguised as a plaque leads to Room 12.

Room 10: After opening the door, the party will enter a circular chamber with an olivine table and some malachite chairs. A globe of the world inlaid with semi-precious stones is the obvious centerpiece. (This is Trollworld, of course!) At the back of the room, cascading from a seam in the roof to a seam on the floor, is a curtain of molten lava, an artistic backdrop for what is obviously the wizard's study. At the right end of the lava fall is a gap about seven feet wide between it and the wall.

If the party inspects the desk they will find a meerschaum pipe in the shape of a dragon, an obsidian letter opener, an inkpot made of jade, and some quill pens with gold nibs. The lot is worth about 1175 GP, mostly for craftsmanship. (The pipe and the jade inkpot are the most valuable because they belong to Z'Tpozz. Also, jade is rarer than gold on Trollworld and worth much more.) There is also a ledger. The last three entries in it are for payments to the inferno dwarves, the lava trolls, and the incandescent imps the party is about to meet.

At this moment, from behind the lava fall where they hid, comes a swarm of fairy-sized creatures with wings that look like glass. These are fire pixies. There are (3d6 × 2) in number, MR 17 each, with projectile attacks from blowpipes and darts tipped with treated inferno bat saliva. If they hit, the saliva burns for 1d6 damage per combat round until extinguished.

Unless they are winning, the fire pixies will not

remain after their surprise attack. They will zip out the door into Room 9 (and beyond, if pursued). They may be used later as wandering monsters to harass the party.

Room 11: Behind the lava fall, the party will find a 20 × 20 foot antechamber leading into a larger room beyond. In the antechamber is a desk just like the one in Room 10, with a scroll laid out on it. In the middle of the antechamber is a perch eight feet tall. On the perch is a bird that looks rather like a giant macaw, in burning colors of red, deep orange, and bright yellow. Its body is over four feet long, and its tail adds another four feet. The party can see past the bird and desk, spying racks upon racks of scrolls, stacked and shelved from the floor almost to the ceiling. Evidently this is one of Z'Tpozz's libraries.

To begin close at hand: the scroll on the desk is held open by two small devil dog

statues. This scroll can be taken by the adventurers regardless of what transpires beyond, if they but think of it! The scroll will teach a wizard

how to create a golem using any semi-precious stone as the motivating magic. The height of the golem depends on the size of the stone used: one cubic inch of stone can power a golem one foot tall, and it can be as many feet tall as the caster's level. The maximum MR is equal to the caster's WIZ + STR regardless of size.

The little dog statues look amateurishly made and it seems doubtful they have any value on the market. (*GM Note: This isn't true. The fire dwarves will pay handsomely for anything that belongs to Z'Tpozz as they would hope to learn magical secrets from such objects, or to use them as weapons against him.*)

The bird is watchful of the party but not immediately hostile. It is not concerned if the party examines the desk, but squawks shrilly and becomes agitated if the party tries to move into the room beyond.

To enter the library, the party must bribe and





beguile the bird. It can be bribed with gemstones, which it eats like a macaw would eat nuts. It will then let the party enter the room and allow them to take scrolls equal to the number of gems sacrificed. If the party tries to take even one more than the gems used to bribe the bird, it will become agitated

Each scroll will contain one spell from the standard spell book up to level 5. If a wizard makes the selection, have him or her roll a L3SR on LK to stumble upon the spell for holding back a wall of lava equal, in square feet, to the caster's WIZ.

The range of the spell is 40feet and the cost is 10.

If the party fails to bribe the bird or attacks it in any way, it will become wildly agitated, burst into flame, and fly thrashing about the chamber shedding feathers, igniting the entire library. The bird is a phoenix! At the end of its performance, it will collapse and turn to ashes in the middle of the inferno. (Z'Tpozz has other copies of his research papers. You only burned his quick-reference collection.) The phoenix has a Monster Rating of 120, but that is just a number to allow the delvers to try and kill it. It is possible that a sneak attack (one doing at least 130 points of damage before the bird can react) could kill it before it could ignite itself. The Fire Dwarves would gladly pay 10,000 gold for the body of the Phoenix.

Room 12: The shrine-like plaque in the back of Room 9 is in fact a door. It is mechanically locked from the other side and there is no way to open it on this side, but it is not magically protected. In his madness, Z'Tpozz neglected to disable the use of a *Knock! Knock!* spell, which will open it once the players realize it is actually a door. If the party has no magic-users, delvers with pry bars and a combined strength of 113 can wrench it open. This may damage the surrounding wall and cause minor lava leakage but not as much as using a dwarvish

pickaxe to cut through! (*And as always, consider the time it will take them to do this... TICK TOCK.*)

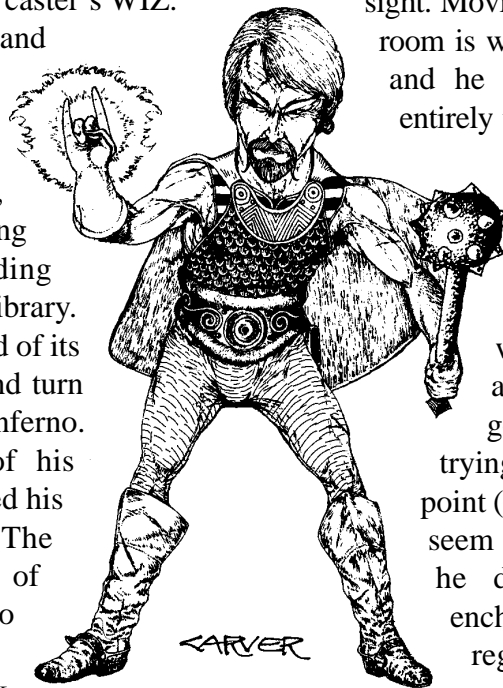
Upon entering Room 12, the adventurers find themselves in the lab of the mad dwarf himself. It is filled with crystalline piping, racks, and a great many bookshelves lined with containers of arcane purpose. There are indecipherable runes etched in the floor and on the walls. A large lever is built into the wall on their left (at B).

In the middle of the clutter is a most intimidating sight. Moving about a table in the center of the room is what looks to be Z'Tpozz himself ... and he appears to have been converted entirely to crystalline topaz! In fact, this is a crystal golem, but the GM should not feel obliged to reveal immediately that this is anything but the crazy dwarf himself.

The golem seems to react with hostility, readying his weapon and lurching toward the party. The golem is not actually attacking but is trying to reach the lever on the wall at point (B) - close enough to the entrance to seem like an attack. With his left hand, he draws a great melanite mace, enchanted to deal damage equal to a regular mace, plus the user's WIZ rating. If opposed in any way, the golem hurls a *Blasting Power* (fire damage of 33) at the delvers with his right hand.

The simulacrum has a MR of 213 plus the adds of the mace. Because this isn't really Z'Tpozz but a golem created to fill in for him, the mace will just add its regular $4d6 + 1$. Its attacks will be supplemented with the *Blasting Power* magic, but keep in mind the golem's real purpose—to reach the lever.

If the golem pulls the lever (or if the party beats him to it!) it will stop moving and become a statue. If the party continues to attack, or if the party defeats the golem in combat, it will shatter to powder and the mace will fall to the ground. Aside from indecipherable gadgetry lying about, the party is rewarded with the mace and an important scroll on





the table in the center of the room. There are also 8 vials of Vyron potion.

On the scroll is the formula for Vyron potion!

1 dollop of Inferno Bat saliva

13 carapaces of Scarab, powdered

(from the searing scarabs)

1 eye of Salamander

A pinch of Phoenix (a bit of the ash)

The Phoenix need not be destroyed to provide this ash—a single feather can be burnt and provide ash

Mix into broth of G'Zenna hens

Heat over a volcanic vent until reduced to blackened powder.

Dissolve this residue into a bottle of Gull port (any wine will do, or even water) and store in cool place.

While the adventurers puzzle about the lever (which did not appear to do anything except make the golem into a statue) or try to figure out what they might have overlooked... this would also be a good time to check on the remaining duration of the party's Vyron potions... TICK TOCK! Test the players' creativity and resourcefulness under pressure, because the entrance to Room 13 is hidden behind one of the shelves full of equipment. If they search and remain clueless, or you wish to speed things up, have them make either an IQ or LK saving roll to discover the hidden entry to the next room: L3SR.

Room 13: In this chamber are two crystalline caskets etched with undecipherable runes and reeking of high-level magic.

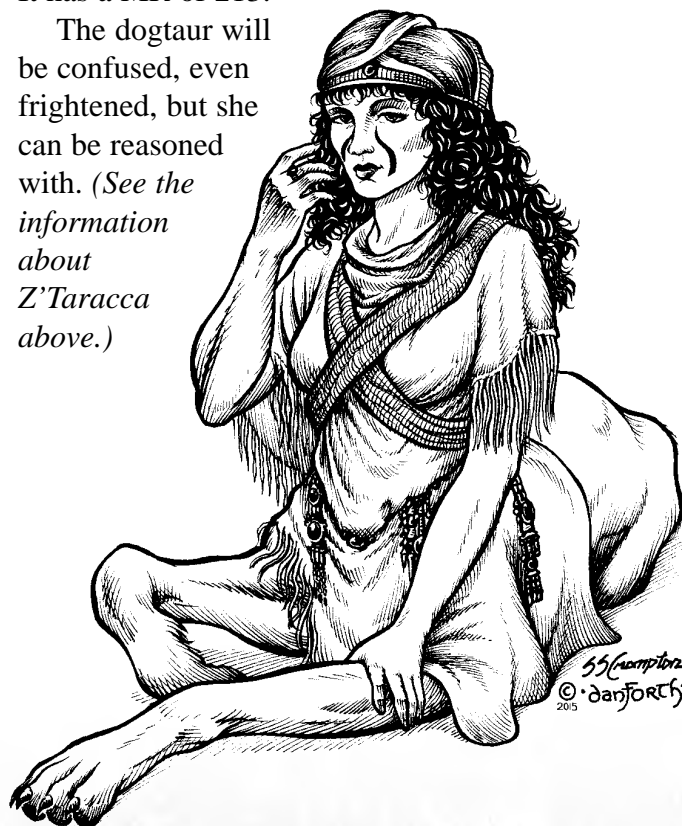
If the golem failed to throw the switch, when the party lifts the lid on the right, they find a sleepy dwarvish woman, while the one on the left holds an unconscious devil dog! In this case, the party can ignore the dog (which remains unconscious unless prodded, in which case it will attack with a MR of 123). They can rouse the woman and escort her through such perils as might threaten them while exiting the dungeon. This woman is a mystery, and the GM may spin another adventure out of her presence. Her name is Z'Taracca, and she comes from Zrellos, the City of Magicians. She was lured to the lair of Z'Tpozz because he said he wished to

marry her, but instead, he overpowered her and left her in that casket. Z'Taracca wears a necklace that protects her from the heat. She is an accomplished wizardess in her own right, and knows many flame-based spells unknown to the wizards of Rrr'lff. (We leave the creation of her character to the creative GM who would like to use this plot hook for further adventures. She is angry with Z'Tpozz and would like to gain revenge upon him for the nasty trick he has played on her.)

However, if the golem (or the party) did manage to throw the switch, a transformational spell has been cast and the sleep-inducing magic on the caskets is rapidly fading.

In the casket on the left is a kind of centaur-like dogtaur—the dwarf maid's head, arms, and torso are combined with a devil dog's body. In the casket on the right is a truly frightful chimera, consisting of a devil dog's head and forequarters grafted to a dwarf maid's hips and legs. Both will be groggy when released, but the dog-headed chimera will flail about in confusion, then attack without reason. It has a MR of 213.

The dogtaur will be confused, even frightened, but she can be reasoned with. (See the information about Z'Taracca above.)





Discovering what has happened to her, she absolutely refuses to return to Zkaria, where the fire dwarves are not members of her clan. A charismatic or persuasive party member may attempt a L3SR on CHR (or applicable talent) to talk her into joining the party in search of a cure (and therein awaits a new adventure!). Or, she might offer to hire the party to provide an escort for her back to the city of Zrellos, where she hopes to reverse her transformation.

As things turn out, she can command the dog-headed creature; it knows it is somehow linked to her, and it will be her faithful retainer/ pet/familiar. She will not want it slain.

Wrapping it Up

At this point the main adventure is over. The delvers should be able to work out how to leave the volcano. The GM should check their Vyron potion clocks if they linger to explore or hunt ingredients for potions they wish to make in the future. The dungeon is not without certain remaining dangers and wandering monsters: incandescent imps, searing scarabs, inferno bats, as well as any dwarves or lava trolls that were bought off and might want another stipend before letting the delvers pass again!

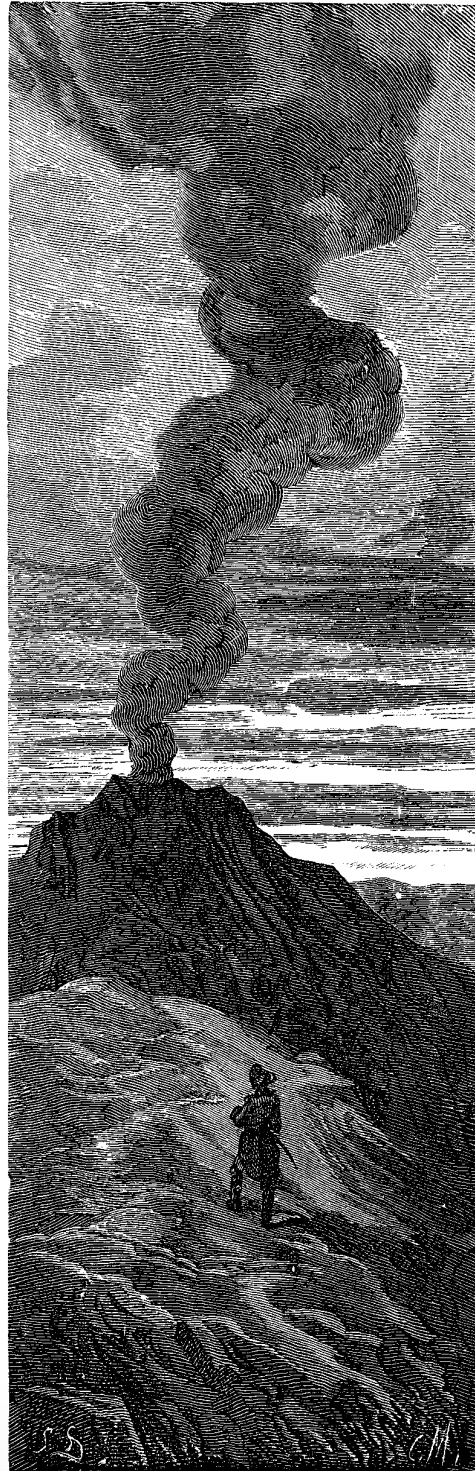
Making the party fight its way back out through all that has happened so far is needlessly cruel. Z'Taracca remembers entering the dungeon via a secret teleport

from the Zkaria docks that brought her into Room 12 through a secret entrance.

There could be a secret exit in Room 12 that leads to a small room with a teleport spell built into it that will take anyone who enters straight to the docks of Zkaria. We leave the task of providing a satisfying exit to the creative GM running the adventure.

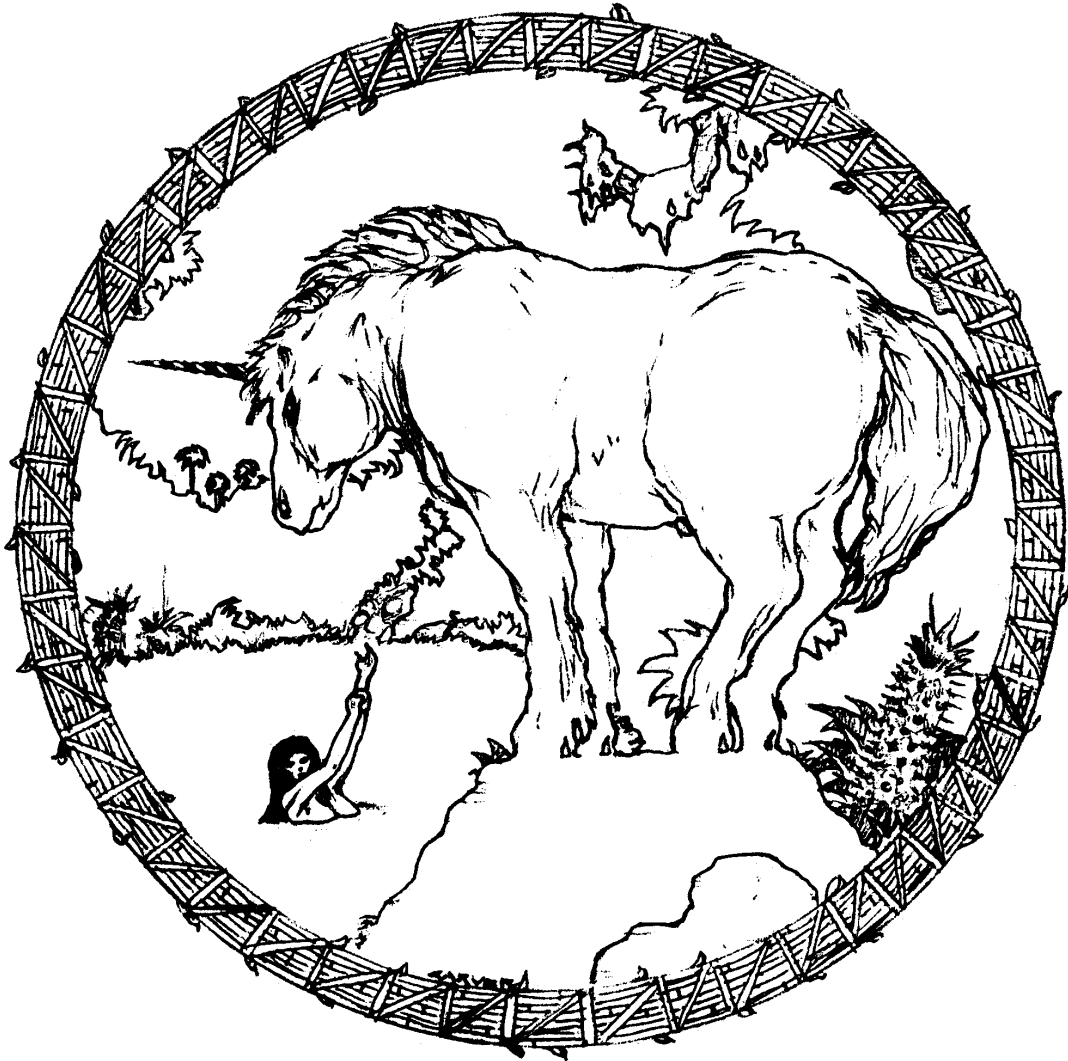
With the adventure over, it is time to reward the players. In addition to the adventure points earned for the many saving rolls they may have made, and for the value of monsters slain during the adventure, give each adventurer 100 adventure points for each room that they have entered during the adventure. They only get that bonus once, and it should be awarded as they actually enter the room. Opening a door and deciding not to enter gets no points.

Ask players if they wish to sell off or keep any treasure they brought out. If they choose to sell, give them the suggested values from the text above for each item being sold. If you have something for which no value has been established, let someone bargain with you for a fair price. Roleplaying Z'barr or any Zkarian merchant, you will start by offering a ridiculously low price—say 10 gold. See how the players do in the mercantile world. Players may have talents that will help them get a fair price in this part of the adventure.



END MATTER

(Yes - that's really what they call this part of a book - look it up!)



Weapons glossary, main index, Trollworld index,
acknowledgments, thanks, credits list and afterwords.

Weapons Glossary

One of the most often repeated requests directed towards us has been for a glossary of the weapons listed in T&T, which is why we've decided to include this section in the current edition of *Tunnels & Trolls*. Although weapons experts doubtless would disagree with some of our designations, this glossary should at least help you, the players, know what we think we're talking about. It will also help to standardize what your characters are likely to carry, and should help clarify sticky adjudications for GMs, such as whether or not someone can cut through a rope with a stiletto. Furthermore, by supplying descriptions of the weapons, it is sincerely hoped that players familiar with weaponry will be able to extrapolate from our categorizations so that they may equip their characters with weapons not listed, and yet still keep their new equipment on par with the standard weapons.

Although some of the definitions contained herein were based on that elusive factor called "common knowledge" (e.g. what's a pickaxe?), the vast majority of the definitions were derived from two excellent sources which we highly recommend to those interested in the subject: *A Glossary of the Construction, Decoration and Use of Arms and Armor in All Countries and in All Times*, by George Cameron Stone (Jack Brussel, Publisher, New York, 1934), and *Edged Weapons*, by Frederick Wilkinson (Doubleday and Co., Inc., Garden City, NY, 1970).

Adze Essentially a carpenter's tool shaped like an axe but with the blade at right angles to the handle.

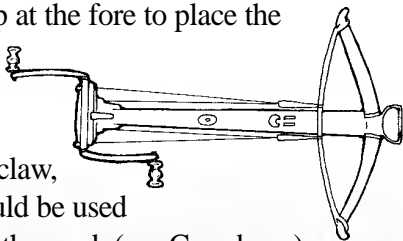


African Throwing Knife A multi-branched, incredibly nasty-looking weapon meant to be thrown horizontally, not over-hand like an axe. Any of several sharpened blades may strike, which accounts for its power.



Ankus Basically an elephant goad. Usually has a sharpened point with a recurved side hook. Some had short hafts (used when riding elephants) but longer ones could be used while walking beside the animal.

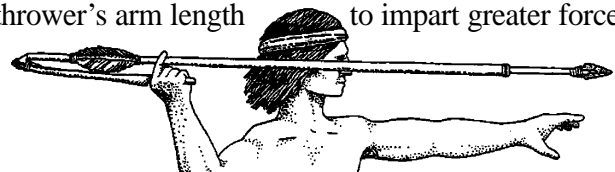
Arbalest (stirrup/lever drawn) Some of the larger crossbows had a stirrup at the fore to place the foot in to obtain leverage in cocking the bow. A lever arrangement (belt and claw, or cord and pulley) could be used to aid in drawing back the cord. (see Crossbow.)



Assegai Spear with a leaf-shaped head on a fairly light wooden staff. The shaft may be reinforced with iron to strengthen it, but it loses flight capabilities in that case and should not be thrown.



Atl-atl (spear-thrower). The name is Mexican but many spear-wielding cultures used them. The common form is a straight flat stick with cord loops at the handle end, and a notch upon which to rest the butt of the spear. Acts by effectively extending the thrower's arm length to impart greater force.



Axe

- **Double-Bladed Broadaxe.** Two huge crescent-shaped blades faced away from each other on a thick haft long enough for a two handed grip.
- **Broadaxe** Large crescent-shaped blade on a short thick haft
- **Dwarven war axe.** Identical to double-bladed broad axe but with a shorter haft.
- **Great axe** Large heavy axe, with a less curved blade, balanced with a small knob on the opposite side and a longer haft.



- **Great Trollish Stone Axe** A great slab of stone sharpened along its leading edge fastened to a beam-sized pole. Unbalanced and requiring great strength to wield.

- **Headman's Axe** An uncommonly large and thin crescent-bladed mounted on a long-handled shaft. The blade's uncommon size and thin cross section makes it efficient at cleaving, but the long shaft makes it unwieldy in combat.

- **Heavy Throwing Axe** A better balanced version of the broadaxe capable of being thrown over short distances with brutal effect.

- **Light Throwing Axe** (or Franchesca), Francisca. Balanced for throwing.

- **Small Battle Axe** Smaller, lighter version of the double-bladed broadaxe.

- **Taper Axe** Narrow, one-edged curved blade.

- **Thrusting Axe** A lighter bladed battle axe with a longer haft, this axe is surmounted with an upward pointing spike or narrow blade that can be used for thrusting like a short spear.

- **Uruk War Axe** These axes have heavy irregularly shaped blades, often elongated or with cut-outs in the axe head that are said to provide gouging or tearing wounds.

- **Woodman's axe** This is the trusty standby of those who chop down trees for a living. The blade is smaller and more wedge-shaped than battle axes, but the haft is longer for more leverage. A balanced woodman's axe in trained hands can be thrown effectively.

Bagh Nakh Name means "tiger claws." Four or five curved iron spikes affixed to crossbar; held in hand, the spikes extend in front of fist. Holes or rings at the end of the crossbar allow a good grip. Easily concealed in palm, it was a favorite assassination weapon.



Ballista A giant crossbow usually mounted on a stand. Its "string" consists of dozens of sinew strands wound tightly together. In most cases it hurtles long heavy shafts against structures, but it can be borne by trolls as an antipersonnel weapon.

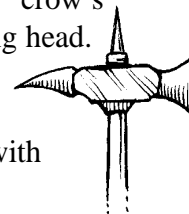
Bank Dagger with strongly curved, sickle-shaped blade and straight handle.



Baton Light truncheon like a policeman's billy-club.

Bec de Corbin (Raven Beak) A type of war hammer on a mid-length haft. The name means "crow's beak" and refers to the primary piercing head.

This is balanced behind with a small clawed hammer; many also had a short stabbing point at the top in line with the haft.



Bich'wa Doubly curved, double-edged blade with a loop hilt. Shape derived from the curve of the buffalo horns from which they were originally made; name, however, refers to a scorpion's sting which it also resembles. Were sometimes forged to include bagh nakh (in game play if this is used, pay for both separately).



Billhook Originally an agricultural implement, but was modified easily to a weapon. A broad blade with a single cutting edge and a variety of spikes and hooks projecting from the back and end, all mounted on a long shaft. This is the original weapon from which guisarmes and fauchards were derived.



Billy Club A polished hard wood shaft approximately 18 to 20 inches long. A lighter and more balanced version of the truncheon, for crowd control.

Black Eagle Blade A blade made of hard wood with razor sharp obsidian chips set along both edges. Savagely sharp and serrated edges. Approximately three and a half feet long.

Black Jack A thick leather "sock" filled with either lead pellets or a short piece of metal scrap, stitched shut and given a hand grip.



Blowpipe A long tube of wood, reed, or cane through which darts are propelled by the breath of the user. Because darts are light and are not propelled with much force, it is common to poison them in order to make them effective.

Bludgeon (club) This is your common heavy wooden club. It may be bound with iron to prevent splintering, but is otherwise just your standard bashing weapon.

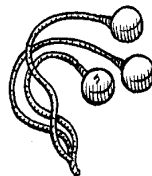
Blunderbuss A large-caliber smooth bore gunne with a bell-shaped mouth designed to scatter projectiles when discharged. Generally an area effect weapon.



Boar Spear This is a medium shafted stout spear with a 12 to 18 inch long sharp leaf-shaped blade, backed by a strong cross-piece just behind the blade. This spear was meant for hunting wild boar, the cross piece was there to prevent the raging creature from “running” right up the shaft and savaging the hunter.

Bola

- **Hunting Bola** A long cord on a thong to which either two or three stones are attached. Whirled around the head and released at victim’s legs, it will entangle the limbs and disable small prey.



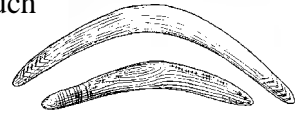
- **War Bola** Thin flexible wire-wrapped cord is used and the stones are replaced with small spiked balls. Besides entangling, the wires may cut and the spikes puncture or slash. User must wear gauntlets of some kind to protect the fingers.

Bombardelle An early form of hand cannon characterized by a short barrel, loaded through the muzzle.



Bone Splitter This is a long-extremely heavy-bladed sword. The extra mass in the blade increases the cleaving power.

Boomerang A heavy, curved piece of wood, designed to be thrown at target with lethal force. It is curved and balanced in such a fashion that if it misses the target the weapon will return to a trained thrower.

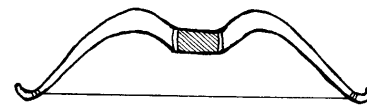


Bowie Knife A broad-bladed knife, used in a similar fashion to a short sword. It has a notched blade, sharpened along one side, and partially back along the notch. The rest of the back blade is thick and sturdy.



Bows A long curved item made of either wood, wood wrapped with sinew, or wood laminated in layers. This is then bent to a tension and mounted end to end with a line of string, sinew, braided hair, or some other resilient material. This line assembly may then be drawn creating tension on the “bowed” item. An arrow is then fitted to the string to take advantage of the tension thus created to fly to a target upon release.

- **Fish Bow** A light bow which uses unusually long thin arrows with barbed tips to impale fish. The length of the arrow overcomes the distortion of the water by allowing the tip to rest below the surface before release.



- **Horseman’s Bow** A small light bow able to be carried by mounted men, and brought quickly into play. Its sacrifices in size and impact are made up in portability and ease of use while mounted.

- **Hunter’s Bow** The bow in general use by most woodsmen, farmers, hunters, and common foot soldiers. It is the standard bow from which all other special purpose bows were developed.

- **Herculean Bow** This bow is the apex of bow construction. It is made of layer upon layer of wood of just the right density and flexibility in just the right layers, then wrapped and re-wrapped in sinew of steadily increasing resiliency. Most men could not even bend this bow let alone string.

A truly heroic strength is required just to draw the



string let alone hold it on target. Its release is the thunder, and the arrow thus released is lightning!

- **Light Bow** This is a light-weight easily-drawn bow popular with smaller kindred who use it in the same capacity as the hunter's bow is used by larger kindred. Small game and precise deadly shots are the light bow's domain



- **Longbow (or Welsh Longbow)** This bow's great length creates an amazingly powerful flight length. The longbow has been known to launch arrows over 300 yards in the hands of trained practitioners. Arrows plunging from the heights possible to achieve with this bow will pierce hides of great thickness, as well as iron armour. (See also long bow)

- **Rogue's Bow** The size of a horseman's or light bow, a rogue's bow is compact but as powerful as a hunter's bow due to its construction. It uses wound sinew to a greater degree than the average bow giving it greater tension on a smaller frame.



- **Self Bow** A hunter's bow of lighter construction, or made of lighter wood. Sacrificing impact for utility by those with lesser brute strength.

- **Warrior's Bow** The heavier version of the hunter's bow, made expressly for combat. Better construction requiring greater strength, and yielding more stopping power.

Brandestock A long-hafted weapon with a small axehead on one side and short spike on the other. Has a long sword blade concealed in the handle which may be readily extended.

Brass Knuckles A series of metal bands that fit across the hand at the third joint of the fingers, effectively giving the wearer a metal striking surface across his fist.

Breaker Bar A long metal tool that is usually used as the shaft of a lever to move heavy objects. It is similar to but longer than a crow bar. (See Crowbar)

Broadsword A long straight wide blade which may be single- or double-edged. May or may not have an elaborate hilt.

- **Two-Handed Broadsword.** Hilt accommodates both hands.

- **Hand and a Half Broadsword** Hilt accommodates one hand and a partial grip to aid in directing the blows.

- **One-Handed Broadsword** Common broadsword used by many adventurers and warriors.

Bull (or Carter's) Whip A long braided leather strand frayed at the end (often knotted with metal). It is used to drive animals, but can cleave flesh in the hands of an expert.

Bullova A long-handled axe. with a wide variety of single-bladed heads available. As a game standard, axe-heads should be considered slightly curved, about 10 inches long.

Caltrops (also Calthrop) Four spikes radiating from a common point so that in any position one spike stands upright. Small ones have spikes about 4 inches high; large ones are assumed to be about 8-10 inches (for very large-footed monsters).



Centaur Hammer A long-hafted war hammer that gives the weapon greater range and impact.

Cestus A heavy metal gauntlet with little or no finger flexibility. It is essentially a metal boxing glove, granting brutal impact to every punch.

Chain Sword This weapon consists of joined segments that can be used as a segmented razor whip, or withdrawn into a 30-42 inch straight sword.

Chakram The original war frisbee. A flat steel inch-wide ring 5- 12 inches in diameter which could be thrown like a frisbee or whirled around the finger before release.



The outer edge is sharpened. Larger versions of this device are also made. (see Heavy Chakram on next page.)

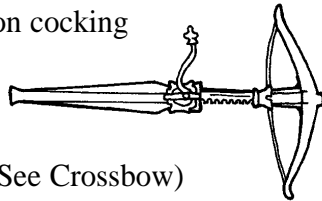


- **Heavy Chakram** Thicker, heavier and/or larger versions of the of the regular chakram.

Cleaver A broad bladed kitchen implement designed for cleaving meat. In trained hands it can even be thrown.

Club (See Bludgeon)

Cranequin Rack and pinion cocking mechanism on powerful arbalest. For illustration, see page 23 of the City of Terrors solitaire dungeon. (See Crossbow)



Crossbow The most common heavy bow, mounted on a stock with a groove on top for the arrow and a mechanical arrangement for holding and releasing the string. Much more punch than a longbow, but the shorter heavier arrows (called quarrels) somewhat lessened the range.

- **Double Crossbow**, or over under crossbow, these are crossbows that have two sets of firing mechanisms, either two stocks and bows one above the other, or two bows with a hollow channel within the stock itself. These devices were cumbersome and prone to mechanical failure.

- **Light Crossbow**, a crossbow that has lesser impact but that can be hand drawn.

- **One-Handed Crossbow**, a cross bow small enough to be fired one handed. It could be drawn one handed. More a robbers tool than a weapon of battle.

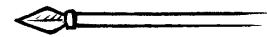
- **Repeating Crossbow** (or Dokyu) The name means "frequent bow" derived from the Chinese "Chu-Ko-Nu." A repeating crossbow, the bolts are contained in a box sliding on top of the stock, and moved by a lever pivoted to both. Throwing the lever forward and back will draw the bow, place a bolt in position, and discharge the weapon. Magazine holds five bolts, fired one at a time.

- **Prodd** A light crossbow of ordinary construction except the string has been made double with a pouch to accommodate stone, lead, or clay pellets.

Crowbar A prying tool which has enough heft to make a fairly effective metal clubbing weapon.

Common (or Pocket) Sling A strip of flexible material (leather is good) with a pocket near the middle. A stone or lead ball is placed in the pocket; one end of the sling is tightly wound around the hand, the other end is held loosely. The sling is whirled and one end released, sending the missile at considerable velocity.

Common Spear A shaft with a simple metal head, sturdy enough for thrusting and light enough for throwing.



Cudgel A stout somewhat irregularly shaped wooden club (sometimes with spikes). Tool of choice for thugs and brigands since the dawn of time.

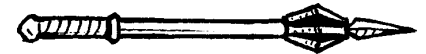


Cutlass A thick curved close-quarters sword made popular by pirates and other seafaring brigands.

Dagg An early version of the wheel-lock pistol.

Dagger A light knife similar to but sturdier than a poniard or stiletto.

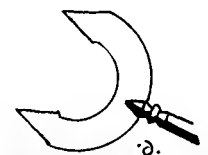
Dagger Mace As with the thrusting axe, this is a mace with a spike or blade thrusting out of the top, allowing for a thrusting motion, as well as the bone-crushing impact.



Darts Similar to the popular game items but built more substantially. Often used to distract opponents, or as mechanisms for delivering toxins.

Deck Guns These are hand cannons that in normal use must be used from a stand mount. Trolls and those of uncommon physical strength may use them as hand-to-hand weapons. Not full cannons but very close.

Demi-Lune (Halfmoon) A polearm with a crescent-shaped blade at right angles to the shaft.



Dirk Short, thick bladed dagger tapering uniformly from hilt to tip. Usually single-edged.



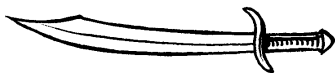
Double-Ended Sword Staff This unique weapon has become increasingly more popular in recent times. It is essentially a quarterstaff with a pair of short sword or large dagger blades mounted on the ends. In the hands of a trained practitioner it becomes a windmill of doom. In some cases the staff can be broken down into two short swords.

Dragon Hunting Spear This weapon is a titanic boar spear, used by the mightiest hunters to hunt lesser dragons on foot.

Epee Thin blade used primarily for thrusting, but heavier than a foil and less flexible. Also a fencing weapon, but with a larger hand guard.

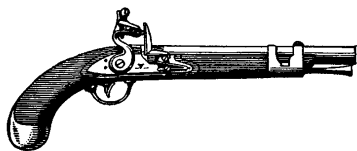
Estok Sword with a very long narrow blade intended solely for thrusting, having no sharp edges.

Falchion Usually considered a broad curved single-edged blade wide near the point, with the back joining the edge in a concave curve.

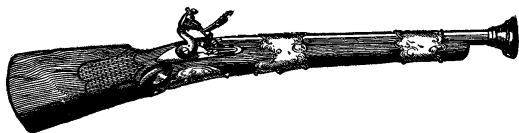


Field Piece A large muzzle-loading cannon.

Firelock A muzzle-loaded smoothbore gunne, fired by a lit hammer.



Firestick Alternative name for a musket.



Fauchard Considered to be a polearm with a long single-edged curved blade with ornamental prong(s) on the back.



Flail Originally an agricultural implement; weights or spikes could be added, or chains substituted for the swinging arm. Compare to Morningstar.



- **Heavy Flail** Stout haft with swinging arm bound with spiked iron rings. *See illustration of troll-sized heavy flail.*

- **Light Flail** A slender shaft with two or three swinging chains having small weights attached at the end.

- **Military Flail** Same design as the light flail but with a stouter often two-handed shaft. The chains may be surmounted with metal rods, to strike over shields, or claws to inflict tearing wounds.

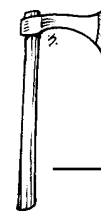
Flamberge A large sword with undulating or waved edges (from the French word for “flame.”) Does not refer to the later usage of “flamberge” as a special rapier type.



Foil Thin flexible sword blade only used as a thrusting weapon. Essentially a fencing weapon, has very small guard.

Fork (Pitch Fork) Originally a farm implement this pole arm has been elaborated into a tool for fending off other pole weapons. The rustic version is used to pitch hay, but can be a dangerous device.

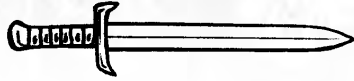
Francisca Small battle axe used throughout northern Europe. (Named by the Romans for its common use by the Franks.) Balanced for throwing.



Garrotte A short 1 to 3 foot length of fine chain, wire, or rope, sometimes with handles on the ends for grips, used to strangle unwary opponents.

Gaff (similar to a long handled bailing hook) A metal hook on a short wooden shaft, used to hook slimy or elusive things and hold them for future disposition.

Gladius A short broad-bladed sword. Standard issue for all Roman legionnaires. A sturdy close-quarters weapon of good report and broad utility.



Grand Shamsheer Curve-bladed cutting sword not suitable for thrusting but excellent for the draw cut. Use this in game terms to classify any very long single-edged, narrow bladed curved sword. Compare to No-Datchi.



Grapple Hook and Rope A 1, 2, 3, or 4 pronged iron hook usually with a short handle which is fastened to 20 to 30 feet of rope. When used as a weapon it requires two hands. Generally used to scale walls, or act as a "swing" over obstacles.

Great (Court or Executioner's) Scimitar This sword is essentially a very large ornamental version of the scimitar. It has an exaggeratedly large and heavy blade suitable for executions. To be used as a combat weapon great strength is required to overcome balance issues.

Great Maul This weapon is a giant sledge hammer often made of stone. It is unwieldy except for those of great strength, due to serious balance issues.

Great Spiked Mace This weapon is often made out of a stout log or timber with great spikes driven through it. Unbalanced and heavy, it is prized by the larger kindred.

Great Sword A very long, heavy, straight wide blade, double-edged. Can be used for cutting or thrusting, although its primary use was for cutting due to the weight and momentum of the blade. This same momentum makes it hard to change the direction of a blow once begun. Use this basic definition to classify any very long, heavy, double-edged blade.



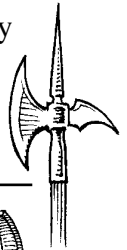
Guisarme Name applied to a variety of pole weapons. Used here to refer to a slender in-curved sword blade from the back edge of which a sharp hook issues. This elongated hook runs parallel to the back of the blade, or diverges at a slight angle.



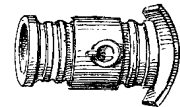
Haladie Double dagger with 2 short curved or straight daggers fastened to opposite ends of a straight handle.



Halbard Pole arm with long shaft topped by axe blade with a beak or point on the opposite side. Usually surmounted with a long spike or blade.



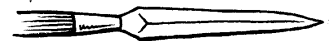
Hand Cannon A heavy caliber gunne requiring greater strength to wield or fire.



Hand-and-a-half sword see Broadsword.

Harpoon A flat triangular blade of metal or ivory with barbed edges attached to a long wooden shaft. A rope is often attached to the opposite end for retrieval of the weapon, and it's target.

Hasta (aka. Oxtongue). A long thick shafted spear with a broad straight double edged blade. Suitable for use from horseback.



Hatchet A smaller lighter version of a single bladed woodsman's axe. A general all around camp tool for chopping, skinning, and hand-to-hand fighting. Hatchets are very often balanced for throwing, and are very effective in this role.

Heavy Gladius A thicker bladed and longer version of the standard Gladius.

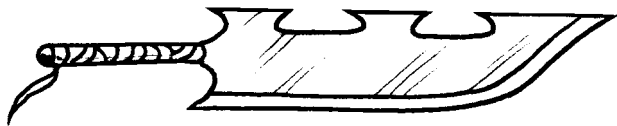
Hoko Spear with a long, rather wide straight point, with a secondary blade set at right angles to the first.



Holy Water Sprinkler A mace surmounted with a thick band of metal with protruding spikes. The name comes from a small hand-held canister perforated with holes for flicking water or oil on subjects to be blessed. Clearly this weapon bestows a different type of benediction.

Ice Picks A short metal rod with a sharpened tip, and no blade, embedded in a wooden handle. Used to chip blocks of ice, it can be driven deeply into other substances as well.

Improbable Swords (from Japanese anime.) This type of sword is often referred to as boat oar swords, or sail swords. They have blades whose widths are measured in feet, and whose length is often over 5 feet. They are improbable and unwieldy save with great strength or magical ability.

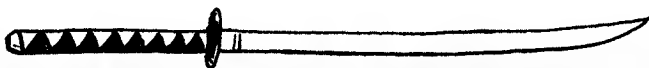


J'tock This is a unique type of hand crossbow wielded by the saurian raiders of the eastern islands. It can be used two handed uncomfortably by most races, but the so-called "lizard men" have an extendable claw that allows them to fire and redraw the bow one-handed.

Jambiya Blade is curved and double-edged. Some were so curved that the end pointed upward; if chosen in this form, should not be thrown. Blade may be rather wide or fairly narrow.

Javelin A light throwing spear with a simple head. Balanced to be thrown with considerable accuracy.

Katana A long slightly curved sword with a broad blade and narrow cross section. It has a very small guard and the leading edge of the blade is razor sharp. In common use on Sonan Ie.



Katar Also called a punch dagger, as it was effectively used to burst mail links in armor. Blade rather broad at base, tapering evenly to the point. The peculiarity of this dagger lies in its hilt, which is shaped like an H with 2 flat side bars and a single or double crossbar. It is held in the clenched fist to be thrust forward, the blade leading the knuckles. For game purposes, the blade is assumed to be double-edged and between 9-12 inches long.



Kris This dagger comes in many traditional shapes; the best known is a blade of several undulations. Once thought to possess anti-magical effects, this was due to the unusually large number of these daggers made of meteoric iron which does have some latent anti-magical qualities

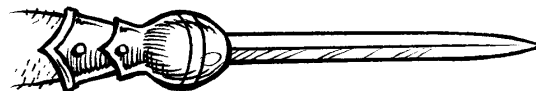


Kukri A heavy curved single-edged blade sharp on the concave side.



Lance The archetypal knight's weapon. A very long pole with a metal tip and sometimes having a belled hand guard. Most effective when used from horseback, it is almost impossible to used on foot, except in very unique circumstances.

Large Pata Evolved from the katar, this is the heaviest version of the punch sword. It is long, bladed, and has a gauntlet grip which covers the user's hand completely. It often has braces or bindings that run up the arm to lend greater strength to the blow. This can backfire against stronger opponents whose parry can turn the bracing into a lever and break the wielder's forearm.



Light Cavalry Lance The lighter and more wieldy version of the knight's lance. This is the lance most often used from horseback. It is light and short enough to make a formidable spear on foot as well.

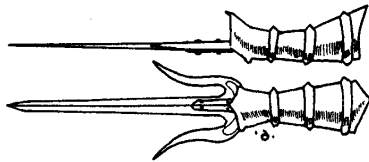
Mace A hafted weapon surmounted with a metal head, usually a ball. The size can vary.



Madu This small 7 inch round shield with two long antelope horns extending 14 inches to front and back of shield is included here because the horns make this as much a weapon as a shield. Horns reinforced with steel tips.

Maingauche The left-handed dagger used to guard and parry while using a sword in the right hand. The blade usually straight and double-edged with a short grip but elaborate hand-guard.

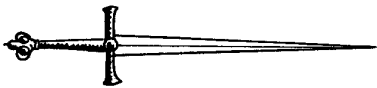
Manople A short sword attached to a gauntlet. Its blade is about 30 inches long paired on either side with two 10 inch blades as well. Primarily a dueling weapon, the side blades are used to encumber the opponent's weapon. It is not particularly useful in melee combat due to the entanglements.



Mattock A pick axe with the blade at right angles to the shaft. Primarily a mining or digging tool, it is quite effective at crushing or cleaving whatever it hits. A traditional weapon of peasant crowds along with pitch forks and flaming torches.

Maul A hammer with a heavy metal or occasionally banded wooden head. It is usually long hafted, and used for demolition.

Misericorde A long narrow-bladed dagger intended for thrusting.



Mitre A light mace carried by priests and druids as a badge of office, it can be an effective weapon. The head is often plain metal, but can be ornate.

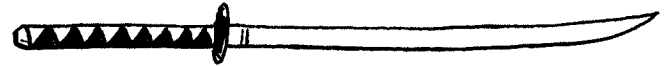
Morningstar Short-hafted weapon with heavy iron chain connecting the haft and an iron ball studded with spikes.



Naginata an oriental pole arm. The long blade is attached to a staff and used to slash with wide, circular movements, and the butt end could block or knock opponents off balance.



No-Datchi Heavy curved sword traditionally 25% longer than the ordinary sword blade. Often carried over the shoulder. (Also see Grand Shamsheer)

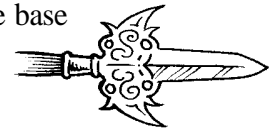


Nunchaku A balanced set of short bars 10 to 12 inches in length, usually polished wood but occasionally metal, joined by rope, wire, or metal links. They act as clubs accelerated for greater impact by the flexible joint.



Pacifier A club consisting of a piece of wood studded with nails. Used to settle disputes in the seedier parts of many cities.

Partizan A broad-bladed polearm which usually has short curved side branches at the base of the blade. Often highly ornamented. Used by royal guards.



Petronel A short heavy wheel-lock carbine, carried chiefly by horsemen.

Pata (Long Katar) A katar evolved into a sword with an attached gauntlet. Blade is straight, long and double-edged. Rather awkward in melee because the gauntlet deprives the fighter of the use of the wrist (also the case with the manople). GMs may feel inclined to penalize players using this weapon if they are engaged in infighting.

Picado A short light spear consisting of a short wooden shaft with a sharp edged barbed or hooked spike driven into it. It is dangerous, but used primarily to drive or goad large animals.



Pick axe A pickaxe. (What did you expect?) Human-sized characters may chop through stone at 5 inches a turn, and dwarves may go through at 10 feet a turn. This will open the wall in a small space (at GM's discretion) but additional work would be required to clear an open passageway.

Pike Plain spear-head on a very long shaft.



Pilum Historically, the Roman legionnaire's spear. A long neck between spearhead and shaft attachment.

Pitch Fork A long handled metal fork with 10 to 12-inch tines, 3 to 5 in number, used for pitching hay. These long metal tines make a formidable barrier when used as a thrusting weapon.

Piton Hammer Small hammer used especially to pound in pitons, spikes used by mountain climbers.

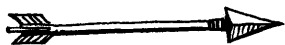
Pocket Knife A small short-bladed knife, usually with a blade that folds into the handle. Easily concealed and utilitarian.

Poniard A small straight dagger without sharp edges; used primarily for thrusting or throwing.

Pole axe A long-shafted pole arm with an axe-blade on one side, a spike or hammer opposite, but no spike at the top.



Quarrels The arrows, or bolts, used in most of the crossbow-class bows. The quarrels were very much shorter and far stockier, often with minimal fletching if any. The power of the crossbow gives a quarrel considerable impact, but the bolts are less aerodynamic than an ordinary arrow, shortening the effective range with a good aim.



Quarterstaff Long stout staff of heavy wood. Could be used as a staff when walking (or here, to throw magic if enchanted) and as a club for infighting.

Ranseur (runka) A pole arm with a long sharp narrow blade with two short lateral blades at the base.



Rapier Long (sometimes very long) stiff blade which was used primarily for thrusting. Some have double-edged blades for slashing as well as thrusting. Most have elaborate guards.

Sabre A sword with a slight curve, single-edged. Intended for cutting; can be used for thrusting.

- **Normal sabre** As used in the context of the game, refers to a small cavalry sabre.

- **Short sabre** Shorter than above.



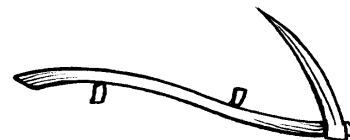
Sax Also called scramasax. A very large broad single-edged dagger almost big enough to be considered a short sword. A Bowie knife (the original design) would be a contemporary near-equivalent, allowing for differences in quality of forging.

Scimitar A strongly curved sabre-like blade, single-edged.



Scythe A long two-handed weapon surmounted with a long sickle-shaped blade. Used to sweep through grain fields to fell long-stemmed plants. In the hands of an expert can be used to "harvest" heads as well.

Popularly associated with "the Grim Reaper"



Shillelagh A stout heavy cudgel, usually made of dark oak. Compact and lethal in the hands of practiced practitioners.

Short Footman's Spear Akin to the pilum but longer, effective hand to hand and usable to turn a cavalry charge. Not a pike or a pilum, but a plausible substitute for either in a pinch.

Short sabre, see Sabre

Short Sword Here refers to any relatively short, broad-bladed, straight double-edged sword. In game use, use this to classify any similar sword.

Shotel A very long double-edged blade curved almost to a half-circle. Extremely awkward, but it can be used to strike over or around a shield.

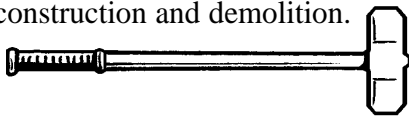


Sickle Originally an agricultural implement for harvesting herbs or fruit, consisting of a sharply curved blade set in a hand-sized wooden grip.



Siege Cannon The largest of available muzzle loading gunnes so huge in size and caliber that they have to be moved about on sledges. The largest of trolls might be able to pick one up, but even they would be bowled over by the blast when fired.

Sledge Hammers These are long-shafted hammers, used for construction and demolition. They come in 2, 5, and 9 pound sizes which refers to the head weight.

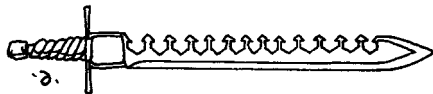


Staff Sling An ordinary sling mounted on a pole to increase the momentum of stone.

Snaphaunce A firelock gunne with a spring release on the firing mechanism.

Stiletto A very small dagger intended primarily for thrusting, which also can be thrown effectively.

Swordbreaker A weapon with a short heavy blade with many teeth on the back, to catch opponent's blade and snap it.



Sword cane A two-three long cane or crutch which holds a thin swordblade concealed within.



Terbutje A wooden weapon with shark's teeth lashed to both sides to create a ripping slicing edge. Useless for thrusting.



Throwing Stars (Shurikin) In contemporary usage, refers to the throwing stars used in the Orient, specifically Japan. Some were very small, the size of a half-dollar, to about six inches across. To maintain flight abilities, star points could not be longer. An excellent nuisance weapon, especially if poisoned, but insufficient power to do great damage.



Thief Catcher A short spear-like device with an open fork that passes on either side of a target. Once encompassed by the tines, backward pointing flanges on the interior of the "V" catch on the body of the prisoner.

Thunder Stick A very long-barreled gunne with a barrel often over seven feet long. It is a matchlock.

Torandar A short barreled carbine sized gunne.

Trident A spear with three parallel (or nearly parallel) prongs. May be thrown to impale fish - or foes.

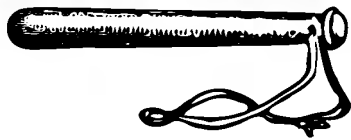


Trollish Great (Ceremonial Sword) A gigantic broad sword borne by the Trollish Guard of the Death Empress. Any creature of sufficient strength might wield one, but their immense size and weight make them unwieldy save in trollish hands.

Trollish Great Spear A trimmed birch sapling with a giant sharpened stone head. A troll can handle one of these the way an ordinary man might a pilum.

Trollish War Club (Roofing Beam) Any sufficiently large section of wood that a troll can use to bludgeon things with. Tree boles, roofing beams, ship's spars... all are likely tools of war in the hands of a trollish warrior.

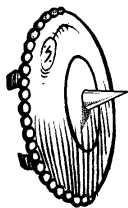
Truncheon The slightly longer brother of the billy club. Used by “peace keepers” like city guards to keep the rabble in line.



Urkish Cleaver This is a long, almost square-bladed weapon with a sword grip. Most have a sharp back pointed barb at the end; this barb is used to unhorse riders. Every edge of this weapon may be sharpened, but the blades are allowed to become nicked and gouged to create a serrated effect to cause tearing wounds.

Urkish Scimitar The - long cruelly curved urkish scimitar - is the legendary weapon of the urks. It is thin and sharply curved (more so than the sabre, or falchion). Urkish blades are sharpened but seldom have nicks or gouges removed, thus creating a serrated edge effect when in common use.

Viking Spike Shield Round target shield with a six-inch spike affixed to center. This is included in weapons because the central spike is a viable weapon and can cause significant damage in its own right.

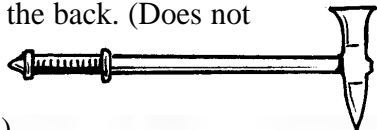


Voulge A polearm with a broad axe-like head elongated to a spike at the top.



Wakasashi A short, slightly curved, companion sword of the katana

War Hammer Traditionally, a sturdy hafted weapon with a relatively small blunt or clawed head, with a small spike in the back. (Does not refer to something like Thor’s hammer from Marvel comics.)

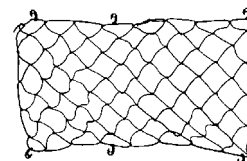


War Quoits These are heavy all- metal darts that are thrown to distract or unseat mounted opponents. They are sharply pointed on the striking end and flanged for stability on the opposite end. They can be tossed with a sling.

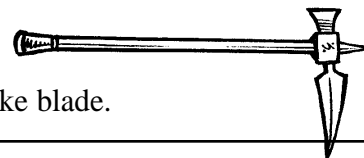
War Shovel This unlikely weapon is essentially a trenching tool whose blade can be cantilevered and locked in place to create a type of axe head at right angles to the handle.

War Spoon These gigantic broad-bowled ladles were the battle weapons of the commissary corps of the Bashibazooks (auxiliaries of the Arab hordes who besieged Constantinople) When battle ended they could clean up the weaponry and serve up porridge - or stew. It is not hard to imagine the ogre auxiliaries of a Death Horde using these formidable clubs.

Weighted Net Not a melee weapon but an effective device against a foe in single combat. This consists of a 6 by 6 foot square of netting weighted at the corners with lead weights. It may be cast over an opponent or beast to ensnare it, or used to wrap around an opponent’s legs or arms to entangle them.



Zaghnal An axe-like weapon with a broad heavy knife-like blade.



Main Rules Index

This index is in alphabetical order. Capitalized places are proper names—people or places. All CAPs are Acronyms. Small letters are other terms of interest. Parenthesis are necessary explanations—what acronyms mean, for example. Note: the Table of Contents is not part of the index.

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Trollworld: People and Places

This index refers to people and places in Trollworld, along with a select few important historic events. Most entries are for proper nouns such as Khazan (city), Khazan (Wizard), or Khazan (empire). An index is generally used to find specific information quickly about an item, and this index may be used for that purpose. Perhaps it will also inspire you to use remote and exotic locations for your own T & T adventures, and give you some idea of the scope and complexity of the T & T world setting. — Ken St. Andre

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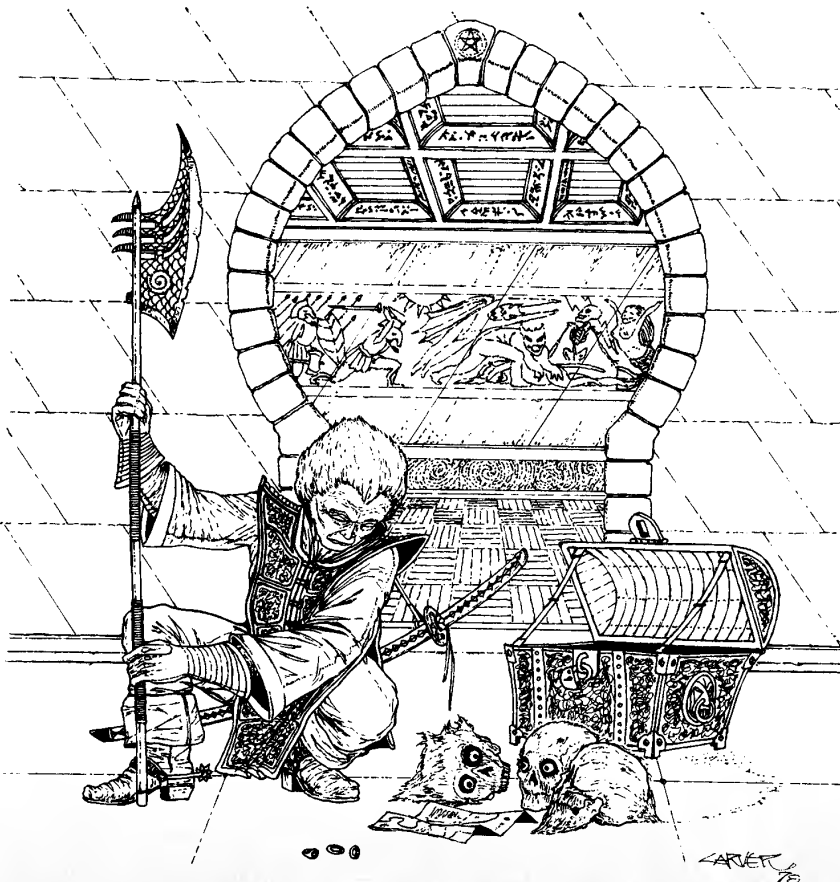
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Developer's Afterword

Returning to the Tunnels & Trolls universe after decades away has been eye-opening. The continuing passion expressed for the game by the legion of articulate and vocal fans, and the growth and change in the community and the game they love continues to astound me. To say that this is not the game I once knew is an understatement. I have done my best to do as I did years ago—take the game Ken created, break it into its component parts, and reassemble them to be the best they can be.

Of course “best” has many interpretations. My goal in the work I have done here has been multifold: to keep as much of Ken’s vision and text as possible; to keep the game recognizably Tunnels & Trolls, melding the best ideas and mechanics of the old and the new; and to make the end result a fantasy role-playing game that was accessible, expandable, engaging, easy to learn and to play, and built on a structure that would enable players old and new to have fun whether playing with friends or rolling dice over a solitary adventure.

It has been a challenge. I sincerely hope this edition proves to be a worthy successor to the earlier versions of the game, and a lasting one.

Jiz Danford



DELUXE TUNNELS & TROLLS

COLOR SECTION

This special 16 page color section consists of three parts. The first highlights Liz Danforth's covers painted for the 5th edition, the 7th edition and this Deluxe edition of Tunnels & Trolls.

The next section includes color maps of Trollworld, featuring a unique map of Rrr'lff which shows where the major kindreds are most likely to be found. In addition you'll find color maps of Khazan, Khosht, Knor, and a map of Phoron.

Finally we present a few character portraits. Each of these persons has left their mark upon the city they call home, and perhaps Trollworld history.

Enjoy this glimpse at some rare and seldom-seen works, including out-of-print solitaire covers, unpublished color paintings, character studies, and other never-before-seen imagery, from the collections and archives of the Fellowship of the Troll.

T&T 5th edition cover pre-painting



Art © 1978 Liz Danforth

This never-before-published painting by Liz Danforth from 1978 was done as a trial run before she began the cover for the 5th edition. It's one of the very first times she used acrylic paints and was the beginning of a long and successful foray into this medium.

A moment in time - 5th & 7th edition covers



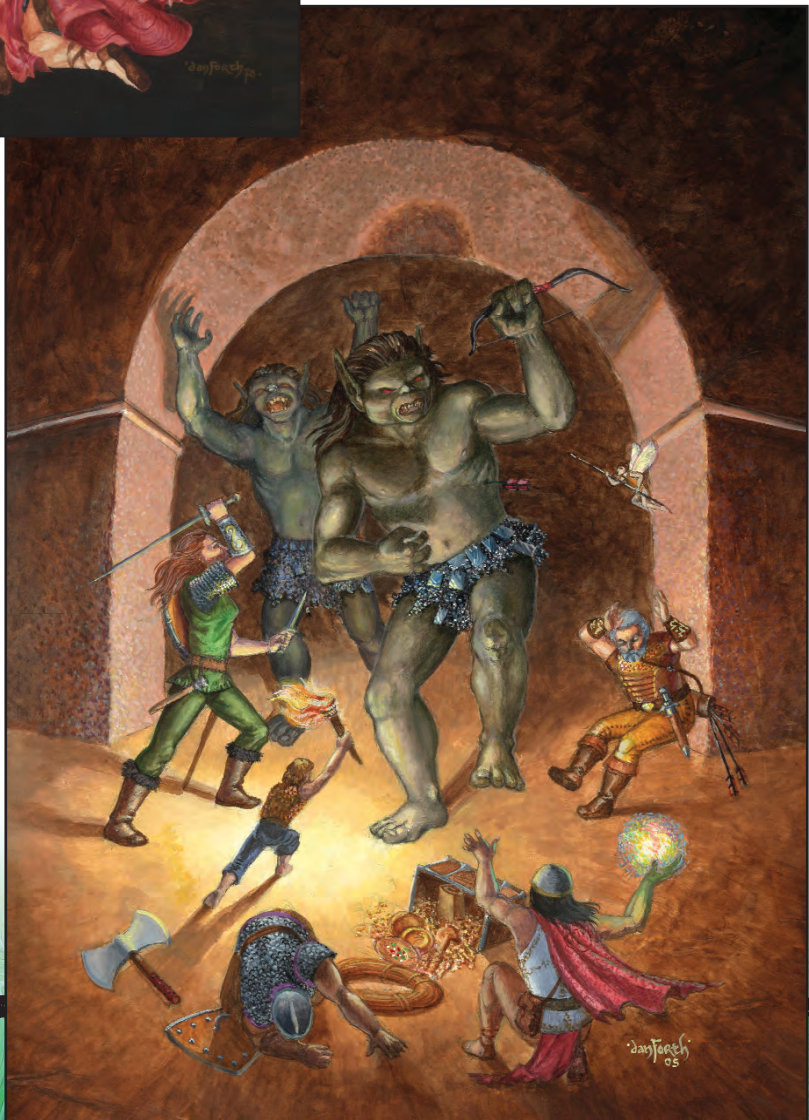
Every adventurer faces a do or die moment when a monster unexpectedly leaps from the darkness. This iconic event was captured and used twice for T&T rules covers: the 1978 cover of the 5th edition and in 2005 for the 7th edition.

This painting was used as the cover for the 5th edition of T&T from 1978, until the book went out of print in 2012. This is by far the best-known and most recognizable image connected to T&T. Rumor has it that the troll in this painting was the inspiration for Grimtooth the Troll from the traps books.

In 2005, Rick Loomis contacted Liz and asked if she could take the original T&T image and move it forward just a few moments in time. Liz accepted the challenge and this cover for the 7th edition resulted.

We now see the same battle only a few seconds later. The melee has started and we discover there is a second troll joining the fray.

Looks like the adventurers may be in over their heads now...





Deluxe Tunnels & Trolls cover

This painting revisits the original concept of the 5th edition cover once more, with monstrous foes and brave adventurers about to have their own do-or-die moment.

“One never attains everything you want from a painting but overall I’m very happy with the result.” Liz Danforth

Portraits of selected Trollworld notables



Art © 2015 Liz Danforth, SS Crompton

Lerotra'hh, the Death Goddess

(Ruler of **Khazan**) Lerotra'hh is a powerful sorceress, sometimes known as the Death Goddess of Khazan. She ruled the ancient city of Khazan between the years 666 and 1313 A.K. Daughter of an uruk shaman named Ro'tra'hh and an elf princess named La-fhrinja-la, she was a child of prophecy, destined to end the persecution of the monster kindreds.

After the elfin wizard Khazan-ohtariel-Khazan killed her father and wiped out the Black Wolf tribe of uruks, she swore vengeance upon him, and eventually led a coalition of monster kindreds in a 16 year-long war that brought humans and elves in the western part of the Dragon continent near massacre and extinction.

Lerotra'hh's war with the Good Kindreds succeeded largely because of her alliances with both trolls and dragons. Her chief allies consisted of the wizard Khara Khang from the continent of Zorr, the dragon Vvvarr, Grimtooth the troll, and Gristlegrim the dwarf god. She defeated Khazan in the summer of 666 by encircling the city of Khazan with more than 200 dragons. She is known for building the Arena of Khazan, and for roaming the lands incognito as a wandering adventurer. She is half uruk and half elf.

Read more about Lerotra'hh on pages 238-242.



Art © 2012 Liz Danforth, SS Crompton

Bjorn the Great

Bjorn, later called the Savior of Khosht, started life in a small human settlement in the north of the empire of Khazan. He graduated last in class from the Wizards Guild, just “a day-dreamer, with very little magical potential.”

He drifted into Khosht, the city destined to become his home with a band of adventurers. In his early career, he was equal parts charlatan, huckster, and con-artist, with barely enough wizardry and dexterity to wield minor magics. Adventuring in the dungeon fields around Khosht, and using trans-dimensional portals to visit alternative worlds, he was able to amass trinkets that allowed him to overcome his shortcomings. He acquired wealth, and a even Duchy, which he traded off to a dwarf in exchange for considerable knowledge of siege craft. It was this that set him on the path to become the greatest Construction Mage of the age.

Present the night when Khosht was almost burned to the ground, Bjorn used his skills to rebuild the town. In the years that followed, Khosht grew into a prosperous city, as did Bjorn's reputation as a wizard and a leader, many calling him BJ the Great. He can still be found in the city of Khosht, often at The Old Khooti Inn. BJ maintains a low profile and has been known to “disappear” when too much adulation makes him uncomfortable. Read more on pages 273-275.

Trollworld notable

Gavina Whitegull

Gavina Whitegull grew up a street brat in the Altrabanda of Knor, too poor to be educated as a wizard despite considerable potential. Young and curious, she learned to read late and has been making up for it ever since, her inquisitive and philosophical mind hungry for knowledge of all kinds.

A sometime-adventurer and roguish knockabout, Whitegull eventually found herself the de facto leader of an unofficial gang of rogues and adventurers who took a protective interest in their south bank territory. She observed how the Pirate Kings and nobility exploited the marginalized kindred, the artistic crafters, and the poor people of the Altrabanda, and she likens it to harvesting a field never seeded, fertilized, or watered. To counteract this drain, Gavina united forces with the successful adventurer Randlem Red Disk, and seeks to make the Altrabanda a lively, vibrant community in its own right, capable of drawing great minds together from all across Trollworld.

Read more about Gavina Whitegull and the Altrabanda on page 280.

This piece was penciled by Liz Danforth and digitally painted by Steven S. Crompton.



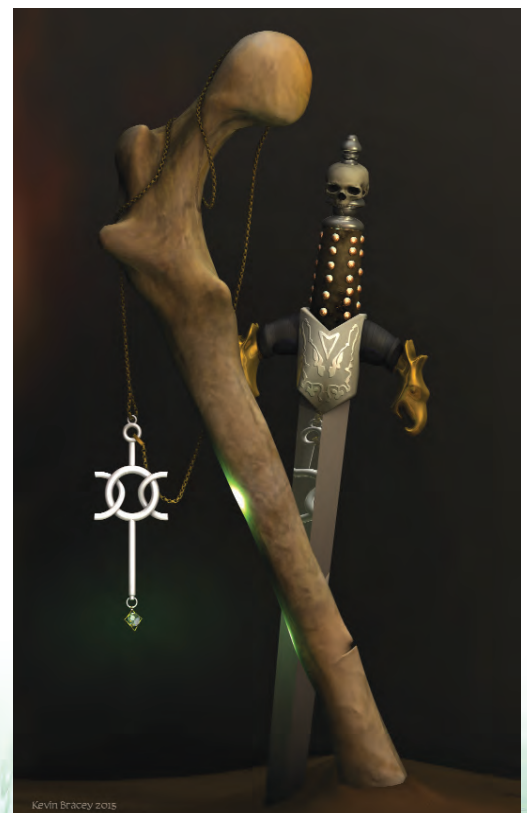
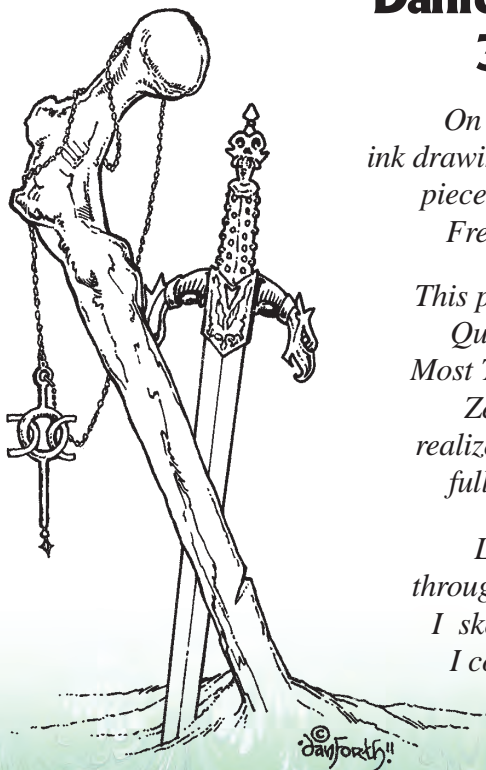
Art © 2015 Liz Danforth

Danforth art in the 3rd dimension

On the left is Liz Danforth's ink drawing "Aftermath", a small piece of filler art done for the French edition of the game.

This picture inspired the artist Quoghmyre ("the Southern Most Troll," hailing from New Zealand) to create a fully-realized 3D modeled image in full-color seen on the right.

Liz said "It's as if he saw through my eyes the real thing I sketched with simple lines. I could not have been more awed and impressed with his artistry and skill."



Art © 2012 Quoghmyre

MAP OF TROLLWORLD

RRR'LFF

The Dragon
Continent



TROLLWORLD

MAP KEY			
	Mountains		Forest
	Volcanos		Jungle
	Deserts		River
	Dunes		City
	Marsh		Ruins
	Swamp		

ZORR

The Eagle
Continent

Map design by Steve Crompton, Ken St. Andre, Liz Danforth & Bear Peters



DELUXE TUNNELS & TROLLS

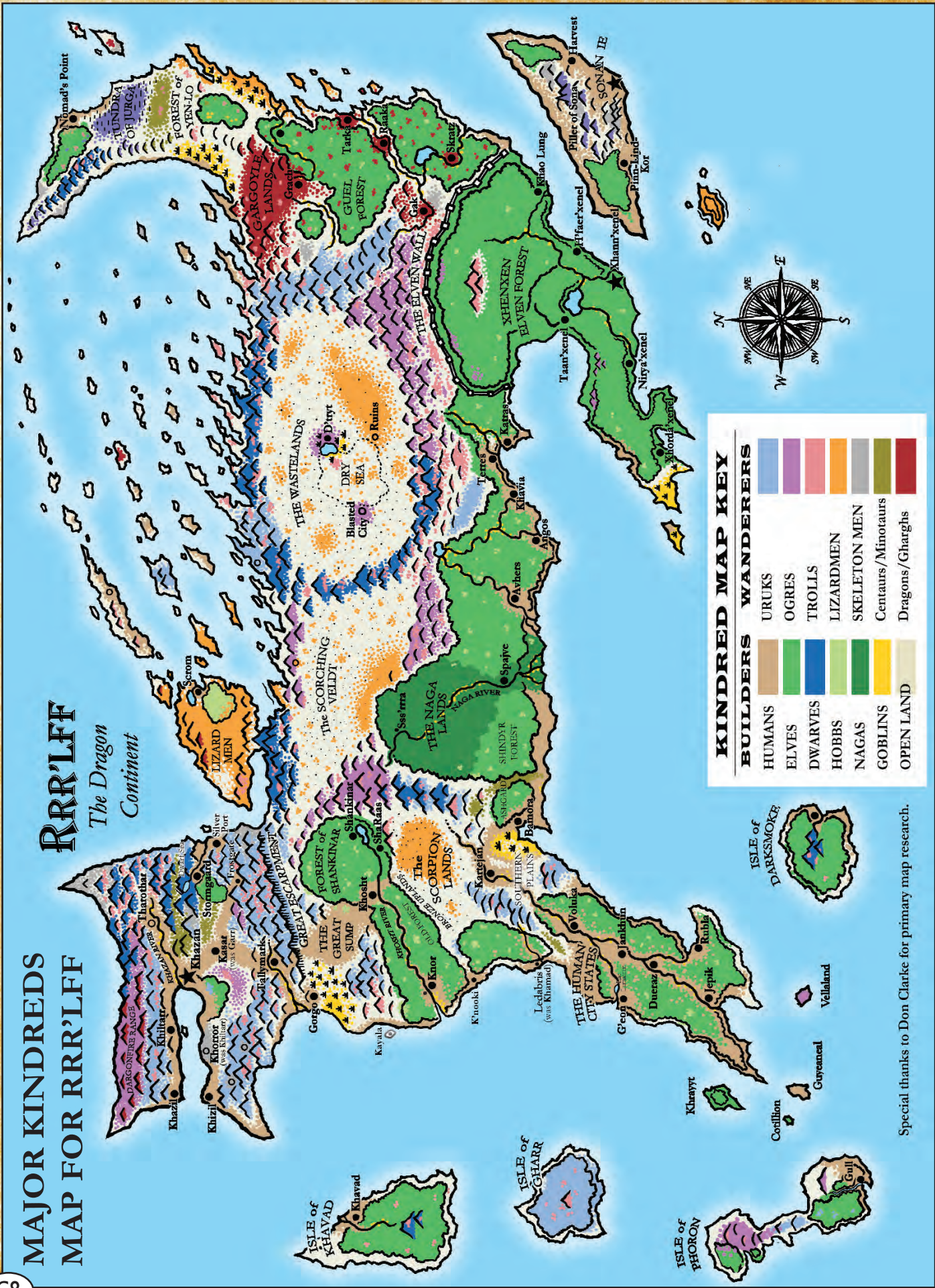
MANELAND The Unicorn Continent



A Little Trolls & Tunnels

MAJOR KINDREDS MAP FOR RRR'LFF

RRR'LFF The Dragon Continent



KINDRED MAP KEY

BUILDERS	WANDERERS
HUMANS	URUKS
ELVES	OGRES
DWARVES	TROLLS
HOBBS	LIZARDMEN
NAGAS	SKELETON MEN
GOBLINS	Centaur/Minotaurs
OPEN LAND	Dragons/Gharghs

Special thanks to Don Clarke for primary map research.

CLASSIC SOLO & GM ADVENTURE LOCATION MAP

The numbers and letters in the red boxes correspond to the locations of the 25 classic solo and GM adventures published by Flying Buffalo. The red lines are major trails and roads used to travel western Rrr'lff.

RRR'LFF

The Dragon Continent

Far North at the top of the world **CI**



Classic T&T Solos:

- 1 = Buffalo Castle
- 2 = Deathtrap Equalizer
- 3 = Labyrinth
- 4 = Naked Doom
- 5 = Dargon's Dungeon
- 6 = Weirdworld
- 7 = Overkill
- 8 = Beyond the Silvered Pane
- 9 = City of Terrors
- 10 = Sorcerer's Solitaire
- 11 = Sword for Hire
- 12 = Arena of Khazan
- 13 = Sewers of Oblivion
- 14 = Sea of Mystery
- 15 = Blue Frog Tavern
- 16 = Mistywood
- 17 = Gamesmen of Kasar
- 18 = Beyond the Wall of Tears
- 19 = Captif d'Yvoire
- 20 = Amulet of the Salkti
- 21 = Red Circle
- 22 = Caravan to Tiern
- 23 = Dark Temple
- 24 = When the Cat's Away
- 25 = Saving Fang/Pits of Morgul
- EL = Elven Lords
- GL = Goblin Lake
- CI = Circle of Ice

Classic GM adventures

- DB = Dungeon of the Bear
- CB = Catacombs of the Bear Cult.
- UU = Uncle Ugly's Underground
- DS = Isle of Darksmoke
- GC = Goblin Crag
- TC = Trollstone Caverns

On Pepper Island in the Eastern sea **20**

On Mane Land in the Burnished Plaine **22 23**

The sea area between the Continent of Zorr and Mane Land **14**

On Isle of Darksmoke **DS**

Southeast coast of Mane Land **18**

On Phoron in or near Gull **9 13 EL**

Liz Danforth Solitaire Adventure covers

Liz painted two color covers for classic T&T solos, including the cover for the limited edition *Elven Lords* and *Sewers of Oblivion*.

More recently she collaborated with Steven S. Crompton to create digitally colored covers for the new edition of *Buffalo Castle* and the *Deluxe City of Terrors*.

Left: *Elven Lords*, 1986

Lower right: *Sewers of Oblivion*, 1980

Lower Left: *Buffalo Castle*, 2012



Art © 1986 Liz Danforth



Art © 1980 Liz Danforth, SS Crompton



Art © 1980 Liz Danforth

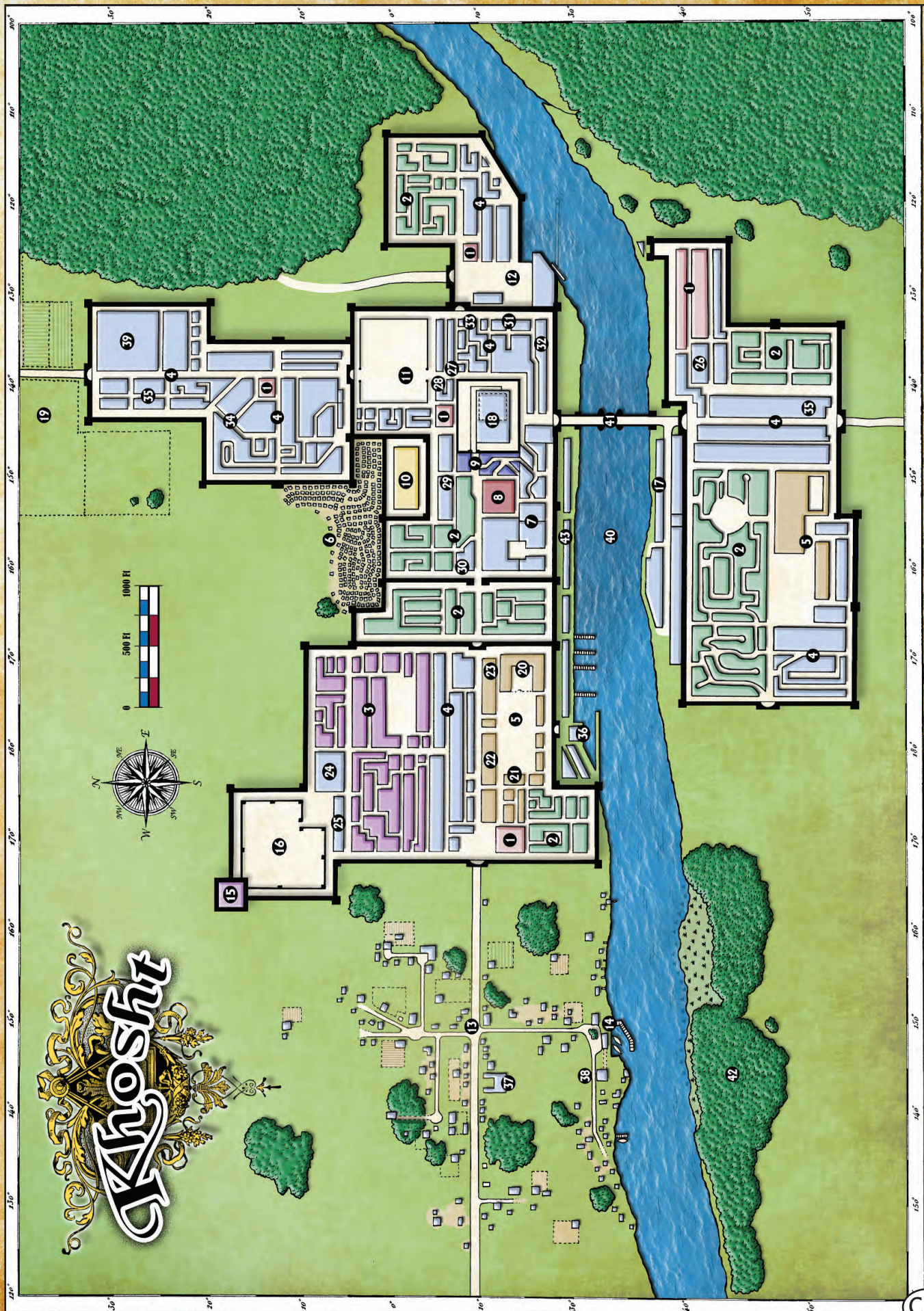


See the map key on page 266 for details on the locations in Khazan

Khazan: the Undercity



See the map key on page 270 for details on the locations under Khazan.

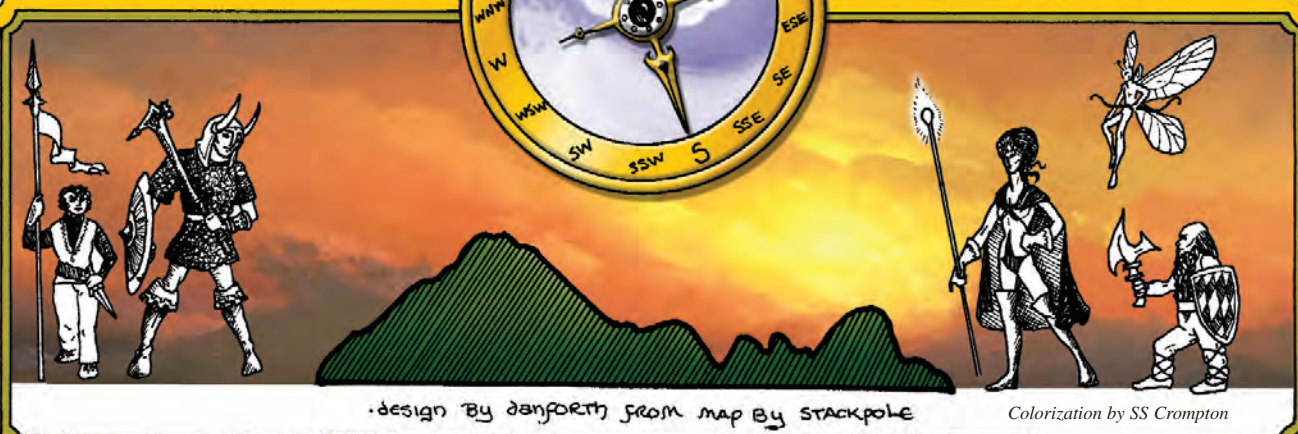
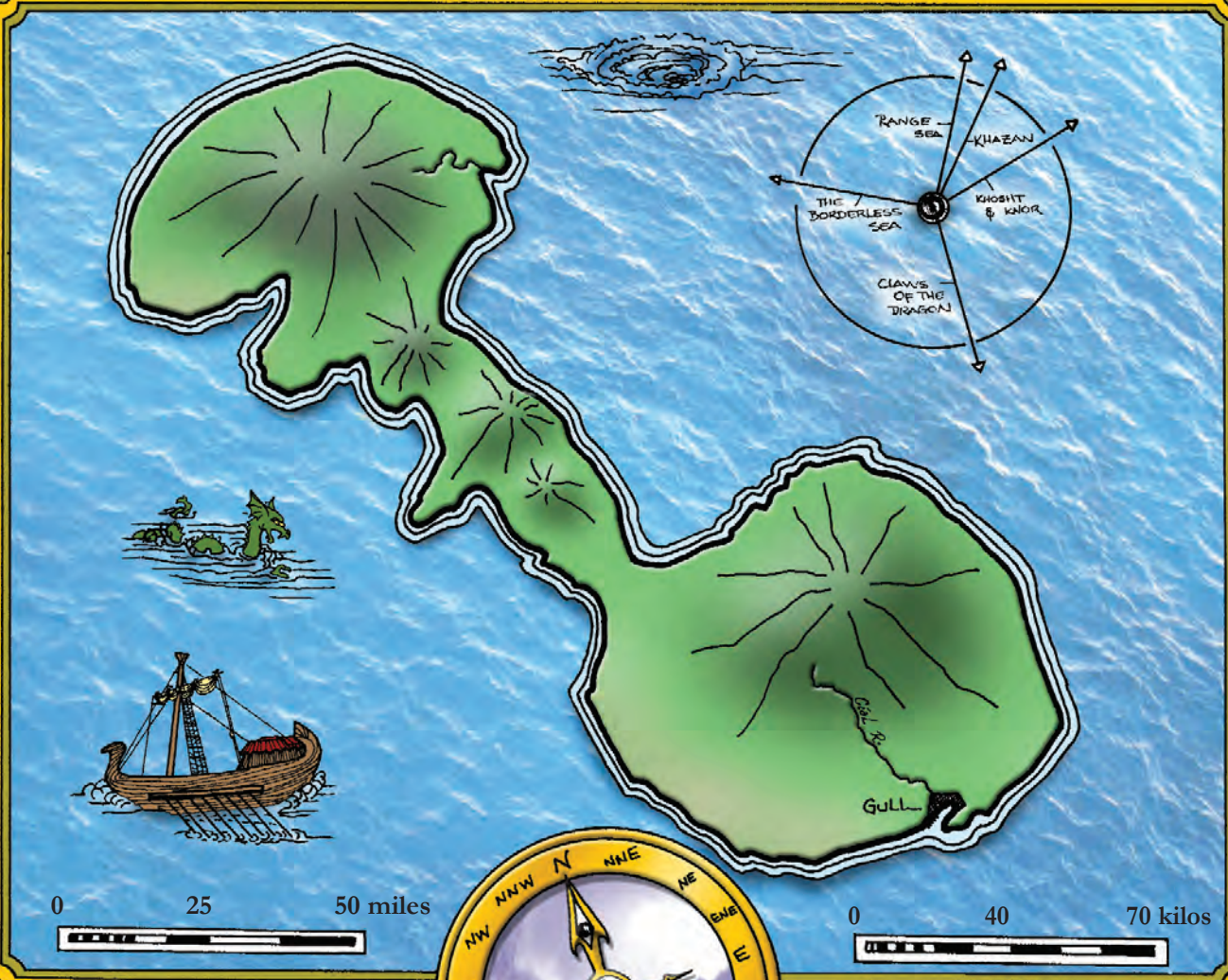


See the map key on page 274 for details on the locations in Khosht.



See the page 276 for details on the history and locations in Knorr.

PHORON



design by danforth from map by stackpole

Colorization by SS Crompton

The Isle of Phoron - Gull is the capital of this city-state which is known far and wide as the City of Terrors. Phoron was created by Michael Stackpole and chronicled in several solos and in the pages of Sorcerer's Apprentice. Marek and Rais are its best known ne'er-do-wells. See page 282 for more info.

Gull's "favorite sons" - Marek & Rais

Marek and Rais have been a part of the scene in the city of Gull for quite sometime. Created by Michael Stackpole, these two swashbucklers have appeared in solo adventures, fiction, and in the pages of Sorcerer's Apprentice. In 1981, Liz painted this portrait of the two them sitting in the Black Dragon Tavern. A small black and white version of this painting appeared in SA magazine. Now for the first time we present it in full color. Read more about the City of Gull, and Marek & Rais on page 282.





For Deluxe Tunnels & Trolls

The items listed here were specifically made for or updated for Deluxe Tunnels and Trolls. Most of these were made as part of the highly successful Kickstarter, which also means that the supplies of many of these items are very limited.

Coins of Trollworld



Four metal coins are from famous cities of Trollworld. Khazan, Khosht, Knor & Gull. Each is a different size and finish. The diameter of the largest coin is 2.25 inches - the smallest is 1.5 inches. Each coin comes in a plastic pouch and a black felt finish bag.

Any one coin is \$40.00, the set of all four is \$100.00

SOLITAIRE ADVENTURES

T&T is one of the few RPGs that easily allow for solo play. Each solitaire adventure can be played many times. Most of the solos listed are coded for difficulty, number & type of characters permitted within. "War" means warrior; "Wiz" means magic-user; "any" means any character class allowed (warrior, wizard, or rogue). "L1-3" means it is for 1st through 3rd level characters. "MM" means Magic Matrix is included.

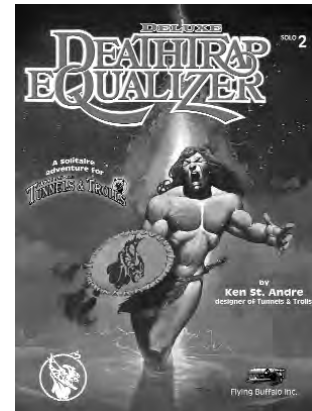
Deluxe Buffalo Castle



By Rick Loomis. This is a "new and improved" Buffalo Castle, with new material written by Rick Loomis and new artwork by Liz Danforth! Revealed at last - why are you visiting this weird castle? What is the reason all these crazy traps and unrelated rooms exist in this one mysterious place? Buffalo Castle is the very first solitaire adventure for any role playing game. 1 War, L1. - \$8.95.

Deluxe Deathtrap Equalizer

by Ken St Andre. Adventure on the incredible Trip of the Lion - or for the fainthearted, the Trip of the Frog. Ken has revised DED for the Deluxe Edition of Tunnels & Trolls. This long-out-of-print adventure is once again available. The updated edition includes new art and layout, plus information /suggestions for using DED as a game-master adventure. 1 Any, L1-4 (up to 70 adds recommended.) \$8.95



Deluxe City of Terrors

By Michael Stackpole. The deluxe outdoor adventure in the city of Gull, on the sun-baked isle of Phoron, Meet strange denizens and dangerous foes in this massive solitaire adventure for Deluxe Tunnels & Trolls. Can you uncover the secret that is lurking in the shadows, as you fight for survival in in the streets and buildings of Gull? This longer Deluxe edition of City of Terrors has been updated by Ken St. Andre to be compatible with the new Deluxe Tunnels & Trolls rpg and includes additional options for players and new art, including a gorgeous color version of the classic Liz Danforth/Rob Carver cover digitally painted by Steve Crompton. 64 pages, B&W \$11.95



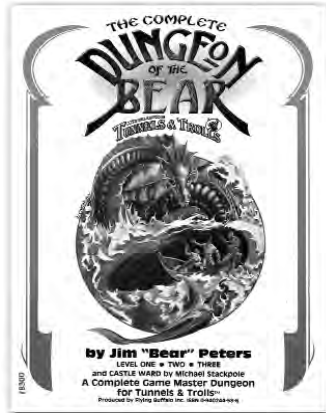
d&T Pencils



10 limited edition pencils for \$15.00

Also for Deluxe Tunnels & Trolls

Deluxe Dungeon of the Bear

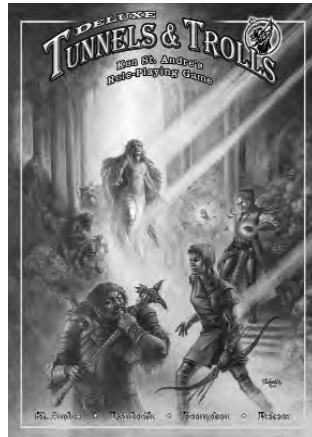


GM Adventure

The three-level GM adventure is available once again and has been updated by Jim "Bear" Peters for Deluxe T&T, and also includes some new maps of the entrance to the Dungeon, a nearby village and surrounding lands. 48+ pages of GM adventure, traps and maps! \$8.95.

Deluxe T&T Softcover Rulebook

You have a copy of the new rules, but what if you need to get one for a friend? This is the 378 page softcover edition with 16 pages in full color. Includes the full deluxe T&T rules, Elaborations and the Trollworld section. Price: \$40



7-12 6-sided die (not pictured)

This unique die designed by Ken St Andre has pips that number 7-12. Ken says that Trolls never roll less than a 7!
One die - \$10.00.

dT&T Magnet Set

One of the extras we created for the kickstarter is



a set of magnets. We still have some left.
4 different magnets - \$8.00

Large Color Map of Trollworld



Full-color 17 x 22 map of the T&T Continent as done by Ken, Bear Liz and Steve: the color map from the dT&T \$10. (First 700 are signed by cartographer Steven S. Crompton.)

dT&T GM Screen



Sturdy full-color cardboard GM screen, packed with charts and info to make running a game that much easier!
(Check the flyingbuffalo.com website for pricing.)

Demonhead Dice

Black "Demon" Dice:
Lustrous Black "Demon"
Dice: 3 dice for \$10.00



Nyhaa Missed my Vital Spots Dice



Purple Nyah Dice:
Orange Nyah Dice:
3 dice for \$10.00



More d&T Items

Reading Mage T-Shirt

\$30.00 (Please specify size)

This is the full color image from the back of the rulebook on a black shirt.



Thumbnail Flash Drive

This thumbdrive, emblazoned with the Demonhead logo, contains ALL the PDFs released for the d&T Kickstarter including the d&T rules, Buffalo Castle, Deathtrap Equalizer, City of Terrors, Adventurers Compendium, Deluxe Dungeon of the Bear, and more! \$35.00



(Prototype image shown)

COMING VERY SOON... Deluxe Goblin Lake

Knee-deep in chill water, the goblin squeezed through the small rock cleft that led to the underground caverns. He seeks the legendary Goblin Lake, and the possibility of personal gain. Hitching his lizardskin loincloth higher on his scaly hip with a final grunt, he slips past the slimed rocks barring his way, to step quietly into the vast caves.

Death or wealth, base slavery or power beyond all imagination - who can tell what lies ahead for those who venture into Goblin Lake? This at least is certain... while life remains, adventure beckons! A deluxe new and expanded version of this solo written by Ken St Andre will be the next d&T release!

Nyhaa Missed my Vital Spots Black & White T-Shirt

\$20.00 (Please specify size)



Classic Tunnels & Trolls

These items were specifically made for classic 5th edition Tunnels and Trolls. However they are still playable with dT&T. The main differences being a lack of the ability to use talents, and the missing attributes of (SPD) Speed and (WIZ) Wizardry.

Adventurers Compendium



This collection of 9 solo adventures and 3 GM adventures taken from the T&T Archives. These adventures were first printed in the pages of Sorcerer's Apprentice magazine and haven't been seen for over 30 years. It's 88 pages of swashbuckling and mystical mayhem through the streets of Khazan, the seaside docks of Gull, and the frozen realm of the Circle of Ice. Then

descend into the hidden depths of Trollworld in search for gold and glory. Written by Michael Stackpole, Ken St Andre, Liz Danforth and others. This book also includes an SA cover gallery, new GM Treasure Generator, and other goodies from the T&T archives, all usable for deluxe or classic Tunnels & Trolls. Includes art by Liz Danforth, Rob Carver and SS Crompton. 88 pages - \$14.95



Sea of Mystery

Shoulder your bag and march toward the port, to take ship on the Sea of Mystery! 1 Any, up to 45 adds, MM. \$8.95



Dark Temple

Solo by Stefan Jones. Are the followers of Krestock simple pilgrims, victimized by lies, or an evil cult seeking the magical Phoenix scroll to give their foul leader power over the land? The answer to your quest lies in the Dark Temple. - \$8.95



Captif d'Yvoire

Solo by Steven Estvanik. You were surprised, captured by your master's foe, the evil Duc de Binaire. Escape seems impossible, but you must! 1 Any, L1-4, up to 80 adds. MM. - \$8.95.

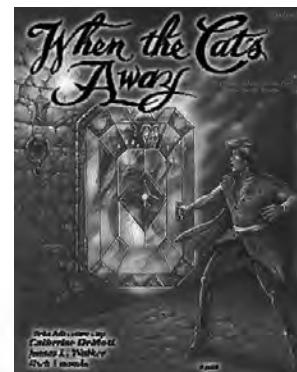
The Amulet of the Salkti

Solo by David Steven Moskowitz. You must find the lost amulet and save the city of Freegore from the evil demon Sxelba and his armies of orcs. 1 Any, L1-8, up to 33 adds. MM. - \$8.95



When the Cat's Away

Solo by Catherine DeMott, also includes New Sorcerer Solitaire revised by James Walker, and Solo For The Intellectually Challenged by Rick Loomis. Art by SS Crompton. 3 solos in one 80-page book. In 2 of them, you are a young wizard out on a quest. The 3rd solo is a hilarious parody! 1 humanoid, lower level, up to 45 adds, MM. - \$8.95



More Classic T&T Books



Red Circle

Solo by Michael Stackpole, with cover by Liz Danforth. The Baron makes you an offer: eliminate the raiders and he'll make you richer than you can possibly imagine. 1 Any, up to 60 personal adds. \$8.95

T&T DOUBLE SOLOS FROM THE UK



Pocket-sized solo adventures published by Corgi. Each includes a short version of the T&T rules.

Amulet of the Salkti & Arena of Khazan

Amulet of the Salkti & Arena of Khazan in one book, with mini T&T rules. (See solo descriptions on previous page.) \$5.95.



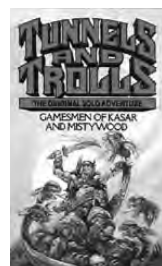
Captif d'Yvoire & Beyond the Silvered Pane

Captif d'Yvoire & Beyond the Silvered. (See descriptions on previous page.) \$5.95.



Sword for Hire & Blue Frog Tavern

by James Wilson. Hire yourself out to explore the dark recesses of a wizard's tower. 1, any, L1-3; and Team up with Quartz the rock demon to recover the magic Blue Frog Amulet. 1, any, up to 15 adds. \$5.95.

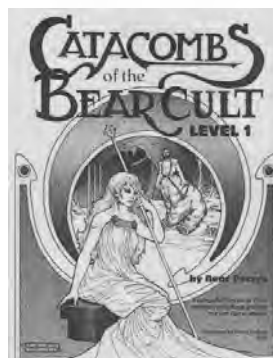


Gamesmen of Kasar & Mistywood

Mistywood by Roy Cram. What horrors lurk in Mistywood? With Duke Bronzo's men hot on your heels, you must find out! 1 Any, up to 110 adds. (See descriptions for Kasar solo on previous page.) \$5.95.

Catacombs of the Bear Cult

GM Adventure by Jim "Bear" Peters. The Cult of the Great Bear has become a deadly menace, and a special reward has been promised for the person who captures Bjorni oso Medved, the Cult leader. Your group of characters has entered Cult territory. Their fortune and their lives - depend upon how well they deal with the shape-shifting highwaymen of the Great Road! - \$3.95



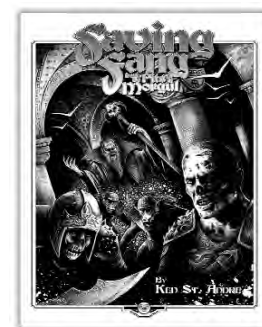
1st Edition of T&T Reprint

This is a reprinted copy of the 1st edition T&T rules from 1975. See what T&T was like from the very beginning. Please note that it is black & white art, and typewritten copy. (Remember, Ken made this in 1975). But it is a fun bit of travel down Nostalgia Lane! \$10



Saving Fang from the Pits of Morgul

Solo by Ken St. Andre. 48 pages. This solo was published during the dT&T Kickstarter. Ken wrote it to be compatible with the 1st edition of T&T, but you could still use it with any version of the game. Also includes info for running the Pits as a GM adventure (includes a map) Only \$10



How to Order:

Don't forget to add \$5 shipping on all orders to the USA. For all orders outside the USA: \$11 for Canada, \$19 for Europe, and \$27 for Japan or Australia.

Your order will be sent airmail.

Flying Buffalo Inc. P.O. 8467, Scottsdale, AZ 85252
Or visit www.flyingbuffalo.com/tandt.htm

A Final Message from Ken St Andre



www.Trollhalla.com
Online home for T&T fans.

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET



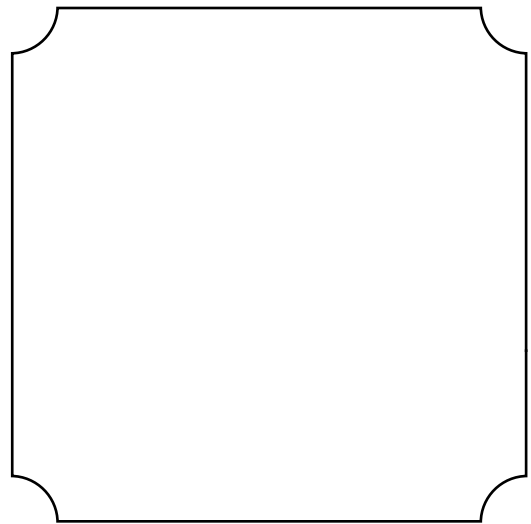
NAME: _____

KINDRED: _____ **LEVEL:** _____

CHARACTER TYPE: _____

GENDER: _____ **HEIGHT:** _____ **WEIGHT:** _____

AGE: _____ **HAIR:** _____ **MONEY:** _____



Character portrait

**ADVENTURE
POINTS:**

TALENTS:

WEAPONS:

PRIME ATTRIBUTES:

AT FULL HEALTH	Physical	CURRENT STATUS	AT FULL HEALTH	Mental	CURRENT STATUS
<input type="text"/>	STR Strength*	<input type="text"/>	<input type="text"/>	LK Luck*	<input type="text"/>
<input type="text"/>	CON Constitution	<input type="text"/>	<input type="text"/>	IQ Intelligence	<input type="text"/>
<input type="text"/>	DEX Dexterity*	<input type="text"/>	<input type="text"/>	WIZ Wizardry	<input type="text"/>
<input type="text"/>	SPD Speed*	<input type="text"/>	<input type="text"/>	CHA Charisma	<input type="text"/>

PERSONAL / COMBAT ADDS:

+

**Your character receives
a BONUS of one point for
each of the following
attributes over 12:
STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ **WT. CARRIED:** _____

EQUIPMENT: _____

SPELLS/MAGIC ITEMS:



DELUXE TUNNELS & TROLLS™

It's back, and better than ever!

First created in 1975 at the dawn of role-playing games, the original Tunnels & Trolls gave players simple and easy rules to become heroes of the imagination. Players created characters to go forth fighting monsters, pursuing quests, and exploring the unknown. This new Deluxe edition offers all this, with a greatly expanded menu of options for character types and kindreds, special talents and abilities, new twists to magic and spellcasting, and more varieties of combat while maintaining the familiar and essential qualities of that early game and the best features of all previous editions.

Ken St. Andre, Liz Danforth, and James "Bear" Peters collaborated to re-examine every element of the game before rewriting this edition from top to bottom. The rules are complete with everything you need to play as hero or Game Master.

As always, Deluxe Tunnels and Trolls calls on your imagination. Create your own adventures, or explore Trollworld itself. Never before described in such detail, Trollworld is the life-long creation of Ken St Andre, parts of which were explored by the game's earliest players, including collaborators Danforth and Peters, who are sharing their own localities for the first time as well.

This amazingly illustrated book brings back old and little-seen classic artwork from the game's early days and all-new art, maps and graphics done especially for this edition by Liz Danforth and Steven S. Crompton.



danforth
Crompton



Flying Buffalo Inc.

This is truly the ultimate edition of Tunnels and Trolls!

FBI-9103

ISBN 978-0-940244-90-0



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