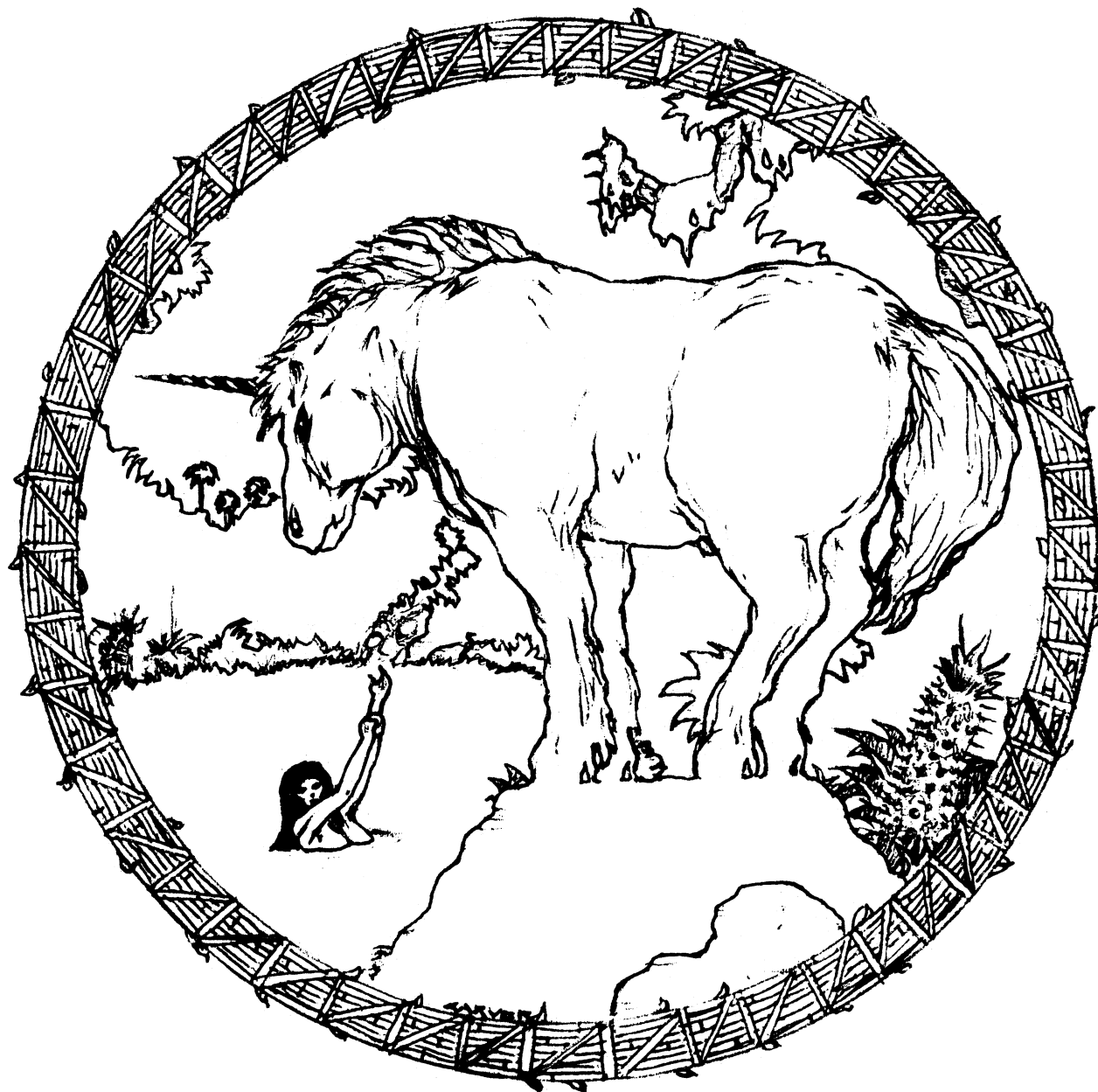


TUNNELS & TROLLS



1ST EDITION REPRINT
2013

. perpetrated on an unsuspecting world by
Ken St. Andre, Robin Carver, Mark Anthony, James Bear Peters,
et al. of the Phoenix Cosmic Circle.
2013 scans & digital clean-up by Steve Crompton

A Few words from Ken St Andre - 2013

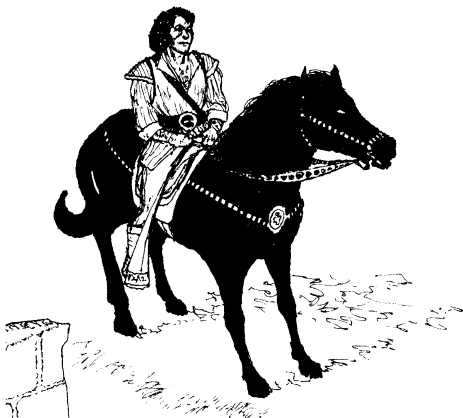
Way back in the beginning of roleplaying history I created Tunnels and Trolls to play with my friends because I didn't understand That Other Game, but I understood the concept and wanted a game that I could play. Yeah, I was there real close to the beginning of tabletop roleplaying. I actually wrote my first rules in April of 1975, and didn't get a published version until June. No, I didn't invent fantasy roleplaying, but I did simplify it, and I did come up with a style not derived from miniatures gaming--my version of the game came more from literature and comics. Even then I saw players as sword and sorcery superheroes of sorts.

When we decided to reprint the very first edition of Tunnels and Trolls for you, it was a real trip down memory lane for me. Although I wrote it, I actually didn't remember how different the primitive game was from the game we play now.

The first edition was printed at the Arizona State University printshop in a limited edition of 100 copies, only a few of which still survive. I offered up my last remaining copy of the first edition as an expensive incentive to help the Deluxe T&T kickstarter project succeed, never dreaming that anyone would actually pay the price. I'm grateful to collector William Meineke for calling my bluff. It is his patronage that brought this special reprint edition into existence, along with the first ever solo adventure written especially for the first edition (Saving Fang). When I had to give it up, I realized I didn't want to lose touch with my creation, and thus was born the idea of reprinting the actual first edition as a stretch goal for the project.

Except for the cover, all the cartoon illos on the inside were created in one afternoon in Rob's dorm room with me and Bear sitting by and chortling madly as he turned each one out. So, a couple of Rob's later illos were added, but the text of the rules is reproduced exactly as I wrote it on my 1917 left-handed Remington typewriter back in 1975. I hope you enjoy this blast from the past as much now as I did back in 1975 when I first showed the world that there is no one true way to roleplay.

Delve deep, and may you make all your saving rolls!



Ken St. Andre

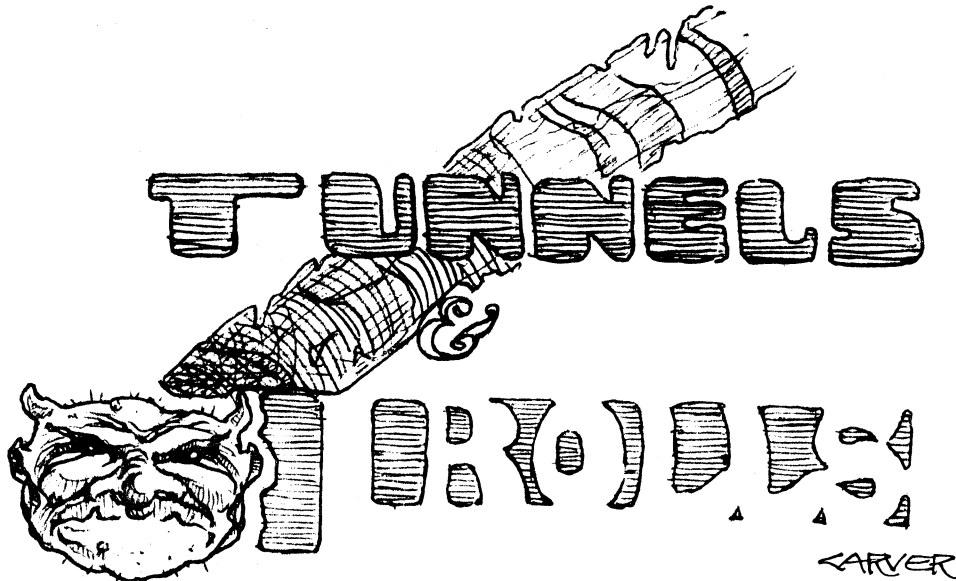
May 19, 2013

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principles and precepts by Ken St. Andre with a little help by his friends. Abominable typing by Ken St. Andre. Art throughout by Robin Carver except for the mad 'obbit by Dan Carver. Layout by necessity with help from Mark Anthony. A COSMIC CIRCLE production. Copyright June, 1975. Phoenix, Arizona. Legendary and justifiably infamous first edition.



THE BASIC GAME

It is important to explain the basic concept of the game as briefly as possible. Here it is. In an alternate world where fantasy is alive and magic works (a world somewhat but not exactly similar to Tolkien's Middle Earth) there exist numerous enchanted tunnel complexes (Call them dungeons or underworlds if you wish) that are liberally loaded with many types of treasure, and abundantly guarded by every imaginable form of monster, magic, and trap. Generally speaking, the greater treasures and most powerful monsters are found further below the surface. Brave men and women arm themselves and venture within the tunnels at risk of body and soul to seek treasure and experience. Those who survive and return from such expeditions will increase in experience and wealth to hitherto undreamed-of heights of power and glory over a long period of time. Every time your character escapes from a tunnel alive, you may consider yourself a winner. The higher the level and the more wealth your character attains, the better you are doing in comparison to all the other players.

In order to play the game, it is necessary to do the following things first: (1) Someone must create (dig) and stock a dungeon with monsters, magic, and treasure. The person who does that has godlike powers over his own dungeon, but is expected to be fair to the other players. The Dungeon Master (D.M.) may not play as a character inside his own dungeon. (2) Create and name the fantasy characters who will explore the dungeon. (3) Arm and provision these characters so that they will have some kind of chance of getting down into the dungeon and back out alive. Instructions for the above operations, and for having combat with monsters and compiling experience (points) follow.

The game is played something like Battleship. The individual players cannot see the board. Only the D.M. knows what is in the dungeon. He tells the players what they can see and observe around them. One of the players, known as the Voicer or the Group Leader, will then, in turn, tell the D.M. what actions his group takes, whether the actions be walking on, fighting, casting spells, putting treasure in sacks, or whatever.



TROLL TALK

When Frank Denton, noted raconteur, collector, musicologist, world traveler, and (fan) publisher first mentioned DUNGEONS AND DRAGONS in one of his publications, he lit a fire of curiosity within me that was not satisfied until two months later when Mark Antony guided me into the presence of a person (nameless now and forever more) who possessed the rules for the game. After several hours of examination of those rules, I reached the following two conclusions: (1) Ten Dollars was too much to pay for three little booklets of rules, and (2) the game could be simplified and changed in concept to retain the best parts of the original idea with better ideas substituted for the things I didn't like about D & D.

I went home and spent the next day thinking and writing, and soon had a variant of Dungeons and Dragons to try out on my friends. They liked it. They made suggestions. I made a couple of photocopies of my rules and handed them out (sold them at cost) to select fantasy lovers, like Mark Anthony and Jim (Bear) Peters. Greg Brown went so far as to borrow the rules and type another copy in abbreviated form.

As dungeons sprang down like molehills in Phoenix, it rapidly became apparent that some of my original ideas were rotten and needed changing. Every time an expedition went down into somebody's dungeon during the months of April and May, 1975, we learned something that would eventually cause more thought and more modification of the basic game.

So it is no longer Dungeons and Dragons--it is now Tunnels and Trolls. Our thanks go to Gary Gygax and Dave Arneson who created the original D & D, but this is basically a completely different game, bearing about the same relationship to D & D as Careers does to Monopoly or Chevrolet does to Ford.

We wish to thank the entire membership of the Phoenix Cosmic Circle for the energy, time, and support that have made Tunnels and Trolls especially popular around here. Tremendous help in creating what you see before you has come from Steve McAllister, Mark Anthony, Robin and Dan Carver, James Peters, Greg and Hildy Brown and numerous others who either made suggestions or took the time and effort to play.

Lastly I wish to make one thing perfectly clear. This is not my game in any sense of the word except that I'm taking the trouble to get it printed so anyone who wants to can have a copy of the rules. Please feel free (as a Dungeon Master, not as a player-character) to modify and improve these basic rules as your imagination dictates to be right for you. You will recognize your successes by the enthusiasm of your dungeon-delvers, and likewise the opposite.

This is one tired troll saying "Happy hunting and deep delving! May the monsters be friendly and the magic benign!"

--Ken St. Andre

DIGGING THE DUNGEON

You will need: (1) graph paper, (2) pencil and pen, (3) scratch paper, (4) lined paper for writing.

Sit down and think up what kind of dungeon you want to dig--perhaps come up with a general theme to be used for all around inspiration. Examples: One D.M. (whose nickname is Bear) has for a general theme CAVEBEARS and magical metamorphoses--his underworld is continually prowled by hungry and ferocious cavebears; the statuary and ornamentation is also often ursine in nature; and there are a number of magical jewels around that transform people into cavebears, badgers, dogs, minotaurs, and who knows what else. Another D.M. is very fond of SERPENTS and riddling rhymes. When you have your inspiration, sketch out a rough picture of your dungeon on scratch paper. You should make at least one vertical cut away view showing how many levels you have and their relationship to each other, and one horizontal cutaway view for each level.

When you know what you want to do, take a sheet of graph paper and draw a floorplan of your first level. Draw it to scale, setting each subdivision on the paper as 5 feet or 10 feet, whichever is most convenient for the size of the paper. Include in the drawing secret passages, movable doors or walls, special traps built right into walls, etc. If you have special passages leading up or down from the first level, I suggest you draw them on another sheet of graph paper. Make the dungeon as simple or complicated as you wish.

With the first level drawn, the last thing to do is to stock it. Maybe you'd like to put the treasure in first. There should be more copper than silver, more silver than gold, more gold than jewels or magical objects. Once the treasure is in place, you might like to put in various kinds of monsters to guard it. Some of the monsters should be pushovers; some should be extremely tough. (My first level has menaces ranging from mousehounds to mantichores.) Lastly you might like to add various traps, jokes, and illusions to spice up the areas without monsters and treasure. Be sure to include at least one way down to the second level (if you have a second level). Lastly, since you probably won't want to draw every gem, coin, monster, and trap in your dungeon, you will want to make a written key describing what is where and how it happens to who.

When you have finished designing the first level, begin on the second. You will want to make the monsters tougher, the treasure richer, the traps deadlier and more insidious, the jokes and gags funnier. And so forth, level by level as you go deeper.

GENERAL RULES FOR DUNGEON DESIGNERS.

- (1) Let your imagination go wild. You can do anything you want to.
- (2) Put in a lot of stuff. Nobody likes to mess around in a dull dungeon.
- (3) Use as much humor as you can, but don't be silly or juvenile.
- (4) The deeper the dungeon, the more dangerous it should be.
- (5) Every trap or spell should have some way of being avoided, nullified, or overcome. You need not tell people how to save themselves, but there should be a way. It is definitely not fair to teleport everybody who enters your solar room into the heart of the sun.

CREATING CHARACTERS

There is a general form to this, which, once mastered, will enable you to create dozens of tunnel-travelling characters very quickly. You will need: (1) 3 ordinary dice, (2) a pencil, (3) paper to write on (3 X 5 cards works very well for this).

Make a character card that looks like this:

NAME: Furd the Unquenchable TYPE: Warrior
STRENGTH _____ INTELLIGENCE _____ LUCK _____
CONSTITUTION _____ DEXTERITY _____ CHARISMA _____ GOLD _____
WEIGHT POSSIBLE _____ WEIGHT CARRIED _____ EXPERIENCE POINTS _____
WEAPONS:
ARMOR:
LANGUAGES:

On the back of the card, you will write down everything the character buys to equip himself with before going into the dungeon (i.e. boots, torches, clothes, food, shield, steel cap, sword, dagger), how much each item costs, and how much it weighs.

You may abbreviate the categories above if you wish to save space.

The first six are known as the character's PRIME ATTRIBUTES. They determine his abilities; what weapons he can use effectively, how many languages he can speak, how much punishment he can take, how good a leader or comrade he is, etc. The names of the attributes are really self explanatory with the possible exception of Constitution. Constitution is physical condition, which really doesn't have too much to do with strength. When the character is hit, hurt, or wounded, it comes off his constitution, and when constitution reaches zero, the character is dead.

To determine the prime attributes, roll 3 dice once for each category and write down the number obtained. This will give you a minimum of 3 and a maximum of 18 for each of these 6 qualities. Write these numbers (and all the rest for that matter) down in pencil, for they are variable, and will be changing as the character has adventures. Roll the dice again and multiply by ten. That is how many gold pieces the character starts with. He will need to spend most or all of that money to get outfitted for his first trip into the underworld. Henceforward the character's money supply will depend on what he is able to bring back out of the dungeons, or what he can borrow from other established characters.

Now your character card should look something like this:

NAME: Furd the Unquenchable TYPE: Warrior
ST. 13 IQ. 7 LK. 8 CON. 16 DEX. 9 CHR. 10
G.P. 120 WT. POSS. _____ WT. CARRIED _____ E.P. _____
WEAPONS:
ARMOR:
LANGUAGES:

The WT. POSS. is determined by multiplying the strength factor by one thousand yielding a total carrying weight for Furd of 1300. If Furd should get weaker for some reason, his weight-carrying ability would diminish accordingly. And vice versa. The WT. CARRIED is the total of all the weights of the equipment, clothes, etc. that the character is carrying. The standard weight unit in this world is the gold piece which weighs 1. In our terms 10 gold pieces weigh 1 pound.

E.P. is, of course zero to start with. The character's experience will increase after each successful return from a dungeon. (See the page on experience points for full explanation.)

WEAPONS and ARMOR are almost self-explanatory. (See the appropriate section under supplies for weights, cost, effectiveness, and restrictions on their use. We go into great detail on this under Elaborations, but it is not necessary for the basic game.) You really only want to write these down so you can tell at a glance how well protected your character is, and which of his weapons he wants to use in a given situation.

LANGUAGES: All men speak the COMMON TONGUE (and some monsters do--at the discretion of the D.M.), but most other types of beings speak one or another of the High Tongues (i.e. Dragon, Trollish, Undead, Beast, etc.). Your character's linguistic ability is determined by his intelligence. It takes brains to learn the High Tongues. For each IQ point above 12, you may include another language in your repertoire. With an IQ of 7, Furd can't even speak the Common Tongue too well. He lisps.

TYPE OF CHARACTER: After you have determined the prime attributes of your character and given him a name, you must decide what kind of character he is. The three types of character are warrior, magic-user, and rogue (modeled respectively after Conan, Gandalf, and Cugel the Clever). You can be whatever you want, but it is suggested that: (1) if the strength is greater than IQ or Luck, you be a warrior; (2) if the IQ is greater than strength or luck, you be a magic-user; (3) if the luck is greater than the strength or IQ, you be a rogue. Each class has certain advantages and disadvantages. Under most circumstances warriors may not cast magic spells, although they can use enchanted objects to their benefits. Magic-users cannot fight with warriors' weapons, being limited to various 1 die weapons such as daggers. Rogues can both fight and use magic, but they don't know any spells to start with and must be taught each spell they learn separately by a magic-user. Smart magic-users charge money for such services. Also rogues may only advance 7 levels, before they must change to either magic-user or warrior if they hope to keep advancing and improving their character. Note: It requires a minimum dexterity to cast magic spells, and also depletes a character's strength. That minimum dexterity is 8, and it increases by 1 point for each level of spell cast. (Thus it takes a minimum dexterity of 9 to cast any 2nd level spell, a minimum dexterity of 10 for third level spells, etc.)

Changing character type is frowned on, but is possible. Warriors may never change themselves to magic-users. Magic-users or Rogues can change into whatever they like, but when they do so, they lose all the experience points gathered in their previous existence, so you might as well have made up a completely new character.

Most of the people in Phoenix currently playing this game have from three to fifteen characters in their stable. Thus, if one or two of them get killed on any particular expedition, they are not too heartbroken, and are able to carry on with hardly a pause.

MONSTER MAKING

Have you ever made a monster?

No, but if you can get her head in a paper sack, I'll try anything once!

A dungeon without monsters would be dull stuff. What lurks and slithers in your imagination, I don't know, but in mine there are fire-breathing dragons, crocodiles, unicorns, snarks and boojums, black hobbits, giant spiders, cave lions, pythons, centaurs, toothy nonflammable dragons, werewolves, balrogs, basilisks, ghosts, jub jub birds, slithy toves, cave bears, sphinx, enchanted warriors, reptile men, flame fiends, harpies, Orcs, mushroom monsters, cockatrices, giant slugs, banshees, mummies, barrow-wights, goblins, ogres, living statues, trolls, shoggoths, wraiths, demons, leopards, octopi (giant economy size), vampires, gnoles, minotaurs, slime-mutants, drooling maniacs, two-headed giants, half-orcs, hydrae, living skeletons, bandersnatchi, jabberwocks, pithecanthropi, ghouls, mad dogs, poisonous vipers, blood bats, night gaunts, lamiae, cannibals, witches, warlocks, rabid rats (ulsios), three-headed giants, chimaerae, wyverns, hags, giant slimy worms, yeti, tigers, gorgons, zombies, bigfoots, griffins, invisible stalkers, were-creatures of all varieties, misanthropes and misogynists, mantichores, and lots more.

Steve McAllister and Jim Peters developed a formula and a chart for creating some of the more standard anthropomorphic monsters which will personalize your trolls, giants, orcs, goblins, ghouls, lycanthropes, etc. This system is included further on for those who wish to make use of it. I prefer to assign each monster an arbitrary monster rating number which determines how many dice the monster gets to roll in combat and also how many hits it takes to kill it. Very puny monsters, like rats or dogs who usually attack in packs, have ratings below 30. Very powerful monsters might have individual ratings up in the hundreds. Examples: Balrog Maximus Meany who lives on the fourth level has a rating of 250; Fafnirr the flame-breathing dragon of the fifth level has a rating of 500. Invisible monsters are twice as tough as a visible monster of the same variety would be.

On my monster rating system a good fighter would come out with a rating between 26 and 40. He should be just about a match for one troll. Below is a chart showing how many dice a monster would get to use in combat, and how to determine the monster's adds.

<u>Monster rating</u>	<u>Number of Dice</u>
0-9	0
10-15	1
16-20	2
21-25	3
26-30	4
31-40	5
41-50	6
51-60	7
61-75	8
76-99	9
100-109	10
etc.	

On the first conflict turn the monster(s) get in addition to its dice roll one-half of its monster rating as an add on. On every following

conflict turn it gets one-fourth of its (current) monster rating plus its dice roll.

Concerning monsters encountered on levels below the first, there is much difference of opinion as to how they should be fought. Some people say the monsters should just have higher ratings which will give them more dice and bigger adds. I, personally, like the idea of multiplying the monster's dice roll by its level number, which eliminates a lot of dice rolling for the harried D.M. A third system is to make up a character card for each monster, and play it as a character with its own unique abilities and powers. A fourth system might be to increase the monster's add the deeper in the dungeon it is found. A 2nd level monster would always get an add of half its monster rating plus its dice roll; a third level monster would get an add of three-fourths its rating plus dice roll and so forth. Whichever system appeals to you, pick it, try it out, and stay with it consistently.

COMBAT. Each combat is a unique and individual experience that must really be played by ear. It is impossible, when you think about it, to have all 14 people in the party fighting three 30' high giants while in a passageway only 10' wide and 10' high. In the first place the giants couldn't get into the passage. Likewise if the tunnel is only wide enough for a single-file passage, you can't have all 14 hew into that cave bear that just came around the corner. Generally a combat will break into three different kinds of fighting; Missile weapons when monsters are visible at a distance, shock--a one on one or two on one encounter when a monster reaches the leading element or rearguard of a group, and meleé when both parties of men and monsters are all mingled together and everybody fights. All three kinds of combat may occur on any kind of terrain, but it is most unlikely that meleé fighting, at least with large monsters will take place in any constricted tunnels. Missile fighting must take place at a distance. Bowmen and slingers always had to fall back on their swords and daggers for hand-to-hand combat. If the monster doesn't have missile weapons of its own, it just has to take whatever punishment you mete out until it can close with you. If it has a missile weapon, you may be required to make your saving roll to avoid being hit by its return volley. Shock conflict rarely occurs in large open chambers. Usually everyone is ready to jump into the fight. Pole weapons are most effective for shock conflict, being more of a hindrance than a help in hand-to-claw warfare.

MONSTER REACTIONS. Just like men, not all monsters need to be hostile towards your adventurers. When monsters unexpectedly meet humans, the D.M. should roll 2 dice for the monsters to determine their reaction.

- | | |
|----------------|---|
| 2 (Snake-eyes) | The monsters go berserk and attack wildly. (See Berserker rules.) |
| 3-5 | Monsters attack without hesitation. |
| 6-8 | Men have the option of fighting or running. |
| 9-11 | Monsters will parley if anyone can speak the language. |
| 12 | Monsters are afraid and will run away. |

If monsters get into a fight that is too tough for them, they will often choose to run away. D.M. should take into consideration what kind of monster it is when he tries to make it run. If it is man-like and man-sized it probably can't run much faster than a man. Use your own

judgment. Men also have the option of breaking off conflict and trying to run, but they must run away from monster and not through it. Also monster can follow if the D.M. wants it to. Injured parties would naturally travel slower than uninjured beings of the same type. People with strong constitutions or not much weight to carry would travel faster than people with weak constitutions or a lot of weight to carry.

WANDERING MONSTERS. Some dungeons have them; some don't. Mine does. They are just what they sound like, monsters, either alone or in groups, who wander around the dungeons looking for excitement (or people to bite). At the beginning of each turn, the D.M. rolls 1 die--if he gets a 6, he springs a W.M. or three on the lucky people. Everyone has their own method of generating W.M.s--I use a peanuts can with several little cards in it from which I can draw a monster at random. Others have made up W.M. charts which determines what kind of monsters they get and how many by simple die rolls. Suit yourself. The game goes faster without W.M.s but sometimes it isn't as much fun. It was Greg Brown who first suggested that W.M.s might carry treasure on them, and made up a chart to determine the fact. Roll 1 die. If you get a 1 or a 2, the monster has treasure. If it has treasure roll 1 die again. A 1 or a 2 yields copper; a 3 yields silver; a four yields gold; a 5 yields jewels; a 6 yields a magical item. It is up to the D.M. to quickly determine how many coins, jewels, or what kind of magic the creature has. W.M.s must be introduced from a direction and from a location that is initially out of sight of the party it is destined to meet. Once it sees men it rolls for its reaction. Unless the monster is totally silent or insubstantial the men must be given some kind of warning that it is coming. That will give them a chance to either run, fight, or hide. Once a W.M. has been introduced and its properties established, the D.M. can do whatever he wants with it, depending on how rough he wants to make things for people in his dungeon.

CAPTURING MONSTERS. Monsters can sometimes be tamed and added to the party of those who are exploring the tunnels. If a monster has its rating reduced to less than 10 so that it can no longer defend itself, the conqueror may tame and enslave it, or he can finish it off. You must be able to speak to it in its own language to tame it. If a monster fears for its gruesome life and surrenders itself, you can tame it. Taming a monster is worth as many experience points as killing it. Monsters thus subdued may be permanently enslaved if the right spell is cast on it. (See the Spell Book.) If the tamed monster is not enchanted, it may revolt against its master once it gets its strength back. Without magic, all you have to go on is the monster's word to be good. When an opportunity to revolt comes along, the monster may try to do so. To succeed, the D.M. must roll a number higher than its master's charisma rating. (Use 2 dice for the monster--doubles do not add and roll over except for double sixes.) Weakened monsters recover their strength (monster rating) at a rate of 5 units per game turn.



HOW TO HAVE COMBAT

When a combat situation arises for which the group has enough time to prepare a plan, the caller will decide who is fighting what. He may say we're all attacking all the monsters (melee combat) with our best weapons, or he may specify that Furd is fighting the cave lion with his slingshot while Jiriel and I, Yardoorn stand off the blue-fanged trolls. Jiriel is using her unprotected body (worth 1 die at all times), and I am using a Thompson sub-machine gun (worth 16 dice). A person in combat may not carry a torch, unless he is using it as his weapon (1 die). Nor may a combatant cast a Will-o-the-Wisp spell while fighting. So, unless the combat area is externally lighted, or someone is providing light, or there is time to put the torches down safely so that they will not go out (A hastily dropped torch will go out unless the D.M. rolls a 3 or a 4.), then the tunnels will be plunged into Stygian darkness, the effect of which is to make the monster twice as effective (Double the monster hit points total for combats in the dark.).

All combat is conducted by comparing hit point totals, yours against theirs. The hit point total is the sum of a characters dice roll plus whatever adds may be coming to him. When fighting with groups, individual sums are accumulated to form a group score. Groups of monsters may either accumulate individual sums or make one big dice roll for the total monster rating. In any case, the smaller number is subtracted from the larger, and the difference is the number of hit points that the losing party must absorb. Shields will absorb a few hit points harmlessly, and armor of various sorts will also protect your constitution at the expense of the armor.

Magic-users are not supposed to fight in ordinary combats. They have been in training for all of their short lives to cast spells, not in the use of weapons. That is why they are restricted to daggers, shields and other 1 die weapons. Magic-users do not get any of the bonus adds that go with using certain types of weapons or having great strength, luck, or dexterity, however they would incur any subtractions innerent in weapon or body. Basically, magic-users must depend on their magic to protect them in combat. warriors and rogues, though, do get bonuses in addition to their weapons dice roll. These bonuses are called adds. (P.S. As partial repayment for their inability with weapons, magic-users are always the last people to be hit in combat. If you had two warriors and a magic-user who had to share 8 hits between them, both warriors would have to take 3 hits and the magic-user 2, even if the magic-user had the toughest constitution in the lot.)

Although dead is dead, the damage a weapon does to things or beings is always dependent on two things: (1) the weapon itself, and (2) how effectively it is used. All things being equal, a two-handed broadsword will make a bigger hole than a poinard. The effectiveness in using most weapons depends on the three factors of strength, luck, and dexterity or skill. A harder blow always hurts more than a soft one does.

If you hit me in the shoulder with a pebble it stings, but I am not badly hurt; whereas, if you are lucky enough to hit me in the eye with that pebble, I am then seriously injured. Likewise, if you make a clumsy dagger swipe along my ribs, not much happens, but if you have the skill and dexterity to plant your little blade in my heart, I'm a goner. Therefore, this game takes into consideration a character's strength, luck, and general skilfulness in the following manner. REMEMBER! THIS DOES NOT PERTAIN TO MAGIC-USERS.

STRENGTH: For each number above 12 add one to total die roll; for each number below 9, subtract one.

LUCK: Same as for strength.

DEXTERITY: For each number above 12 add one to total die roll; for any missile weapon (bow, sling, spear, francisca) add two. For each number below 9, subtract one; same goes for missile weapons.

SPECIAL MISSILE WEAPONS RULE

1. To avoid being hit (as a human character) by a missile, make Saving Roll, or
2. (As a monster with a rating) Total dexterity and luck of missile shooter; Roll monster dice--if your roll is higher than the shooter's two factors, he missed you; if lower he hit you.
3. If you are struck by a missile weapon (as a monster) compare your monster roll obtained in step 2 above with the weapons roll of the shooter. If his roll exceeds yours, subtract difference and take that many hits.
4. If a human or humanoid character fails to make saving roll when under missile fire, he subtracts his luck from the weapons roll of the shooter to determine how many hits he took.

(Hilde Brown's Rule--slightly modified.)



HA-HA!
YAH MISSED ALL
MY VITAL SPOTS!!

SAVING ROLLS

From time to time, the D.M. will ask you to make a saving roll for your character, always when there is a chance that something bad will happen to you. The saving roll depends entirely upon your luck. There are situations from which only great good luck can save you.

Saving rolls are used chiefly to try and save a character from some form of mechanical (as opposed to magical) trap, for dodging missile weapons, for immunity to poisons, etc. The D.M. will tell you whenever you need to make a saving roll.

Saving rolls are made with 2 dice. Doubles add and roll over so that you need not give up all hope if your saving roll should be a number greater than 12. The following chart gives the relationship of dungeon level to saving roll number.

1st level (of dungeon)	20-luck number (20 minus luck)
2nd level	25-luck number
3rd level	30-luck number
4th level	35-luck number
etc.	

As your character progresses from first to higher levels, he will have opportunities to improve his luck, thus making it reasonably easy to make saving rolls for deeper dungeons.

No matter how good your luck becomes, your saving roll will never be less than 5. Example: With a luck of 18, your saving roll would ordinarily be 2 on the first level, but the minimum is 5. On the second level your saving roll would be 7, and so forth.

SAVING ROLLS FOR MONSTERS

There may be times when a monster needs to make a saving roll, like if you attacked it with a poisoned weapon. The principle is the same, but since most monsters don't have luck numbers, their monster rating is used instead. Also, they get one try for the number of dice they ordinarily throw to make their saving roll. Unless all of the monster dice show the same number they don't get to throw any again and add.

1st level (of dungeon)	100-monster rating
2nd level	150-monster rating
3rd level	200-monster rating
etc.	

When a monster's saving roll is zero or less, he is automatically safe. If the monster is personalized and has a luck factor, use the human scale to determine saving roll number.

Saving rolls are usually not good as a defense against magic unless the D.M. specifically allows it.

HOW TO GET EXPERIENCE POINTS

There are many ways to pile up experience points. These are the ones I have thought of.

- A. **COMBAT.** Any character who actually participates in a combat gets experience for it, whether as a fighter or a magic-user. The combat must result in the foe being either slain or subdued. Forcing the monsters to run away is not sufficient. There is a formula for calculating how much experience such conflicts are worth. $DL/CL \times M.R.$ (of an individual monster) equals E.P. where DL stands for dungeon level, CL stands for character level, M.R. stands for monster rating, and E.P. stands for experience points. When defeating human foes, total prime attributes, multiply by that character's level number and divide by 6 to get your experience for beating him. Points won in conflict are real experience points and are added to the character's E.P. total immediately.
- B. **TREASURE.** One e.p. will be awarded for each gold piece worth of value brought up to the surface from the dungeons. Treasure is only potential e.p.s and is not added to the character's score until that character is safely out. Treasure spent in the dungeons does not count as experience unless something of value, like a magic sword, is brought up for it.
- C. **DARING.** On returning to the surface alive a character automatically gets 100 times the deepest dungeon level he penetrated to in e.p.
- D. **USING MAGIC.** Whenever a magic-user or a rogue casts a spell that requires real expenditure of strength, that character gets double the actual strength expended in e.p. immediately.
- E. **FOUND MAGIC.** Magical items found or acquired in the dungeon will also be worth e.p. to the characters that acquire them if they can bring said item safely to the surface. The D.M. will determine the value of such objects individually. (Try to make them worthwhile, D.M.s or everyone will steer clear of all your magic.)
- F. **SAVING ROLLS.** Considering that saving rolls are often the only thing between a character and horrible death, they should be worth something in e.p. immediately. Multiply the saving roll by the dungeon level every time it is made successfully. If a character fails to make his saving roll but still manages to survive, multiply the number of hit points taken to constitution times the saving roll for e.p. Such lessons can be painful but profitable.



HIS NOSE WAS TWISTED
BY AN ORC!

HOW MANY
EXPERIENCE POINTS?

EXPERIENCE POINTS

The true object of this game is to accumulate as many experience points as possible and by this means advance your first level character into as much of a superperson as you can. This is a game of growth, and it is hoped that while your paper alter egos are growing in power and wisdom you will too.

<u>level</u>	<u>experience points</u>	<u>warrior</u>	<u>magic-user</u>	<u>rogue</u>
1	0	recruit	apprentice	drunk-roller
2	1000	warrior	neophyte	cut-purse
3	3000	veteran	hedge-wizard	opportunist
4	7000	expert	shaman	con-artist
5	15000	hero, 3rd class	conjuror	silver-tongued devil
6	25000	hero, 2nd class	magician	gold-tongued devil
7	40000	hero, 1st class	warlock	master rogue
8	60000	knight of battle	necromancer	May not advance higher as a
9	80000	marquis	thaumaturge	rogue, but may
10	100000	duke	sorcerer	start over as a
11	125000	count	wizard	5th level warrior
12	150000	earl	wiz. level 12	or a 3rd level
13	200000	baron	wiz. level 13	magic-user.
14	300000	prince	wiz. level 14	
15	500000	monarch	wiz. level 15	
16	750000	superhero	wiz. level 16	
17	1000000	emperor	wiz. level 17	

And if anyone ever gets more than a million experience points, let that person decide what the higher levels are up from there.

Each time a character advances to a higher level, he or she has the following options. Choose only one.

- A. Add the new level number to strength factor.
- B. Add half of new level number to intelligence factor.
- C. Add twice new level number to luck factor.
- D. Add new level number to constitution factor.
- E. Add half of new level number to charisma factor.
- F. Add half of new level number to dexterity factor.
- G. Add half of new level number to strength and half to constitution factors.

Characters may choose to exercise options B, C, E, and F during a game while inside a dungeon if they cross the threshold of a new level. Options A, D, and G can only be used when the character returns safely to surface at which time his depleted strength and constitution would normally return to what he started the game with. Anyone higher than 7th level may elect to combine some of the above options in different ways with the approval of the D.M.

SUPPLIES AND PROVISIONS

Near the entrance to every tunnel complex are great supermarkets for dungeon-delvers. In these general stores, the arrant adventurer with enough cash can buy practically anything he wants to take down with him, although such stores are usually quite short of magical items with the exception of staves for magic-users. Most of these stores' merchandise is made up of weapons, armor, and simple provisions, but practically anything within reason can be bought there, and if you wish to buy something that you don't see on this list, just ask your friendly D.M., and he will tell you whether it is available or not and how much it costs. A note to store-keepers--just about anything that would have been available before the invention of gunpowder should be allowed. Things that might have been produced by alchemy, like say chloroform, it should also be possible to obtain for the right price.

general supplies

<u>Item</u>	<u>Wt.</u>	<u>Cost in g.p.</u>
Warm dry clothing & pack	10	5
Provisions for 1 day (food, drink, matches)	20	10
Ordinary torches (last 10 turns each)	10	1 s.p. each
Rope, silk	1 per ft.	1 g.p./ft.
Rope, hemp	5 per ft.	1 s.p./ft.
lantern & oil (twice the light of a torch & lasts 50 turns)	25	20
magnetic compass	1	5
Boots, knee high	40	10
Boots, calf high	20	5
Sandals	2	2
Pitons (for climbing walls) (10)	25	10
Piton hammer	25	5



weapons and armor

This is your ordinary list of weapons without getting fancy. Under Elaborations you will find an extended list of weapons for serious devotees of medieval militarism. In Phoenix everyone uses the extended list; it includes far deadlier monster-mashers.

<u>Item</u>	<u>Wt.</u>	<u>Cost</u>	<u>Dice</u>	<u>Restrictions</u>
Sword	75	50	2	
Battle-Axe	220	75	4	Requires a strength of 15 to use it without tiring. Strength less than 15 loses 1 strength unit each turn down to strength of 5 at which point one becomes too weak to continue fight. (Expended strength will return at rate of 1 unit per game turn.)
Pike (long spear)	80	50	3	Is 8' long with barbed blade. Tends to get stuck in wound and pulled out of grip for people with strength less than 14.
Crossbow 10 bolts	112	75	3	May not be used in hand to hand fighting. Takes 1 conflict turn to recock.
Self Bow 30 arrows	25	40	2	May not be used in hand to hand combat.
Mace	140	80	3	
Dagger	10	30	1	
Shield	300	50	0	Takes 2 hits for you when being used in combat. Only takes 1 if slung on your back.
<u>MAGIC STAFFS</u>				
Deluxe	30	500		Created by 17th level wizard, is indestructible, has a name, and retains ability to cast any spell known to owner, even if original owner dies.
Ordinaire	30	100		Has no special powers.

Item	Wt.	Cost	Adds to Constitution
Plate armor	1000	500	Plus 10
Ring Mail	750	200	Plus 7
Chain Mail	500	100	Plus 5
Leather Mail	250	50	Plus 2
Steel cap	25	10	Plus 1

Appropriate helms come with armor.

Human Auxiliaries

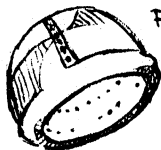
For those with money to burn there are 2 kinds of auxiliary character, slaves and hired henchmen. Slaves have no luck and no charisma ratings, and are usually of low I.Q. You may select whatever ratings you wish for the other four attributes between 3 and 18. The slave will cost you 1 g.p. for each factor in its total rating. Thus, a slave with strength of 10, I.Q. of 3, Constitution of 10, and Dexterity of 7 would cost you 30 g.p. Your slaves may be female if you so desire, but they will cost you an extra 10 g.p. to pay for their beauty.

A dungeon delver may hire characters to go down into the dungeon with him. Such auxiliaries have all 6 of the prime attributes, and they are rolled for just like creating a new character. However, they do not have any money or equipment, which you as employer must provide. They will work for 10 g.p. down payment, and a share of the treasure after you have recouped your losses in outfitting them.

Warriors want 1/4 of your profit for their services paid to them or their heirs. If you get back to the surface and they don't, the warriors guild will be sure to collect the money from you.

Magic-users want 1/5 of any loot found, and are likely to curse employers who hold out on them.

Rogues will settle for 1/6 of any loot found. If you cheat a rogue, scores of unscrupulous fellows are likely to jump you in a dark alley some place.



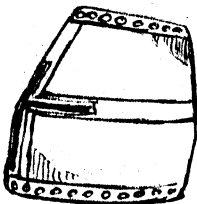
FOR THE LADIES



STEEL BEANIE

HELMET FORMERLY BELONGING TO

"RASHA THE TIMID"

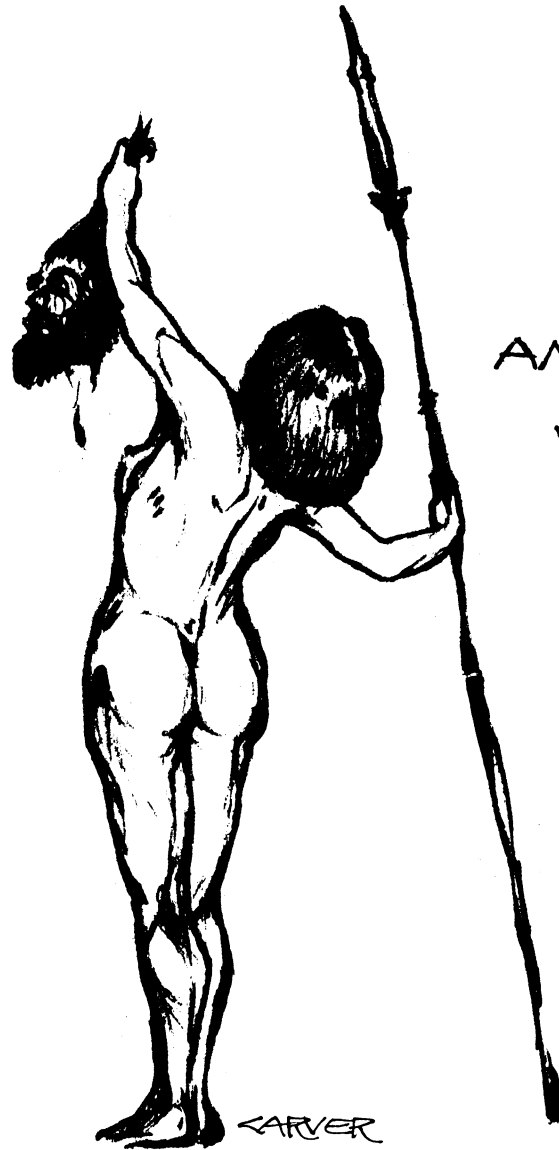


CATCHER'S MASK



R.A.F. FLIGHT HELMET

ELABORATIONS



AMAZONS!

VERY
TOUGH
BROADS.

THE PETERS-MCALLISTER CHART FOR CREATING MANLIKE CHARACTERS AND MONSTERS

At some time in your tunnel testing adventures you may find it to your advantage to create a character of some other mythic type other than man. Elves, dwarves, hobbits, etc. can add a certain spice not found in the basic game. To aid the Tunnel Treker following is a list of recommended methods for formulating said bizarre folk.

(x) represents the multiplication symbol. At all times the number of dice rolled is three just as in basic character creation.

MEN	Normal. 1 x all prime attributes.
DWARVES	Strength and Constitution x 2. All others x 1.
ELVES	Strength x 1; IQ x 3/2; Luck x 3/2; Constitution x 1; Dexterity x 3/2; Charisma x 2.
LEPRECAUNS	Strength and Constitution x 1/2. All others x 1.
FAIRIES	Strength x 1/4; IQ x 1; Luck x 2; Constitution x 1/4; Dexterity x 3/2; Charisma x 2. (Fairies with a strength greater than 2 are too solid and heavy to fly.)
HOBBITS	Strength x 1/2; IQ and Luck x 1; Constitution x 2; Dexterity x 3/2; Charisma x 1.

Benevolent were-types have their innate monster rating (M) (which is usually given) for strength and constitution; however, their dexterity drops to 3, and their IQ and Luck remain unchanged. Charisma is dependent upon the were form. (If the party is particularly fond of wolves, o.k., but crocodiles are at best a 7.)

Another note: After a beginning tunnel master sees his first group of Orcs cut to ribbons by a group of two Hobbits, he may want to impart a more characteristic strength to his sentient monsters. Below is one possible way to do so.

10 is the average attribute number for a first level man; therefore, the average man would be rated as M.

GIANTS	Giants are assumed to be a minimum of 5 x a man in strength and constitution, but just about the same else wise. His weapons are 5 x as effective; thus they rate 5 x the dice (and commiserate adds). A weapon worth 4 dice & 3 adds in the hand of a man would then be worth 20 dice and 15 adds if wielded by a giant.
TROLLS	Your average troll is rated at 3 x M or 30. This is not his monster rating number, but his strength & constitution rating.
OGRES	2 x M.
HALF-ORCS	1.5 x M. (See Lord of the Rings where Saruman's Half-Orcs were bigger and meaner than Sauron's full Orcs.)
ORCS	Same rating as men in everything but charisma which is only 1/2 M.
GOBLINS	3/4 x M. Round up to 8.
GREMLINS	1/2 x M.

You can create dexterous or lucky monsters at whim, and when a monster accumulates enough e.p., it can be advanced in level by adding the human increase for level jump times its M rating. Ex: A second level giant would go from an M rating of 50 to 60. Figure it out yourself for the others.



THE LOGIC OF MAGIC

This bozo on the left may be a magic-user, as he obviously doesn't know how to string a bow. Even if he gets it strung, he can't shoot it, since he has spent his whole life upto this point in Slumgull's School for Sorcerers, and wouldn't know the business end of an arrow if it bit him.

On the other hand, your everyday warrior can't spell cat. It takes a rogue to combine magic with muscles, and a rogue must be taught by a qualified magicker.

Magic-users would be well-advised to get themselves a staff before adventuring down into the tunnels. They come in 3 varieties: the Deluxe model which is fabricated by 17th level wizards, is alive, has a name, is indestructible and retains knowledge of every spell ever cast through it; the Ordinaire staff which has none of the properties listed above, but at least helps the young wizard conserve his strength a little; and the makeshift staff,

which can be enchanted into being by the veriest novice in the thaumaturgical arts out of any convenient piece of wood. Makeshift staffs have the disadvantage of burning out when twice the user's IQ worth of spells have passed through it. Deluxe staffs cost 500 g.p., and the Ordinaire costs 100 g.p. They have the property of reducing the cost for casting a spell by the same number as the level of their user.

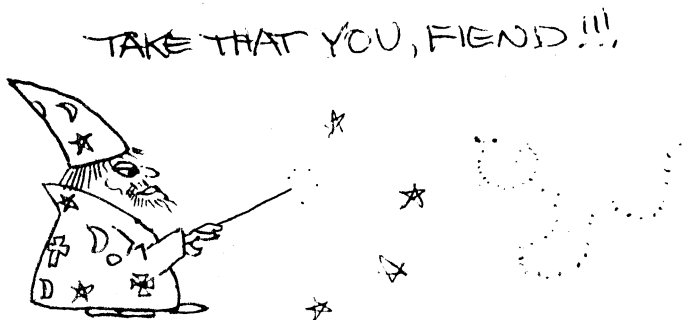
Once you go on past the first level as a magic-user, you may still wish to cast lower level spells. Since you have increased your proficiency, it doesn't cost you as much in strength to cast a lower level spell. Reduce the cost of the spell by 1 for each level that it is lower than your current level. Some of the spells (marked with an exclamation point !) may be employed as a higher level spell. For each level of power you wish to raise the potency of such a cantrip, add the original cost, but double the effectiveness of the sorcery, Play with the idea for a minute and you'll see what I mean,

There are recognized laws of magic that we have mostly ignored in dreaming up these spells--the Law of Contagion, the Law of Similarity, the principles of necromancy and control of spirits, preferring instead to base most of these spells on inherent abilities of the magic-user a la Andre Norton. Once a magic-user passes fifth level, he will be experienced and wise enough to make up new spells on lower levels. It is only fair that the effort of doing so should cost him something, so he may take his choice of paying 1000 g.p. per level or 9/10 his strength.

Level One Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Detect Magic	Inherent power of magic-users detects good/bad magical vibes.	0
Lock Tight :	locks & holds any <u>door</u> shut for 3 turns unless higher level magic is used to open it.	2
Will-o-wisp	provides light & drains strength	1
Knock-knock	opens locked doors (usually)	2
Oh-there-it-is	detects invisible or concealed doors or things.	4
Hidey Hole :	makes user and party invisible (usually undetectable) for 3 turns	10
Take That, You Fiend I	Uses I.Q. as a weapon against foes	6
Vorpal Blade :	Doubles basic attack die roll for swords and daggers for 1 conflict turn	5
Oh-go-away	Combines totals of I.Q., Luck, and Charisma ratings of user to drive away monsters/foes with a lower Monster Rating. Must be decided on before M. R. is announced. If it fails, the monster chases the magic-user to the exclusion of his/her comrades.	5
Teacher	Used to teach rogues (only) 1 spell of teacher's choice.	3

These spells are the basic heritage of all first-level magic users and represent years of study. All higher level spells will cost the character ever increasing amounts of money as the character ascends the ranks of wizardry. They will also require a higher I.Q. and greater strength to cast them.



Level Two Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Omnipotent Eye	determines nature of spell and/or level of spell on person/objects (at discretion of Dungeon Master)	5
Yassa-Massa :	to be used only on previously subdued monsters/foes. Total strength, I.Q. & Charisma. Will permanently enslave monsters with ratings lower than above total.	4
Cateyes ?	allows one to see in dark for 3 turns	6
Glue-you :	impedes progress of foes--reduces foe speed by half for 1 turn.	8
Little Feet . . . :	rapid travel--doubles speed for 1 turn	7
Mirage	projects hallucinations--their reality is destroyed by physical contact	8
Curse You! :	subtracts level number of curser from any prime requisite of another character	2 for 1
Poor Baby :	magical healing of wounds or injuries. cannot raise level above original.	2 for 1
Oh Dread	premonition spell for predicting the arrival of wandering monsters (predicts next group of monsters to meet you and when it will happen, but not where.)	3
Double Double :	can double any prime requisite of any character for up to 5 turns. when spell wears off, that prime requisite is halved for same number of turns.	9
Whammy	triples dice roll for any weapon for 1 conflict turn.	10

§ If the curse fails to take effect for any reason, it rebounds on the person of the curser in addition to costing him strength points for casting. This rebounded curse will subtract double the strength used in casting it from the unsuccessful magic-user's Charisma rating.

Second level spells cost the magic-user 500 g.p. to acquire and require an I.Q. of 12 or higher to cast them.

Level Three Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Curses Foiled :	Removes evil spells and curses of lower orders	7
Slush--yuch :	Converts rock to mud or quicksand for 2 turns	9
Rock-a-bye	puts monsters/foes to sleep for 1-6 turns if user's Strength, I.Q., and Charisma excell the monster rating.	11
Dis-Spell :	negates magic of same or lower orders	11
Blasting Power :	throws either fire or ice at foes with same number of dice as user's level no. to be used as weapon.	8
Fly Me :	allows user to fly at normal speed for 1 turn.	7
Healing Feeling	cures any kind of disease	14

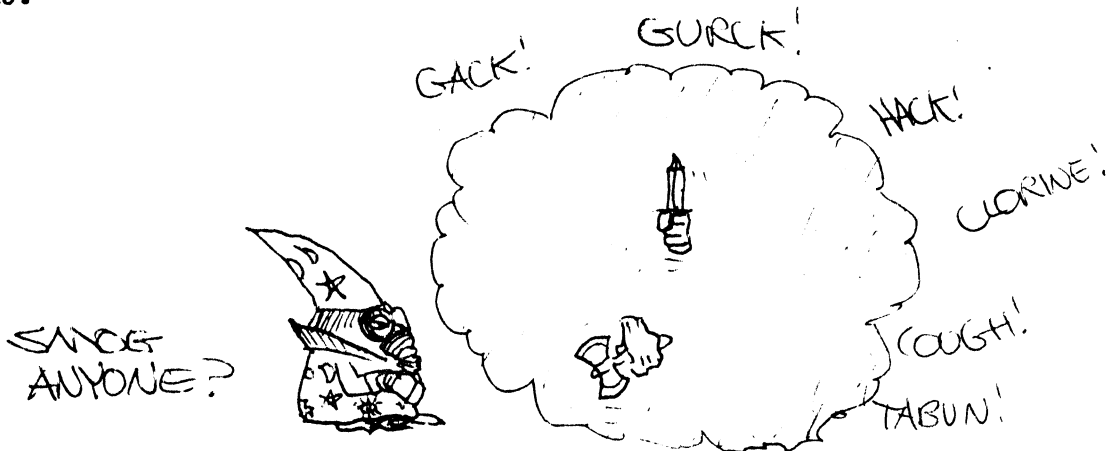
Third level spells cost the magic-user 1000 g.p. to learn, and require an I.Q. of 14.



Fourth Level Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Too-bad Toxin	Cures any wound or damage done by poison.	7
Wink-wing : (teleport #1)	allows you to transport (only) yourself up to 50' in direction of choice without crossing intervening space.	14
Smog	enables you to project a cloud of poison gas at your foes. if they breathe they lose at least half power, and may die at Dungeon Master's option.	11
Dum-Dum	Reduces foe's I.Q. to 3 or double your spell back.	8
Bigger is Better	will increase size and value of any creature or object. roll 2 dice and multiply current attributes by that number--doubles add and roll again.	11
Smaller is Smarter	will decrease size and value of any creature or object. roll 2 dice and divide current attributes by that number. Doubles do not add and roll again.	11
Protective Pentagram :	allows one to put up a protective barrier 3' in diameter (protects 2 people) for 2 turns that no evil spell or weapon may penetrate.	12
Upsidaisy :	allows you to levitate and move objects/beings up to your own weight for 1 turn.	9

Fourth level spells cost the magic-user 1500 g.p. to learn, and require an IQ of 16.



Fifth Level Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Mind Fox	causes such confusion that the enspelled being cannot attack or defend self. can be used on any number of creatures.	39
Zingum : (teleport #2)	allows one to transport double one's weight 50' in any direction.	36
Dear God? :	allows one to ask 3 yes or no questions of Dungeon Master which he must answer truthfully.	15
E.S.P.	detects the true thoughts of men or monsters.	20

Fifth level spells cost the magic-user 2000 g.p. to learn, and require an IQ of 18.



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TEMPORATION #2

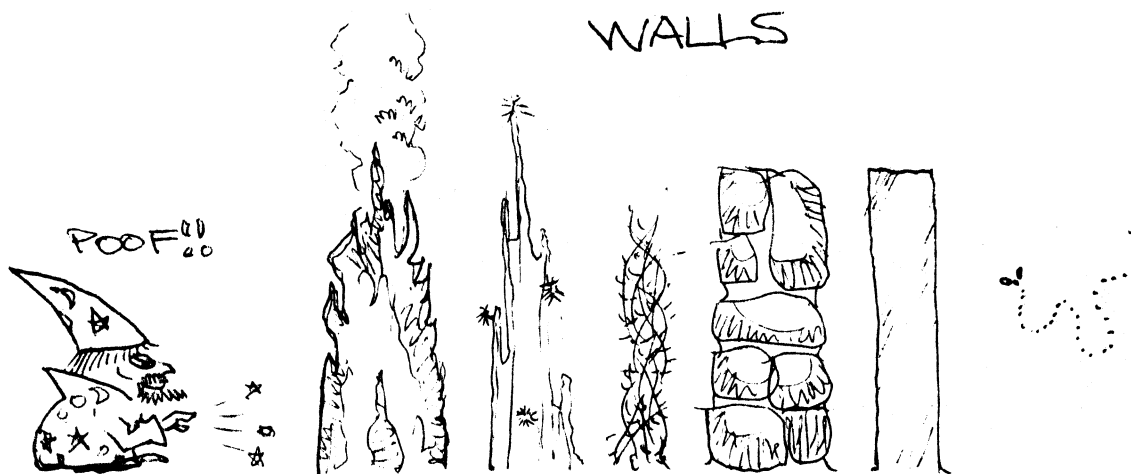
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Level Six Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Wall of Fire :	Puts a wall of flames between you and foe with a defensive rating of I.Q. times level of user.	26
Wall of Ice :	Puts a wall of ice between you and foe with same defensive power as a wall of flame.	26
Wall of Thorns' : (Sleeping Beauty)	Puts a wall of thorns between you and foe with a defensive power of Strength plus I.Q.	14
Wall of Stone	Puts a wall of stone between you and foe--impassable unless one has the power to penetrate stone.	20
Wall of Iron	Puts a wall of iron between you and foe--impassable unless one has power to melt, change, or destroy iron.	23
Mystic Visions	clairvoyance spell--allows one to know what is happening anywhere else in dungeon by getting a mental picture of it.	15

Sixth level spells cost the magic-user 2500 g.p. to learn and require an IQ of 20.



Level Seven Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Invisible Wall :	Allows you to control a force field from floor to ceiling that nothing except higher level magic can penetrate for a distance up to 50'.	27
Zappathingum	Enchants any weapon permanently to triple its ordinary effectiveness.	24
Summoning :	Calls up a demon with a monster rating equal to the magic-user's combined strength, IQ, luck, and charisma levels. Demon remains servile for whole game, or until magic-user's charisma factor is lowered.	25

Seventh level spells cost the magic-user 3000 g.p. to learn, and require an IQ of 22.

Level Eight Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Zapparmor	Enchants armor to triple its current protection value. Armor also mends itself between fights so it is always at full strength unless completely destroyed in one fight.	30
Green Tongue	Enables one to speak to and command all plants.	24
Zombie Zonk	Makes zombies under your control of any corpse. Zombies have double their previous strength or monster rating, but no IQ, luck, or charisma. Lasts 5 game turns. Zombies cannot be slain unless their master is slain.	36
Mutatum Mutandis	Enables you to change yourself into any other form of being/creature with a monster rating no higher than your combined prime attributes. Gives you all the powers and abilities of that creature.	24

Eighth level spells cost the magic-user 3500 g.p. to learn, and require an IQ of 24.

Level Nine Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Mutatum Mutandorum	Enables you to change others into any form with a monster rating no higher than combined prime attributes, and as much lower as you wish.	26
Pygmalion	Changes stone beings, statues, etc. to living flesh at half its strength as a stone being.	28
Medusa	Changes flesh to stone, either living or unliving at will of magic-user.	30
Death Spell # 9	Will kill anything not making its saving roll, unless it has higher level magical protection.	60

Ninth level spells cost the magic-user 4000 g.p. to learn, and require an IQ of 26.

Level Ten Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Hellbomb Bursts :	Disintegrates up to 100 cu. ft. of anything. Releases a lot of heat when doing so.	36
Blow me to . . .	Teleports you and a weight up to 2000 to any specific place you wish to go.	28

Tenth level spells cost the magic-user 4500 g.p. to learn, and require an IQ of 28.

Level Eleven Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Ghostly Going	Astral projection a la Dr. Strange. Leave body comatose behind you and roam in immaterial form still able to cast spells.	45
Magic Fangs	Will change any piece of wood, or any belt into a poisonous serpent with monster rating equal to strength & dexterity & charisma of wizard.	30

Eleventh level spells cost the magic-user 5000 g.p. to learn, and require an IQ of 30.

Level Twelve Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Nefarious Necromancy	Temporarily restores the dead to life. A person brought back to life in this way lives for as many turns as the restorer's luck rating.	60
Seekye	May be used to force any man to go on a quest for the wizard's benefit.	30

Twelfth level spells cost the magic-user 5500 g.p. to learn, and require an IQ of 32.

Level Thirteen Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Greasy Geas	Compels men or monsters to either perform a given task or to refrain from certain actions.	36
Invisible Fiend	Creates an invisible but very treacherous servant with incredible powers.	38

Thirteenth level spells cost the magic-user 6000 g.p. to learn, and require an IQ of 34.

Level Fourteen Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Hidey Soul	Allows wizard to hide his life force in any object, and send his spirit out to take over any living being. Though his vehicle is slain or destroyed, the wizard can only be harmed if the foe finds the receptacle for his life force.	42

The fourteenth level spell costs the magic-user 6500 g.p. to learn, and requires an IQ of 36.

Level Fifteen Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Air, Earth, Fire, and Water	Allows you to conjure up an indestructible elemental to use as a servant for 5 turns. They get 16 dice in combat, and may rebel and attack you if they can roll on 16 dice a number higher than your combined prime attributes total. Elementals can only be neutralized by sending the opposite type against it--fire-water, earth-air.	42

The fifteenth level spell costs the magic-user 7000 g.p. to learn, and requires an IQ of 38.

Level Sixteen Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Anti-magic Spell	Can be used selectively to negate and cancel any other magic within the wizard's area of view. Lasts 3 turns once set into motion.	45

The sixteenth level spell costs the magic-user 7500 g.p. to learn, and requires an IQ of 40.

Level Seventeen Spells

<u>Name</u>	<u>Description</u>	<u>Cost/Strength</u>
Born Again	Allows the magic-user to reincarnate himself or another person in a new form and another place with all his prime attributes intact.	208

The seventeenth level spell costs the magic-user 8000 g.p. to learn, and requires an IQ of 42.

New Spells

Tenth level or higher wizards may formulate new spells on the same or lower levels with the approval of the D.M. and for an appropriate cost in strength. To find out how much strength a new spell uses up roll 3 dice and multiply by desired level number over 2. No spell lower than 4th level is allowed.

ADVANCED WEAPONS CHART

Originally, we meant to give you a glossary along with this chart, but we have decided to let you do that work for yourself in order to save space. If you see an unfamiliar name just look it up.

The following key is used to describe restrictions on weapons: DN means dexterity needed to wield the weapon without having to make a saving roll to keep from injuring yourself or your comrades. D- means how many points are subtracted from your dexterity when wearing or carrying that weapon while fighting with another weapon. SN means the strength needed to wield that weapon continuously in combat without tiring. You may use a weapon that is too heavy for you, but in that case you get tired. Anyone using too heavy a weapon tires at a rate of 1 strength factor per conflict turn. This lost strength can be recovered at a rate of 1 point per game turn. When strength is reduced to a level of 5 or lower in combat, you become too weak to fight and you fall over in exhaustion.

SWORDS

Name	D & A	Wt.	Cost	DN	D-	SN
Claymore	3	150	80		2	15
Flamberge (greatsword)	3 3	100	90		2	15
Yataghan	3 2	170	120		2	15
Bastard Sword (hand & a half) ²	3	87	70		2	15 using both hands
		"	"		"	12 using one hand
Broadsword	2 3	75	50		1	10
Talibong	2 3	49	86		1	9
Falchion	2 2	62	45		1	10
Shamsheer	2 2	71	100		1	8
Tulwar	2 1	52	56		1	7
Cinquedea	2 -2	40	30			7
Cutlass	2	48	48		1	8
Damascus Sword	2	50	69		1	8
Epee	2 -3	25	30		1	7
Gladius	2	36	25			7
Kris [‡]	2	50	90		1	8
Rapier	2 -4	20	25		1	6
Saber	2	50	45		1	8
Scimitar	2	45	60		1	7
Shotel	2	43	71		1	6
Terbutje	1 5	44	48		2	6

[‡]The kris is forged from special meteoric iron and has the virtue (or defect) of automatically dispelling any 1st, 2nd, or 3rd level magic used on its bearer. Higher level magic has weakened effect on a kris carrier.

POLE WEAPONS

Name	D & A	Wt.	Cost	DN	SN	Length	D-
Billhook	3	190	120	8	14	10'	3
Catchpole	4	200	150	10	15	8'	3
(Can be used to disarm foe instead of inflicting hits)							
Halbard	5	250	200	12	16	8'	3
Harpin	3 2	194	123	8	14	7'	3
Partizan	4	200	140	9	15	7'	3
Poleaxe	6	300	225	13	16	10'	4
Ranseur	4	195	145	10	15	8'	3
Scythe	3	150	75	7	11	5'	2
Voulge	4 3	200	160	8	15	8'	3
Guisarme	3 4	198	135	9	14	9'	3

Pole weapons, except the scythe, are only worth half of their roll and adds in close quarters like your average 10' wide and high tunnel. They may not be used at all in small constricted spaces, and are very difficult to carry in such places. They are most effective when the fighters have lots of room.

HAFTEd WEAPONS

Name	D & A	Wt.	Cost	DN	D-	SN
Bec-de-corbin	5	150	90		2	18
Great Axe	4 3	220	75		2	21
War Hammer	4 1	110	60		2	16
Heavy Mace	4 2	140	100		2	17
Morningstar	4	90	80	12	2	15
Bullova	3 5	130	120		2	17
Heavy Flail	3 4	200	81	15	2	20
Light Flail	3 1	180	77	13	2	19
Broad Axe	3	150	80		2	17
Taper Axe	2	70	40		1	8
Mitre	2	70	38		1	8
Francisca	2 2	60	50	12	1	9
Pickaxe	2	100	10	10	2	15
(May be used to cut through stone at 2'/turn.)						
Piton Hammer	1	50	3		1	5
Crowbar	1	80	8		1	10



THE JUSTIFIABLY
INFAMOUS
KEN STANORE

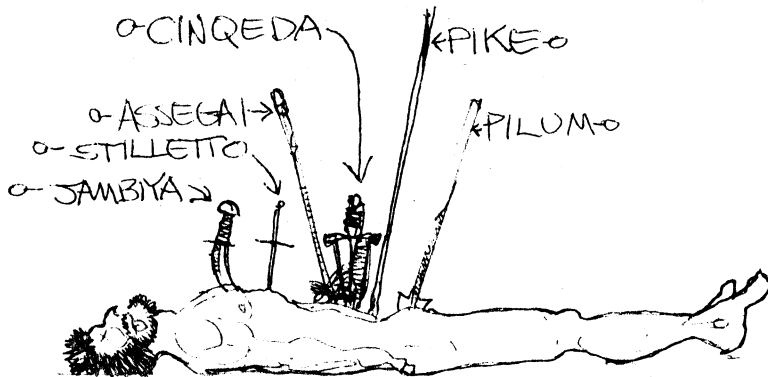
DAGGERS

Name	D & A	Wt.	Cost	DN	D-	SN
Bich'hwa	1 3	40	20	4		
Bedkin	1 -2	10	2	3		
Misericorde	1	14	4	4		
Dirk	1 2	16	8	4		
Jambiya	1 4	12	24	8		
Katar	1 1	10	18	8		
Poniard	1	10	5	3		
Sex	1 5	20	30	10		7
Main gauche	1	30	25	12		10
(Is most effective with a sword in the other hand. Then it takes 1 hit for you, and also gets 1 die for a weapons roll.)						
Stiletto	1 -2	15	2	3		
Swordbreaker	1 -1	10	25	12		10
(May be used to catch and break a smallsword of any enemy in a duel. Is used just like a main gauche, but has a serrated blade that can catch and break your foe's weapon.)						

SPEARS

Name	D & A	Wt.	Cost	DN	D-	SN	
Pike	5	80	50	12	3	15	12' long
Spontoon	2 3	40	25	9	2	9	6' long
Phalanx Spear	3	60	40	11	3	10	
Pilum	4	100	45	8	2	12	
Oxtongue (Hasta)	3	70	33		2	10	
Assegai	2	50	20	12	1	7	
Spear	2	50	15	11	2	8	
Javelin	1	30	5	7	1	5	

The assegai, spear, and javelin were all meant to be thrown. If you choose to hold on and not throw them, there is no DN to use them. The pilum may be either thrown or used as a hand weapon.



BOWS

Name	D & A	Wt.	Cost	DN	D-	SN
Arbalest	7	170	100		3	15 to recock
quarrels		5	5 s.p.			
Cranequin	4	112	75		3	13 to recock
quarrels		3	3 s.p.			
Light Crossbow	2 3	85	50		2	11 to recock
quarrels		1	1 s.p.			
Dokyu (5 shot repeater)	2	90	100		2	11 to recock
quarrels		1	1 s.p.			
Prodd	2 -3	75	40		2	9 to recock
100 stones		1 each	1 s.p. for bag of 100			
Composite Bow	2 5	50	60	12	2	14 to draw
with 24 arrows						
Longbow	2 3	50	50	12	2	12 to draw
with 24 arrows						
Self (small) Bow	1 5	25	10	10	2	9 to draw
with 24 arrows						

OTHER MISSILE WEAPONS

Name	D & A	Wt.	Cost	DN	D-
Staff Sling & 100 stones	2	100	5	11	1
Common sling & 100 stones	1	10	1	8	
Chakram (10)	2	20	40	14	1

Javelins--see spears--die roll is doubled with use of atl-atl.

Francisca--see hafted weapons.

Assegai, pilum, and spear may be thrown when dexterity is sufficiently high.

Use of a spear thrower doubles the power of the throw.

SHIELDS AND DEFENSIVE WEAPONS

Name	D & A	Wt.	Cost	Hits Taken	DN
Tower Shield		550	55	4	
Figure 8 Shield		525	52	3	
Knight's Shield		450	45	3	
Viking Spike Shield	1	425	60	2	
Scutum Shield		400	70	3	
Target Shield		500	25	2	
Buckler		50	5	1	
Madu	2	90	15	1	15
Large Calthrops (10)	M-2	200	30		
Small Calthrops	M-1	250	35		

When calthrops are scattered in a monster's path, the monster must make his saving roll to keep from stepping on them. If a barefoot monster steps on a calthrop, the hurt causes it to lose 2 dice from its total number of dice on its conflict turn if it is a large calthrop, or 1 die if the small ones are used.

WEIRD WEAPONS

Name	D & A	Wt.	Cost	DN	D-	SN
Ankus	1	50	10	11	1	
a skilled user can control elephants with it . . .						
Bagh Nakh (tiger claws)	1	50	30			
Bola		50	20			5
Roll an odd number to entangle 1 approaching foe for 1 full turn. With a dexterity of 16 or higher entanglement is automatic.						
Quarterstaff	2	100	5	15	1	10
Spearthrower		50	5	10	1	
Atl-atl		10	5	10	1	
Blowgun	$\frac{1}{2}$	5	1	10		
darts		1	1 c.p.			
War Fan	1	30	10			

POISONS

Name	Wt.	Cost	Effectiveness
Curare (1 oz.) (3 app.)	1	5	Doubles effectiveness of any edged weapon before human adds are computed. Some monsters may be immune.
Dragon Venom (1 pt.) (20 app.)	10	500	Quadruples effectiveness of any edged weapon before adds.
Hellfire Juice (1 pt.) (20 app.)	10	100	Adds half again to weapon's effectiveness. It has no effect, however, on wood or stone.
contact poison may be applied to blunt weapons.			

No poison will retain effectiveness for more than 3 conflict turns in use without needing to be reapplied. Thus, if a poisoned dagger was used continuously for four conflict turns, you would only get weapon hits and no poison hits on the fourth go-round.

ARMOR

The value of wearing armor is that it artificially strengthens the constitution, making it harder for monsters or foes to kill you. Add the number of hits each kind or piece of armor is good for to your constitution rating, thusly, 9 plus 7, and when you have to take hits, you may choose to take them either against one part of the rating or the other, depending on whether you want to destroy your body or your armor respectively.

Name	Wt.	Cost	Hits
Horse armor	300	250	10 per horse
Plate armor (complete)	1000	500	10
Basinet	150	80	2
Breastplate	250	250	2
Casque	120	70	1½
Chausse	200	50	1 per leg
Cuirass	500	350	3
Cuisse	200	50	1 per leg
Solleret	100	25	½ per leg
Ring mail (complete)	750	200	7
Heaume	200	20	2
Steel cap	25	10	1
Chain mail (complete)	500	100	5
Gambeson	50	10	1
Gauntlet	50	10	½ per hand
Hauberk	150	30	2
Scale armor (complete)	400	80	4
Leather armor (complete)	250	50	2
Greaves	100	25	½ per leg
Arming Doublet	75	15	1

WEAPON COMPOSITION

Throughout the listing of weapons above it has been assumed that those weapons are made from the finest steel available to a medieval world. However, weapons may be reduced in price and hardness though its die rolling effectiveness, by using more primitive materials in its construction.

Swords	Steel, iron, bronze
Spears	Steel, iron, bronze, copper stone
Daggers	Steel, iron, bronze, copper, stone
Axes	Steel, iron, bronze, copper, stone
Maces	Steel, iron, bronze
Hammers	Steel, iron
Polearms	Steel, iron
Arrows	Steel, iron, bronze, copper, stone
Shields	Iron, bronze, copper, leather on wood, wood
Armor	Steel, iron, bronze

Price and weight differences for weapons not made out of steel.

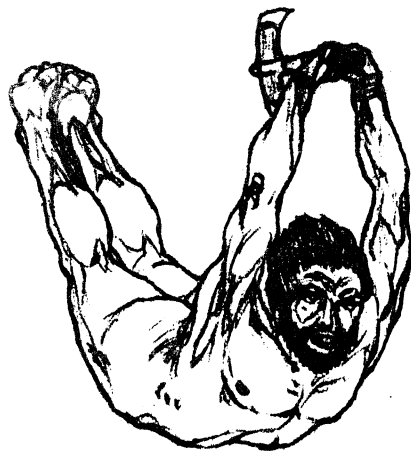
Iron	3/4 price in g.p.	1/4 heavier
Bronze	same price in s.p.	1/2 lighter
Copper	1/2 price in s.p.	3/4 lighter
Stone	same price in c.p.	same weight

Weapon Breakage Chart

Weapons may break in combat; a broken weapon is worth half its former number of dice.

Steel	Will not break except in unusual situations set up by D.M. for express purpose of destroying steel weapons.
Iron	Will break when used against steel or stone if the D.M. rolls a 2 or a 12 on 2 dice.
Bronze	Will break when used against any harder material if the D.M. rolls a 2,3,4,11, or 12.
Copper	Will break if used against any harder material when the D.M. rolls a 2,3,4,5,6, or 7.
Stone	Will break when used against anything except flesh if D.M. rolls a 4,5,6,7,8,9,10.

In the event that precious metals are used in the construction of weapons silver will have the same hardness as bronze and gold will have the same hardness as copper.



BERSERKER FIGHTING (MEN)

1. Sometimes in battle fighters go berserk. Berserk fighters are called Berserkers.
2. Berserk fighters get no adds and no subtracts. They do however get to roll extra dice.
3. Usually, players will be able to choose whether or not to go berserk. Players with an IQ of 8 or less will always go berserk when the battle-madness strikes (i.e. they get the opportunity). Players with an IQ of 16 or higher will never go berserk (unless ensorcelled).
4. Players using missile weapons will not go berserk while discharging a missile. (Whoever heard of the Berserk Bowman?) Berserkers must use a hand-held weapon of some sort (or their bare berserker hands). Berserkers who have a shield to chew on get a special add of 5 to whatever their berserk roll may be; however, the shield must be in the Berserker's possession when the madness strikes and may not be borrowed for special occasions.
5. Berserk players expend 2 strength units per conflict turn while berserk.
6. Players still berserk after monsters/enemies are slain turn on the members of their own party.
7. Berserkers may be calmed down by the following methods: (1) They become too weak to fight and their madness passes off when they have reduced their own strength to 5 or lower. (2) A player with a charisma of 15 or higher may calm down a Berserker at the end of any conflict turn. (3) The Leader of the party may make the Berserker's saving roll (1 try only) which assumes that he either recognized his friends or was knocked out from behind. (4) A Magic-User can knock out a Berserker with an appropriate spell (i.e. a sleep spell or something similar).
8. Even though battle continues, an exhausted Berserker (who has reduced his own strength to 5 or lower) may not continue to fight. He does however continue to take hits if the other guys are winning.

HOW TO GO BERSERK

9. Berserk battle madness comes on men only rarely and under special conditions.
10. Players using 1 die weapons may go berserk only if they roll a 6. Losing their adds or subtracts, they may continue to fight and add to their total as long as they roll sixes.
11. Players using 2 dice weapons may go berserk only when they roll doubles. Losing all adds or subtracts, they continue to roll over and add to their attack total until they roll a non-double.
12. Players using 3 (or more) die weapons may go berserk when any 2 or more of their dice come up the same number. (example: A battle-axe with 4 dice rolls a 6,3,1,1. He can go berserk if he wishes, but may only roll 2 dice (for the double) on his second try. Supposing he throws a double with these 2 dice (6,6) he would add this 12 to the original 11 and roll again. Had he thrown 4 threes and gone berserk, he would then have rolled 4 dice again. If he then rolled a 6,6,2,2, he would get to roll the four dice again, but in sets of 2 (i.e. the two sixes, and then the two twos). Any chance relationship

between the 4 dice then existing, except for a natural double with one of his 2 sets of 2 dice would be ignored and his conflict turn would come to an end and be totaled up.)

13. SUBSEQUENT CONFLICT TURNS FOR BERSERKERS. If a berserk player does not naturally meet the conditions for going berserk on a 2nd or later conflict turn (from the beginning of his madness, the dice roll will be adjusted to meet the conditions--

A. A 1 die fighter will automatically start with a 6 for his first roll of that conflict turn.

B. A 2 (or more) dice fighter who does not roll any double will have their second lowest die roll reduced to their lowest die roll in order to form a double and thus allow berserk fighting as described above. (Ex. A Berserk Morningstar user rolls a 5,4,3,2. The 3 would be changed to a 2 for an initial total of 13 and the Berserker would roll another 2 dice.)etc.

14. Players who meet conditions may go berserk on any given conflict turn of a battle, be it the first or the 9th, etc. Even a magic-user fighting with 1 die may go bananas on you.

15. After a Berserker comes out of his fighting rage, he recovers his squandered strength at a rate of 1 unit per turn, just as a magic-user does after casting a spell.

BERSERK MONSTERS

1. Monsters do not go berserk as often as men do.

2. Only manlike monsters may go berserk.

3. Undead monsters, beast monsters (except apes and bears), and non-material or non-temporal monsters may not go berserk.

WHEN MONSTERS GO BERSERK

4. When more than half the party of monsters has been slain, the ref rolls 2 dice for each surviving monster. A roll of 10, 11, or 12 means that monster goes berserk. Any smaller number means the monster runs away.

5. When a lone monster is cornered and facing certain death, it goes berserk.

6. When the ref rolls snake-eyes for the monster reaction to meeting people, they (the monsters) all go berserk.

HOW BERSERK MONSTERS FIGHT

MADLY!

7. Berserk Monster gets $\frac{1}{2}$ its monster rating plus its die roll on every conflict turn. Furthermore, any ones the monster rolls may be collected and rolled again to further add to its total. (Ex. A troll with a rating of 40 (5 dice) goes berserk. He gets 20 plus 6,5,3,1,1 for a subtotal of 36 plus 2 more dice (4,4) bringing its total score to 44 for that conflict turn.

8. Berserk Monsters squander 5 strength units per turn from their Monster Rating.

9. Although monster rolls are totaled, dice for Berserk Monsters are always rolled separately from those of other monsters engaged in combat.

10. Unlike men, Berserk Monsters do not get exhausted and fall down. They continue snapping feebly at your boots until they have gasped their last gasp. Victorious B.M's come out of their madness and regenerate strength very quickly.

ADVICE FOR DUNGEON MASTERS

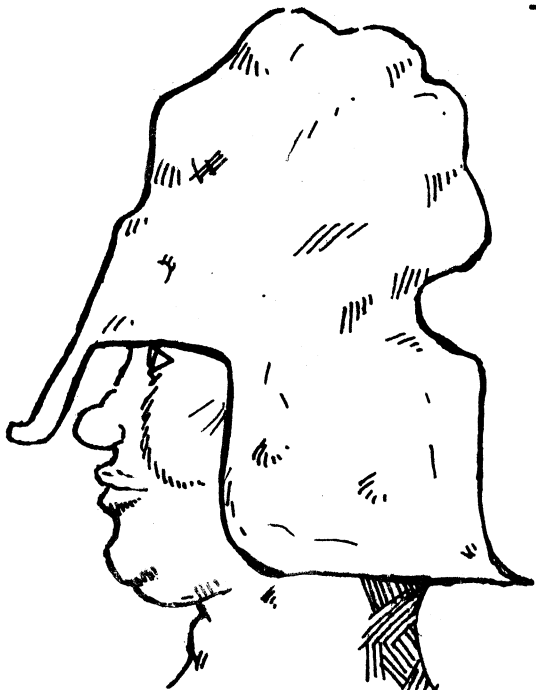
The trekkers are in the tunnels of thy loathesome pit,
And you are ready! There--my blessing with thee.
And these few precepts in thy memory
See thou inculcate. Give thy secrets
No utterance; let fools their folly reap.
Be thou familiar with thy floorplan,
But by no means publish it for all to see.
The monsters thou hast, let them roam freely
And with a bloodshot eye for slaughter.
But do not dull thy game with monotony,
For empty chambers do but waste time and space.
Stoop not to quibbling, but with lordly mien
Decide uncertain issues fairly as they rise.
Give each player thine ear, but speak only to leaders
And those about to die. Rich the dungeons
All should be, yet not spendthrift, and well-guarded
Withal by monsters, traps, and subtle magic
For this ubiquitous underworld
Proclaims thy wit, humor, and imagination to the world.
Neither an ogre nor a pussy be,
For unmerciful murder without fair chance to live
Breeds morbid fear and dread revulsion,
But when dire disaster o'ertakes a dungeon delver,
Strike him down without remorse and thus gain fame.
This above all: to thine own dungeon be true,
And it must follow, as Blades the Blundering,
Thou canst not then be false to any man.
Farewell! Much joy may your tunnels bring thee,
And may you be half an hour in hell before the good god
Knows you've died.

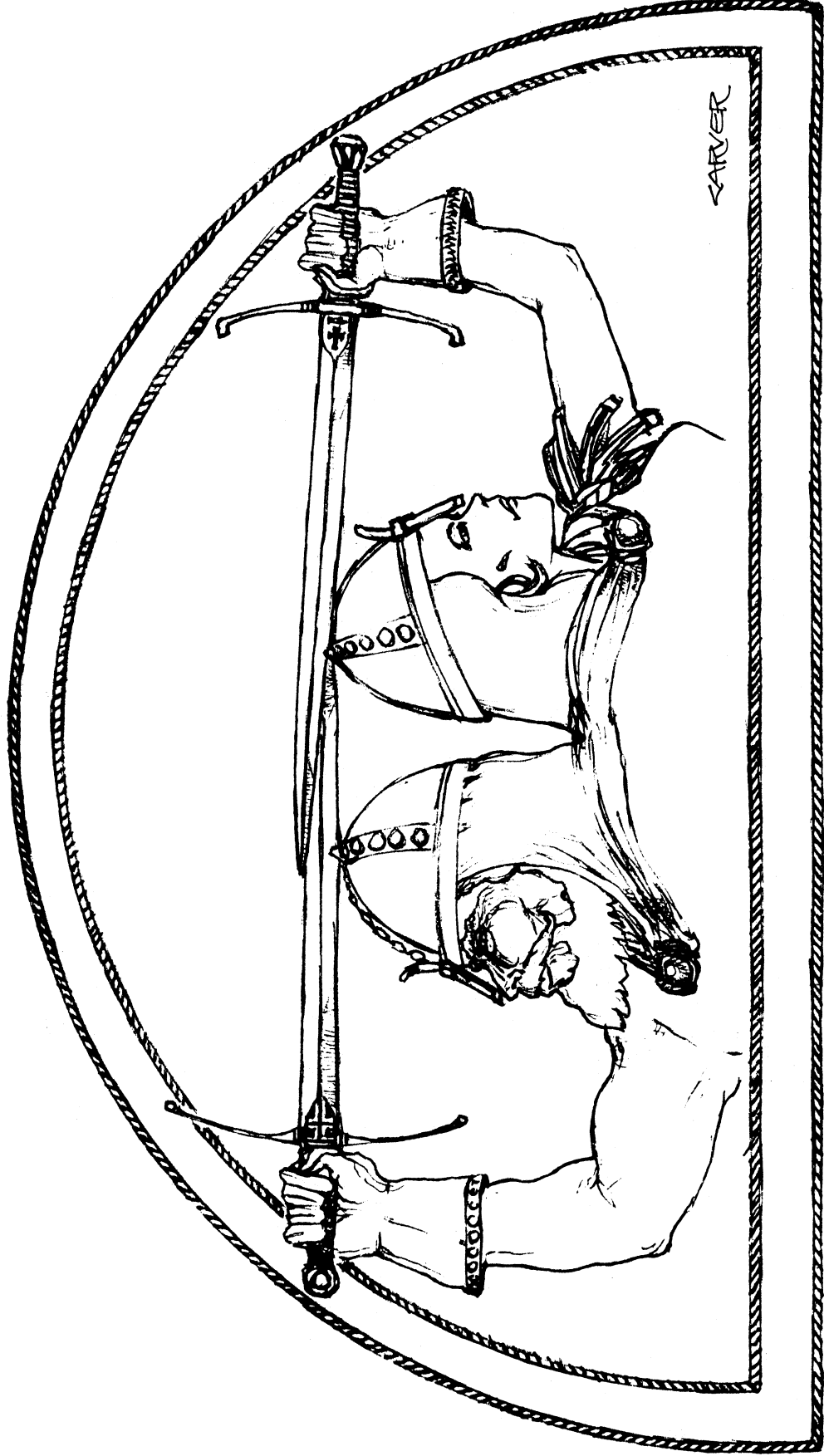
---Polonius St. Andre

THE MAD 'OBBIT

* NOTE - MAD 'OBBITS ARE
FOND OF RUNNING INTO WALLS,
LARGE ROCKS, AND THE OC-
CASIONAL FEMALE TROLL.

THEY ARE VERY GOOD AT
DEFLATING MAGIC RUBBERIZED
SERROGATES, IF THERE'S
MISFORTUNE TO BE FOUND
THEY'LL FIND IT!!!





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