

Alone, But Not Afraid

DELUXE TUNNELS & TROLLS
SOLO RULES UPDATE
BY STUART LLOYD



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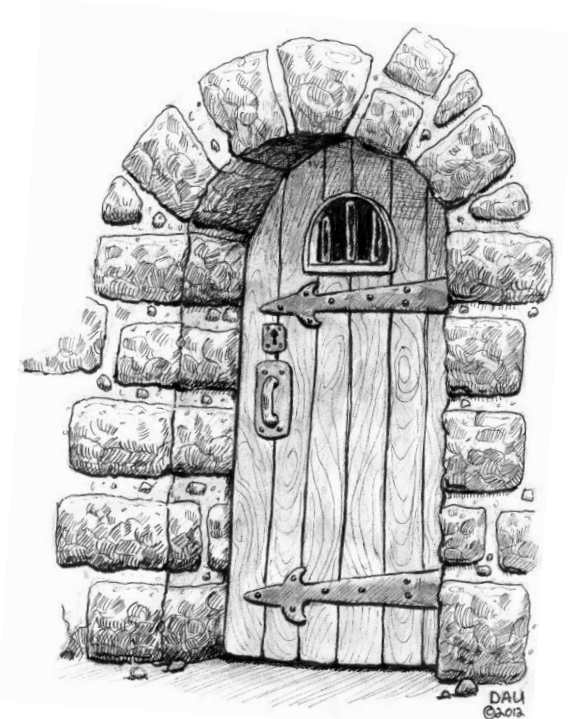


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Introduction

I love how Tunnels and Trolls had solos from pretty much the get go. If you were a week away from playing with your group but still needed your T&T fix, you could pick up a solo and play it. However, it is difficult to write solos for an RPG system which has so many rules to take into account. Which is why I have tried to make it slightly easier by using these rules.

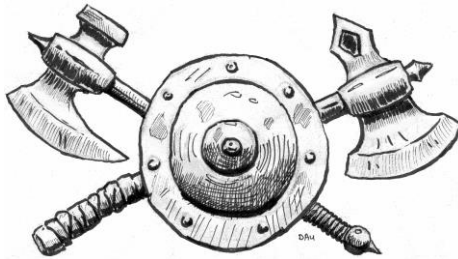
I want these rules to encourage players to take their characters from their RPG campaigns and use them in solos too. This means that they can give their character some background or have something to do if the campaign has ended. They can continue this character's story.

Total Attributes Score (TAS) and dice rolls

Characters in a Tunnels and Trolls game can be a varied bunch. You can get a level 4 delver who is useless at combat because they put all their AP into CHA, so you can't just sling an MR 100 monster at them. You could have a level 1 warrior who has 28 adds because their combat attributes are all 19, roll an extra d6 in combat, and whose armor is twice as effective. It is for this reason that MRs of monsters will be determined by adds and Saving Roll difficulty will be determined by the attribute being tested. However, what about making

encounters or treasure fit the level of the character? This is where Total Attributes Score comes in. When rolling for an encounter or treasure, you may be able to modify the roll based on the total number of your character's attributes. You will know this when the die roll says d6 + TAS modifier. The TAS modifier is determined below:

Total Attributes Score (TAS)	TAS Modifier
119 or less	+0
120-139	+1
140-159	+2
160-179	+3
180-199	+4
200-219	+5
220-239	+6
240-259	+7
260-279	+8
280-299	+9
300-319	+10



Fighting Monsters

Monsters have a monster rating which determines their combat dice and adds. Although your weapon and class determines your combat dice and adds, your level does not. You could have a CHA of 30 but your combat relevant abilities (STR, DEX, SPD and LK) could all be 12 or less meaning you have no combat adds. Your opponent's MR is equal to 2 x your personal combat adds (just the ones from your stats). This is the monster's standard MR. The minimum standard MR a monster can have is 10. Harder monsters will have a number added to their standard MR. Easier monsters will have an MR lower than their standard MR.



For example, Loris the Lucky has a short sword (a 3d6 weapon). She has a STR of 13, a DEX of 15, a SPD of 14 and a LK of 7 (it's an ironic nickname), so she has 5 combat adds. A monster with a standard MR will have an MR of 10. A monster designed to be more of a challenge may have a standard MR +15, so Loris has to fight a monster with an MR of 25. An easier monster might have a standard MR -5, so Loris would fight a monster with an MR of 5.



Saving Rolls

Saving Rolls in solos do not have levels. Instead, to make sure that the saving roll is fair, but challenging, it is based on the statistic that the saving roll is made against. This is called a standard saving roll. In a standard saving roll, you take the attribute that the saving roll is made against and divide the number by 10, rounding fractions down. This is known as your attribute level. Take the attribute level and multiply it by 10. Then add 10. This is the number that you need to roll equal or greater to on 2d6 + the attribute tested in the saving roll.

Attribute Range	Attribute Level	Number you need to get equal to, or greater than, by adding 2d6 + your attribute.
4-9	0	10
10-19	1	20
20-29	2	30
30-39	3	40
40-49	4	50
50-59	5	60
60-69	6	70
70-79	7	80
80-89	8	90
90-99	9	100

Sometimes, a saving roll is more challenging than normal. In that case, there will be a number added to the number you have to beat. For example, if you are told to make a standard saving roll against SPD +5, you would work out the number you have to beat and then add 5 to it. Someone with a speed of 14 would have to get 25 or more with $14+2d6$. Sometimes, easier saving rolls allow you to subtract numbers from the number you have to beat.

Citizens

If you fancy a challenging game, or if you are into thinking that adventurers are simply ordinary people who are just braver/more foolish than others, then you might want to play as a citizen. If you do, you can take the following benefits to make being a citizen easier.

You may raise any attribute that is below 10 to 10.

You may subtract 10 from any monster's MR, as long as it does not bring the monster's MR below 10 (a 10 MR minimum).

If you find 25 gold pieces, you find 25 +10 gold pieces.

You may have up to 300 a.p. + 100 a.p. extra.

You may choose 1 extra talent.



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Talents

Tunnels and Trolls has an excellent talents list (pgs. 209-211 of DT&T rulebook). You may choose any talent from it as you wish. When that talent is relevant to a saving roll, it will appear in parentheses next to the saving roll. For example when you are tying a rope around your companion to lower them into the well, you make a standard saving roll against IQ (Knot Tying). If you have the knot tying talent, you get to add its bonus. Sometimes, more than one talent will be mentioned. If it is, add up all the bonuses from the relevant talents that you have. Sometimes, the broad talent will do. If a broad talent is mentioned (such as anatomy, athlete or builder), you may use all talents on the list underneath the broad talent. If you have used your own talents, you need to use your judgement on whether they are relevant.



Combat

Before combat, you may *either* cast one spell that can be used before combat (see below) *or* use a ranged weapon. To hit your opponent, you must perform a SR on DEX (with suitable talents involved). The SR depends on the range you can fire from and the size of your opponent. The table of SRs is found on page 77 of the Deluxe T&T rulebook.

Stunts in Combat

Combat isn't just all about wearing down your opponent's MR while trying to stop them from hitting you. In a T&T RPG, you can suggest your own stunts to the GM who can work with you to find out the result. However, you can't do that in a solo, so instead you will have stunts suggested to you. If you fight a combat, you may be given the option of performing certain stunts. These stunts are saving rolls against a particular attribute (and possibly talent, such as talents in the weapon you are using) which may produce an extra effect in your favour. You may choose to perform a stunt at the end of the round after damage has been determined and you have cast a spell, if you chose to. You may perform a stunt if you win or lose the round, but only one stunt at a time. If you are using the

rulebook, stunts occur between steps 8 and 9 (page 87 of the Deluxe Tunnels and Trolls rulebook).

If you succeed, you get the effect listed. If you fail, you take spite damage equal to the level of the attribute you were using to perform the stunt. You may try the same stunt again on the same opponent, but each time, the difficulty of the roll increases by 5 as they become wise to your tricks (If you fight multiple opponents, it still increases as they can all see what you are up to).

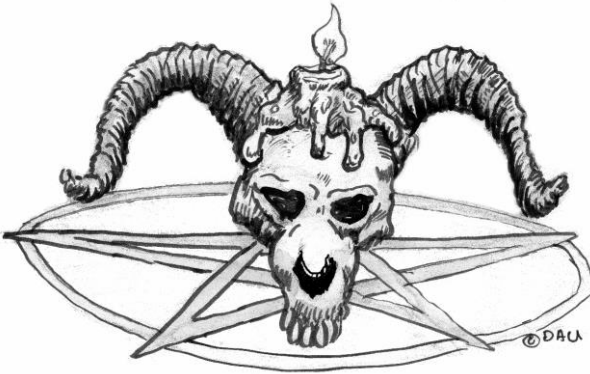
You come up with the story of what you do to pull off such an effect – a saving roll on IQ that allows you to automatically inflict 1 point of spite damage per round may come from you spotting a chink in your opponent's armour. A saving roll on STR that makes your opponent miss two rounds of combat may be because you slammed your staff into their belly and winded them. You come up with the action.

Also, sometimes, monsters may try stunts on you! Watch out for that!



Spells

Below is the list of spells from the *Deluxe Tunnels and Trolls* Rulebook and when you may use them. There are some spells that may be used before combat, some that may only be used when named in the text, some that may be used at any time, and some that may only be used on a willing target (as you are playing a solo, however, these will almost never be used). Some spells may be used in other circumstances. For example the *It's Elementary* spell may be used in place of a tinderbox. Bear in mind that some spells may be mentioned in the text even if they are in the combat list.



Level 1 (IQ + DEX 10)

Spells you may use before or during combat: *Oh Go Away* (if fighting multiple opponents, you don't have to fight the target for 2 rounds – one when they are fleeing you and one when they run back), *Take That You Fiend*, and *Unerring Blade*,

Spells you may use in any paragraph where you are not fighting or performing a SR: *Hocus Focus*,

Spells you may only use when the text demands: *Detect Magic*, *Lock Tight*, *Oh There It Is*, and *Will-o-Wisp*

Other notes:

It's Elementary: Can be used in place of a tinderbox or when lighting a fire.

It's Elementary: Can be used in place of a water skin or when putting out a fire.

Knock Knock: Can be used when you have to make a saving roll to pick a lock.

Will-o-Wisp: can be used any time you are asked if you have a light source, but since it doesn't last very long, you have to recast it every time you are asked. Each power up allows it to be used an extra time.

Know Your Foe: is redundant in solos because you will be told the MR of an opponent anyway to fight them.

Level 2 (IQ + DEX 12)

Spells you may use before or during combat: *Alaka-Scram*, *Curse You*, *Magic Fangs*, *Shake and Break*, *Shrug it Off*, and *Vorpal Blade*.

Spells you may use on another, willing target (not too useful): *Crème de la Kremm*, and *Teacher*.

Spells you may use on any paragraph you are not fighting or performing a saving roll: *Poor Baby*.

Spells you may only use when the text demands: *Cateyes*, *Ding-a-Ling*, and *Omnipotent Eye*.

Other notes:

Hidey Hole: Doubles an attribute for the purposes of hiding or sneaking SRs.

Boom Bomb: can be used in the ranged attack phase before combat.

Cateyes: may be used when you need a light source, but not underground when lack of light means complete darkness. You will have to use your judgement on this one.

Level 3 (IQ + DEX 14)

Spells you may use before or during combat:

Befuddle (If multiple opponents, target fights another one for the duration, otherwise no action for the duration), *Beast Master* (if the animal is alone, continue as if you beat it. If it is in a group, you may use it against its former comrades), *Blasting Power*, *Curses Foiled*, *Dem Bones*, *Dis-Spell*, *Freeze Please*, *Glue You*, *Little Feets*, and *Whammy*.

Spells you may use on any paragraph you are not fighting or performing a saving roll: *Healing Feeling* and *Duraspell*.

Spells you may only use when the text demands: *Fly Me*, *Hard Stuff*, *Hollow Tree*, *Mirage*, and *Slush-Yuck*.

Other notes:

Better Lucky than Good: can be used whenever you have a Saving Roll to do.

Blindsight: can be used whenever you need a light source and always works.

Little Feets: can be used for Saving Rolls.



Level 4 (IQ + DEX 16)

Spells you may use before or during combat:

Double-Double; Fire at Will; Healthy Glow; Rock-a-Bye (counts as winning the combat if opponent is alone); *Shield Me, Shield You; Smog; Tough It Out; Tree Fiend;* and *Wink-Wing* (escape combat without taking damage if option is present).

Spells you may use on any paragraph you are not fighting or performing a saving roll: *Too-Bad Toxin*

Spells you may only use when the text demands: *Dastardly Distraction, Dum-Dum, Protective Pentagram, Spirit Mastery, and Upsidaisy.*

Other notes:

Dastardly Distraction: Can be used in wizarding duels.

Double-Double: Can be used for any SR. The halving only lasts on the next paragraph.

Dum-Dum: Can be used in wizarding duels.

Health Glow: can be used to negate damage from missiles.

Level 5 (IQ + DEX 18)

Spells you may use before or during combat:

Breaker Breaker, Gotcher Back, Mind Pox, Stone Fist, Storm Force Five, and Unlucky Bees.

Spells you may use on any paragraph you are not fighting or performing a saving roll: *Resist Magic* (lasts the whole gamebook or until you get a spell cast upon you, may not restore WIZ while in operation),

Spells you may only use when the text demands: *Dryad, ESP, Second Sight, and Zingum*

Other notes:

Gotcher Back: can be used to negate one spell cast upon you.

Sux2BU: can't really be used as monsters with MRs don't have LK scores.



Level 6 (IQ + DEX 20)

Spells you may use before or during combat: *Divine Disapproval*, and *Temper Temper*,

Spells you may only use when the text demands: *Mystic Visions*, *Porta Vision*, and all the “wall spells.”

Level 7 (IQ + DEX 22)

Spells you may use before or during combat: *Imp Whistle*, *Zapparmour*, *Zappathingum*

Spells you may use on any paragraph you are not fighting or performing a saving roll: *Energizer*

Spells you may only use when the text demands: *Invisible Wall*

Other notes:

Imp Whistle: can be used in place of a similar animal. Use your judgement on this one.

Level 8 (IQ 25 + DEX 24)

Spells you may use before or during combat: *Zombie Zonk*

Spells you may use on any paragraph you are not fighting or performing a saving roll: *Patterns of Cosmic Fate*

Spells you may only use when the text demands: *Metamorph Me*, and *Rock the Walk*

Other notes:

Metamorph Me: can be used to automatically succeed at any disguise SR.

Zombie Zonk: can be used on the body of an opponent after combat.



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Level 9 (IQ 28 + DEX 26)

Spells you may use before or during combat: *Death Spell #9* and *Medusa*

Spells you may use on another, willing target (not too useful): *Metamorph Thee*

Spells you may use on any paragraph you are not fighting or performing a saving roll: *Mortal Source*

Spells you may only use when the text demands: *Pygmalion*

Level 10 (IQ 31 + DEX 28)

Spells you may use before or during combat: *Hellbomb Burst* and *Smaller is Smarter*.

Spells you may only use when the text demands: *Blow Me To...* and *Wizard Speech*



Level 11 (IQ 34 + DEX 30)

Spells you may use before or during combat: *Bigger is Better* and *Blow You To...* (auto win, no treasure)

Level 12 (IQ 37 + DEX 32)

Spells you may use before or during combat: *Banishing* (only against demons) and *Invisible Fiend*

Spells you may only use when the text demands: *Nefarious Necromancy* and *Seek Ye*.

Other notes:

Level 13 (IQ 40 + DEX 34)

Spells you may use before or during combat: *Earth Air Fire and Water*, *Exorcism* (against possessed or undead opponents only) and *Force Shield* (can be used to protect you or to trap opponents, giving a chance to escape with no damage).

Other notes:

Earth Air Fire and Water: can be used when you need a creature for various tasks. Use your judgement.

Level 14 (IQ 44 + DEX 36)

Spells you may use before or during combat: *Slyway Robbery*

Level 15 (IQ 48 + DEX 38)

Spells you may only use when the text demands: *Omniflex*, and *Shatterstaff*

Other notes:

Shatterstaff: may be used in a wizarding duel.

Omniflex: is not too useful against creatures with MRs

Level 16 (IQ 52 + DEX 40)

Spells you may use before or during combat: *Summoning*

Other notes:

Summoning: may be used to perform many tasks that a companion may do. Remember that the demon is permanent.

Level 17 (IQ 56 + DEX 42)

Spells you may only use when the text demands: *Hidey Soul**

Level 18 (IQ 60 + DEX 44)

Spells you may use on any paragraph you are not fighting or performing a SR: *Born Again*

Recovering WIZ

You may recover 1 point of WIZ on any paragraph that does not involve a combat or a saving roll. If there is an * by the paragraph number, you may restore your WIZ to its initial level (this will be due to the passing of a long period of time during that paragraph).

Adventure Points in a Solo

The number of adventure points you are awarded in a solo depends on the following factors.

Monsters defeated = MR

Saving rolls = Dice roll x Attribute Level

Casting magic = personal WIZ points expended.

Completion of adventure = number allocated.





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