

TUNNELS & TROLLS



Tunnels & Trolls v7.5

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Dedication

This special enhanced version of the 7th edition of Tunnels and Trolls is dedicated to the reader and the gamer who uses the book—namely, you. It is consecrated to the loyal legions of players who have kept Tunnels and Trolls alive since 1975.

I would like to offer my special thanks to those most loyal of minions, the members of Trollhalla. Friends, you have done more to keep T & T alive than you know, and your many efforts are greatly appreciated.

Some of the people who made Tunnels and Trolls what it is today, and who have been associated with it right from the beginning deserve extra special mention. There would be no T & T without the efforts of Rick Loomis, Bear Peters, Liz Danforth, Michael A. Stackpole, Stephen S. Crompton, Mark Anthony, Steve McAllister, Greg Brown, Rob Carver, and Daniel Carver.

Special thanks are added to this dedication for the efforts of Jason Kempton and his staff at Fiery Dragon Productions, without whom the 7th and 7.5th edition would not have happened. There is also a tip of the hat and a deep bow to James L. Shipman and his minions at Outlaw Press whose publishing activities have greatly magnified the current revival of the game.

Lastly, I am a forgetful old troll, and there have been many others who have contributed art, time, devotion, ideas, adventures, and moral support over the last three decades, and who are not being mentioned here. Know that I treasured your friendship and support more than I can ever say.

I invite all readers to join the elite by visiting Trollhalla on the internet at



www.trollhalla.com. You can join the greatest group of T & T gamers in the world, but you have to want to.

—Ken St. Andre, July 2008.

Troll Talk

Three years ago Fiery Dragon astonished the world by bringing out a special 30th anniversary edition of Tunnels and Trolls. They had their modest and innovative plans for a new edition of T & T, and this allowed me to put together my own revision of the old T & T rules. I used the opportunity to update and change the game considerably. Changes included a new attribute (Wizardry) to be used in doing magic, a new skill system using character Talents instead of exhaustive lists of every ability in the world, new character classes including the Specialist and the Citizen, a new way of looking at character levels as dependent upon attributes rather than arbitrary numbers of experience points, and several other minor tweaks of the old rules.

Three years have passed. Thanks to that tin box edition that Fiery Dragon [FDP] released in 2005, Tunnels and Trolls is flourishing as much or more than it ever has in the past. When FDP

told me that they were planning a reprint in a slightly different and expanded format, I said, “there are just a few little changes that I’d like to make in those rules,” and once again, I had the opportunity to do so. They even suggested some of the changes/fixes that would improve the game—take a look at the new random treasure generator. (That’s the kind of publisher that every game designer and writer loves to work with.) So, this is edition 7.5, instead of 7th edition 2nd printing. There aren’t really enough changes to turn it into an 8th edition, but there are things in it that make it different from the 7th edition. You’ll have to read carefully to find those changes, but I think you’ll find the game is even faster to play and more enjoyable now than it was in the old mystical 7th. I only wish we could have kept it in a tin box—but with all the extra goodies that come with this edition, that box would have looked more like a steamer trunk—and that just wouldn’t work in the game stores. Heh, it’s a pity.

Everything I said in Troll Talk way back in 1979 still remains true. The game owes a great creative debt to many other people—not the least of whom are Dave Arnesson and the late E. Gary Gygas. Rick Loomis and all the people I mentioned in the dedica-

tion really helped shape this game and keep it alive. The players who have remembered it fondly and used it to teach whole new generations of gamers about role-playing are the finest—in my not so humble opinion—role-playing gamers in the world—individualists in a world of mass-marketed conformity.

If you only remember one thing about Tunnels and Trolls, remember the line from *Pirates of the Caribbean*—they aren't rules, more like guidelines really. You don't have to abide by everything I've written in these rules. Do what works for you and your gamers. If you haven't messed with the printed rules and made at least a couple of changes, you aren't really playing Tunnels and Trolls.

Happy hunting and deep delving to you all! May the monsters be monstrous and the magic truly amazing!

—Ken St. Andre, July 2008.

In The Beginning

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, there exist numerous enchanted tunnel complexes (call them dungeons if you wish) that are liberally loaded with many types of treasure, and abundantly guarded by every imaginable form of monster, magic, and trap. Brave men and women of many different kindred (humans, elves, dwarves, hobbs, leprechauns, and many others) 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 increase in power and wealth to great heights of glory over a long period of time. Every time your character returns from a tunnel alive (or any kind of adventure—you need not be underground), you may consider yourself a winner. The higher the character level and the more wealth your character

attains, the better you are doing in comparison to all other players.

In order to play Tunnels and Trolls it is necessary to do the following things first:

1) Someone must create and stock a dungeon with monsters, magic, and treasure. The person who does this has godlike powers over his or her own dungeons, but is expected to be fair to the other players and abide by the rules of T&T.

2) Create and name the fantasy characters (heroes all—at least potentially) who will explore the dungeon.

3) Arm and provision those characters so that they have a chance of getting down into the dungeon and back out alive. Instructions for these operations, and for combating monsters and compiling experience (in points), follow.

Tunnels and Trolls is a game of limited information. Individual players cannot see the whole board (or dungeon map). Only

the Game Master (also known as the GM) knows what is on the map. He tells the players what they can see or observe around them. They, in turn, tell the GM what actions they take, what special search procedures they use, and anything else that may be relevant to the situation. Your GM may use the included character and creature tokens, placing them upon a gridded map to help you visualize the situation, but if not, make sure you keep a good visual idea of your surroundings in mind. Draw your own maps if you must, or feel free to ask the GM to draw you a rough map of the immediate environment.

Players should, as much as is easily possible, role-play their characters. Try not to think of yourself as an Olympian god moving little chessmen around a mapboard, but instead be Snargblat the Goblin Thief who joined these adventurers at the last moment. Likewise, the GM should get into character for his puppet minions. Instead of merely saying, “an ugly troll comes around the corner singing an unpleasant ditty,” try

stomping your feet and then singing in your deepest voice, "Fee Fie Fo Fug, smash the delver like a bug!"

The game progresses in a series of give-and-take actions with both Game Master and players trying to make this an interesting tale of adventure and derring-do. From time to time dice will be rolled. The players will find themselves in fear for their imaginary lives. The GM will find himself coping with player reactions that he had no way of forecasting. Riddles will be solved; monsters will be defeated; treasure will be won. At least that's the ideal outcome of a session of T&T play. You might just all prove too dumb to live and wind up dead...

Are you up to it?



Creating Characters

In order to play T&T, you need one or more (probably more) player characters. You create these characters yourself in a semi-random fashion—that is, their beginning attributes are randomly determined by rolling dice, but you determine such things as character type, kindred, gender, name, talents, choice of weapons and spells, equipment, and all other small details that will individualize your character.

There is a general form to character creation which, once mastered, will enable you to create dozens of tunnel-traveling characters very quickly. You will need at least three ordinary six-sided dice, a pen or pencil, and some paper to write on. (3 X 5 cards work quite well for this.) You can find a glued pad of character sheets that came with these rules, or, if you've used them all and have no computer access, you can just use a sheet of paper and make something that looks like this:

NAME: <u>Gimor Ironfang</u>		Type _____	Kin _____	Level _____
STR _____	CON _____	DEX _____	SPD _____	
INT _____	WIZ _____	LK _____	CHR _____	
Height _____	Weight Possible _____	Adventure Points _____		
Weight _____	Weight Carried _____			
COMBAT		MAGIC		TALENTS
Armor	Adds _____	Spell Name (Level)	Talent (Attribute)	Rating
Shield	Hits _____	_____	_____	_____
Weapon	Dice+Adds _____	_____	_____	_____
	Range _____	_____	_____	_____
		_____	_____	_____
		_____	_____	_____
WEALTH				
GP: _____	SP: _____	CP: _____	Languages _____	
other valuables _____				

Use the character sheet provided at the end of this rulebook!

The exact form of the character card or sheet isn't very important. It's just a way of organizing the description of your character for easy play.

Strength, Constitution, Dexterity, and Speed are your character's physical attributes. Intelligence, Wizardry, Luck, and Charisma are the mental attributes. Taken all together, these Prime Attributes determine what your player character is capable of doing in

the game. I will discuss each attribute in detail a little further along.

A Talent is a special ability, skill, or knowledge held by your character. (Talents are explained in detail later on.) A Talent should help personalize your character and give you a kind of identity. When you first create a character, limit it to a single Talent. As the character grows in experience, it may develop other Talents.

There is a gaming convention of listing numbers and types of dice in this format: 3D6, which means three six-sided dice, or 3D6+4, meaning roll three six-sided dice and add 4 to the total. I will use these conventions when talking about rolling dice for the rest of these rules.

VERY IMPORTANT: “TARO” (“triples add and roll over”). This rule always applies in T&T.

To determine numerical values for a character’s attributes, begin rolling the three six-sided dice now. Keeping in mind the TARO rule, the possible range for a character’s attribute values in T&T is 4 to N, where N could be a very large number, but isn’t likely to be much higher than 20 for a beginning character. (Yes, I know this wreaks havoc with the bell-curve distribution of character attributes—I meant it to do that. Trollworld is full of heroes, freaks, and monsters—not a bunch of averages.)

As you roll the numbers and enter them into the attribute slots on your character sheet, you may choose where to put them, or just go straight through from beginning to end, which is what I usually do. Some rolls will be high, and some will be low. How you spread them around determines what kind of character you are creating. Generally speaking, warriors should have high Strength and Constitution values; Wizards tend to have high Intelligence and Wizardry; Rogues have high Luck and Dexterity; Citizens have low to average values throughout. But it’s your choice—you can have a weak warrior or a lucky wizard if you wish.

After you have rolled up the prime attributes of the character, you need to give it a name and gender. Our example will be male, and is called Gimor Ironfang, although it could just as easily be Daisy the Delicious Dancer and be female.

Next, you would determine what Type of character Gimor

would be: Possible Types include Citizens, Rogues, Warriors, Wizards, Specialists, and Paragons. This edition of T&T gives you a few more choices than previous versions of the game, although I recommend that you stick with just Warriors, Wizards, and Rogues at the beginning.

Citizen

A Citizen is your average dweller in Trollworld. He has no special training in combat or magic. He can learn to use weapons or to cast the occasional spell, but he has no special aptitude for either. There is not much reason for players to make Citizen characters, although Game Masters will want lots of them just to populate their worlds.

Citizens didn't get any special training as children, other than what their parents and mentors taught them. Why have Citizens in the game at all? Every world needs normal people who are not adventurers. There must be farmers and fishermen and smiths and merchants. The player is

advised not to play a Citizen unless he or she wants a real challenge. Things are difficult for Citizens, who tend to die a lot when the going gets rough. Citizens are mostly in the game to be NPCs for the Game Master — and for the sake of realism. ("Realism? In a fantasy world? You must be joking, Ken!" No, I'm not joking. I





mean it. Not everybody can be Conan or Gandalf or the Gray Mouser.)

Citizens can have Talents also. If you play a Citizen, you are advised to work on your Talent(s) above all, so that perhaps you will be able to create a memorable character who's very, very good at just one thing.

Untrained: Citizens can use weapons and armor, but they're not very good at it: They get only half of the usual combat adds for their attributes.

Further, they're just not apt enough to get the full effect of what they try to do when casting spells: To cast any spell, a Citizen must make a SR on INT and a second SR on DEX at the same level as the spell being attempted. (See Saving Rolls on 99 and Casting Spells on 126.)

Antirequisite: A character can't be a Citizen if he or she rolled any triples on attributes.

Rogue

Rogues are loosely modeled on Fritz Leiber's Grey Mouser or Jack Vance's Cugel the Clever. Both magic and weapons may serve them, but they live best by their wits and luck. Players are encouraged to make characters with high Luck scores into Rogues.

Rogue does not necessarily mean "thief" on Trollworld. In many cases, actually, the term is considered short for "rogue wizard" — a wizard who oper-

ates outside the formal structure of the Wizards' Guild. Many rogues are characters who have the inherent power necessary to cast magic spells, but who never received the years of formal training needed to learn how to use it.

What would cause a character to become a Rogue (as opposed to a Wizard)? He or she might not have had the necessary Intelligence or Dexterity to join the Wizards' Guild. A Rogue might be a noble's lazy child who would not apply himself to his studies, and so got thrown out of the Guild. A Rogue may have grown up in a backwater settlement too far from the Guild to find a teacher. There are a thousand reasons; Rogues often come from the poorer classes of society, who generally cannot afford Guild tuitions, and may have ended up thieves, gamblers, or tricksters as a result. They are used to living by their wits.

For whatever reason, Rogues grow up without the dedicated training of Warrior mentors or tutelary Wizards, and generally

pick up all kinds of knowledge on their own. They can use both weapons and magic, but get no special advantages in either.

Roguary: Because they rely so much upon their Intelligence, Luck, and Charisma, all Rogues start with a special Roguary Talent based on the highest of those three attributes. This Talent may be used in place of any Intelligence, Luck, or Charisma SR. (See "Talents" on 31 and "Saving Rolls" on 99.)

Magical Aptitude: Each Rogue may start play knowing any one 1st-level Wizard spell; he must have a sufficiently high Intelligence score to cast any spell, just as a Wizard. He may buy or learn more spells as opportunities present themselves, but the Wizards' Guild will not teach him spells for any fee. Rogues must always pay the full listed WIZ cost of any spells that they cast: Unlike Wizards, they may not reduce a spell's casting cost by their character level. Magic will never become second nature to a Rogue the way it is to a true

wizard; no rogue can invent new spells. Furthermore, the use of magic staves or other focusing tools is impossible for Rogues.

Some private Wizards are not so scrupulous as their Guild, and thus over the years most of the known spells have become available to Rogues through one fashion or another. Most

Thieves' Guilds have a flourishing sideline in selling spells for exorbitant prices. Some of these spells are virtually the same as Wizards' spells, while others have developed in different directions for illegal purposes. Rogues should only be taught spells by a Wizard character belonging to another player (or perhaps via the Game Master if a Thieves' Guild is involved).

Warrior

Warriors are natural fighters. These are people who, for one reason or another, have conscious access to their natural kremm blocked. It is like being color blind. No matter how much time is spent describing, or showing the color purple, the color blind person can't see it. No matter how much time is spent "teaching" magic to a warrior, the warrior cannot do magic.

As children, they were taken in by some Warrior order or another and trained mercilessly in the use of all manner of weapons and armor. When they are old enough to begin dungeon delving (whether 15 or 25 or older, by



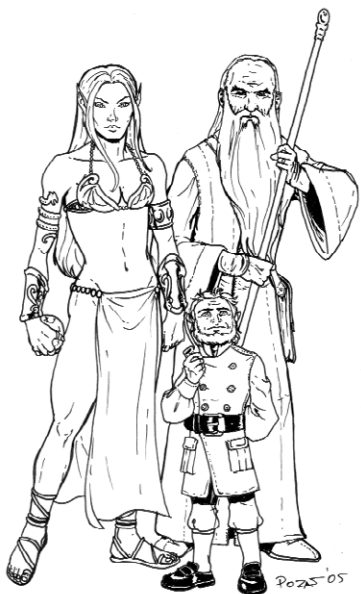
race), any weapon in their hands is deadly.

Warriors are based on archetypal characters such as Robert E. Howard's Conan the Barbarian, or on the Arthurian Sir Lancelot. They understand force best, subtly least. Gimli from *The Lord of the Rings* is a perfect example of a dwarfish Warrior. Other Warrior archetypes include Roland, Siegfried, Cuchullain, Attila, Genghis Khan, and Tarzan. They recognize the value of magic and magical artifacts, and often spend much of their time trying to attain such objects of power.

Like other character types, the warrior is entitled to a Talent, and you might think he or she would choose to take that Talent in some combat or weapon skill. That is, of course, an option, but a Talent doesn't give you any more combat adds. It doesn't make your character stronger, faster, luckier, or more dexterous. What it does do is allow you to pull the kind of neat tricks you see in the movies, such as disarm a foe, stun an enemy with a blow to the head, dodge one foe while concentrating your whole attack on another, or fight

defensively so as to defeat an opponent without killing or wounding him. These are the kinds of things you do with a Talent for Swordplay, or Unarmed Combat, or Archery, etc. (See 31.) Personally, I think you'd be better off making your talent be something apart from combat—perhaps persuasion or singing or chemistry. (grin)

Warrior Bonus: It is the years of training as a child or young person that enables the Warrior to be proficient with any weapon he chooses. While any Citizen can pick up a sword and swing it, the average person has little idea of how most weapons should be wielded properly. Thus, the Warrior Bonus gives every Warrior a little extra damage based on his character level: Simply put, the Warrior gets to increase his combat adds by his character level. This is a small thing at the beginning of the character's career, but could be quite an advantage as the character increases in prowess. The game makes the assumption that weapons you choose to equip your character with are weapons that he/she has practiced using in the past.



Wizard

Wizards are also called magicians, enchanters, mages, magic-users, sorcerers, shamans, thaumaturges, and many other things besides (some of which can't be written down in a wholesome document like this). What all of them have in common is both the training and the ability to tap into the magical force called *kremm* and to manipulate it with their psychic powers to alter reality. In the Empire of Khazan, most children are tested for magical ability at about the age of 10, and those with strong talents are apprenticed to the local Wizards' Guild. There they undergo at least seven years of training, until they have mastered the ability to form complex psychic patterns in their mind and associate them with the better known spells. They also learn to use a focus such as a staff, a ring, a wand, or a crystal ball to concentrate their power and reduce the actual effort of spell-casting. Wizards also learn the common history and lore of magic.

Armor Bonus: How should armor be reinforced, repaired, and deployed in combat? These are things the Warrior knows, and which the rest of the world doesn't. It is in the proper care and use of armor that Warriors truly excel. All Warriors gain twice the usual protection from any armor and shields worn. Thus, a Warrior wearing mail armor (11 points) and using a heater shield (5 points) gains 32 points of armor absorption in combat, rather than the standard 16.

Wizards are modeled on the Arthurian Merlin, Tolkien's Gandalf, or Jack Vance's Iuconnu. Magic is their best weapon and protection, and only a Wizard (of 5th level or higher) has the understanding of magic necessary to create a new spell.

Noncombatant: Wizards receive little weapon training as children. They are limited to only weapons that deal a base 2D6 damage or less (plus weapon adds) in combat; if they wield any other weapon, they lose their combat adds and become so distracted that they cannot cast any spells while using the wrong type of weapon. Thus, a Wizard can use a sax (2D6+5) freely, but not a club (3D6).

Spell Training: A Wizard starts play knowing all the basic 1st-level Wizard spells in the book (see 126). There is no fee to the wizard to acquire these initial spells, although it may be that the child's parents paid handsomely for the instruction of their offspring. Spell-casting is controlled by the mind of the

magician, so Intelligence is of great importance to the Wizard. All 1st-level spells require a minimum INT and DEX of 10 to learn and cast properly, and higher-level spells require higher INT and DEX attributes as well, so a Wizard must have an Intelligence and a Dexterity of at least 10 (and a higher score is strongly advised in each). As well, a high Wizardry score is advisable since that is the attribute used to power one's spells.

Magical Aptitude: As a Wizard increases in character level (see 36), he may cast lower-level spells at a reduced cost, with the amount of the reduction as shown by the following formula (no spell can be reduced to a cost of less than 1 WIZ by this means): Wizard level minus the effective level of the spell.

For example, let us say that we have a young wizard called Khenn the Cautious, and that Khenn has an Intelligence of 23, which makes him a 2nd-level Wizard. He wishes to cast Take That You Fiend! as a 1st-level spell (standard cost of 6 WIZ). He casts it for 5 points of WIZ

instead of 6. If he were a 3rd-level Wizard, he would cast that same spell for 4 points of WIZ.

Focus Affinity: A Wizard may use a focusing device such as a staff, wand, ring, etc. to channel his thoughts and thus reduce the cost of a spell. See the **Special Edition Monsters and Magic Book** for more information on spell foci.

Specialist

A Specialist is a character, possibly a mutant or a savant of some kind, who was born with an ability bordering on (or fully within the realm of) the supernatural. Perhaps the



best-known type of Specialist is the “Healer,” but the player may choose to make a Specialist of any variety, such as the Combat Mage or the Ranger.

Specialist Mage: A Specialist Mage, who casts a certain kind of spells, doesn’t have to be taught by the Wizards’ Guild. When her abilities reach the point where she could learn a spell, it unfolds in her mind like a flower, and henceforth she can cast that spell just as a Wizard. On the other hand, Specialist Mages never understand magic outside their own specialty. A Healer can’t toss Fireballs at her foes or learn to cast the Take That You Fiend! Spell, while a Combat Mage never masters the Poor Baby spell.

When you roll a 15 or higher on the Wizardry attribute for your new character, then you have the opportunity to make him or her a Specialist Mage. This kind of Specialist is born with an instinctive understanding and ability in just one kind of magic. You get to choose what kind of Specialist Mage you play: Will he or she be a

Combat Mage or a Healer, a Communicator or a Spirit Master? It's up to you (and your GM). More is said about Specialist Mages starting on 132.

Specialist Mages may cast all the spells of their specialty at one-half the cost that a Wizard would pay to cast the same spell. Thus, a Combat Mage could cast a 1st-level TTYF! spell for only 3 WIZ, etc.

Ranger: There are other types of Specialist whose abilities are less obviously magical, but they are superhuman and borderline magical anyway. This person has uncanny ability with missile weapons of all types and rarely misses a target. He can shoot a bird on the wing, a fly off of an ear, the eye of a hopping rabbit. His ability to hit any target within range is beyond uncanny. In fact, it's a kind of magic.

If you roll natural triples in Dexterity when creating your character and get a result of at least 15, you may create a Ranger Specialist. A Ranger has to make only Level One Saving Rolls to hit any target within

range, and he always rolls on DEX for ranged attacks. (He cannot take an Archery Talent to improve on his natural ability.) He only misses if he fails the SR.

Leader: These Specialists are natural leaders and manipulators. They don't seem to have any "magical" abilities, yet people always seem to go along with them, whatever their arguments or desires. Their powers of persuasion are truly incredible. Perhaps luckily, such Leaders are very rare.

If you roll natural triples in Charisma when creating your character and get a result of at least 15, you may create a Leader Specialist. A Leader has to make only Level One Saving Rolls to convince others that what he says is true, or to get them to do what he wants (and the way he wants it done), no matter how far-fetched or difficult the task or the lie; he always rolls on CHR for such attempts. (He cannot take a Persuasion Talent to improve on his natural ability.)

Rangers and Leaders have magical abilities that don't seem like magic to the rest of the world, and that do not deplete *kremm* with their use. They should be played as Rogues or Citizens more than Wizards (unlike Specialist Mages, who are thought of as Wizards, and Warrior-Rangers, who are treated as gifted warriors).



Paragon

Those of us who are terribly insecure in our own lives tend to hate these people in the real world. You know the type – quarterback of the football team, gets straight A's in school (has to decide between Harvard and Yale), rich, and, on top of it all, attractive and charismatic.

Paragons are stuff from which heroes and villains of legend arise – characters almost too good to be true. Given their tremendous potential, they receive both magical and combat training as children. (They were called Warrior-Wizards in earlier editions of T&T.) They are very, very rare.

The odds are very much against rolling up a Paragon, naturally, but like many things in T&T, those odds can be defied and broken from time to time. Paragons may show up as non-player characters. Do you need a general to lead that army for the Death Goddess? Create a Paragon. Want a guildmaster? How about a Champion for the Arena to take on all comers?

Perhaps a Mysterious Stranger might help your game progress? Or a Legendary Hero? These are all good uses for Paragons.

Prerequisite: A Paragon occurs only when all eight attributes are rolled as 12 or higher before modifications. We're not talking about just having all attributes at 12 or higher; any character can do that if he survives long enough. Oh, no, these guys start out gifted.

Weapons Training: Just like Warriors, Paragons can use any weapon with skill and they know how to use their armor to get double the usual protection from it. Still, they have to give up a little of the Warrior advantage in order to have time for their magical training, so they do not get the Warrior Bonus to combat adds based on their level.

Magical Training: Paragons are de facto members of the Wizards' Guild. Like Wizards, they start knowing all 1st-level spells, and they can use staves, wands, rings, etc., as foci. But

again, they must give up something to make time for all that warrior training: Paragons don't understand the underlying theory of magic quite as well as true Wizards, so they can't invent their own spells until 10th level.

Kindred

Kin (or Kindred) does not refer to the character's family in T&T, but to his species. For the sake of simplicity, Gimor is human. There are a lot of humans in Trollworld, but that's not all. The world is a big place and there are also elves, dwarves, trolls, fairies, goblins, hobbs, skeleton men, ratlings, lep-rechauns, lizardmen, serpentmen (nagas), gargoyles, centaurs, minotaurs, dragons, wraiths, ogres, snarks, shadoween, kobolds, gnomes, gremlins, mermen, spiders, were-breeds, vampires, golems, and many others. See 24 for more on Kindred.

A word about non-humans and monsters: humanoids will usually fit into one of the Types listed above. Non-humanoid

characters don't. Dragons are simply dragons and have their own powers. A cave-lion doesn't have to be a Warrior, Wizard, or Rogue, although it's conceivable that a player might wind up roleplaying a cave-lion at some time.

Attributes

Let us roll some dice and put numbers in Gimor's attributes. Then I will explain each one briefly.

Now to go down the list and point out what the numbers attached to those Prime Attributes refer to...

STRENGTH (STR) is primarily the ability to exert force—lifting, shoving, pushing, etc. It shows how much gear/junk/equipment/booty the character can move around. Provided that he is dexterous enough, Gimor can use any weapon tirelessly as long as the Strength requirement of the

NAME: <u>Gimor Ironfang</u>		Type <u>Warrior</u>	Kin <u>Human</u>	M Level <u>1</u>
STR <u>14</u>	CON <u>11</u>	DEX <u>14</u>	SPD <u>6</u>	
INT <u>8</u>	WIZ <u>14</u>	LK <u>8</u>	CHR <u>11</u>	
Height <u>5'11"</u>	Weight Possible <u>1400</u>	Adventure Points		
Weight <u>180</u>	Weight Carried _____			
COMBAT Adds <u>+7</u>	MACIJC	TALENTS		
Armor _____	Spell Name (Level)	Talent (Attribute)	Rating	
Shield _____	Hits _____	(DEX) Acrobatics	16	
Weapon _____	Dice+Adds _____	Range _____		
WEALTH				
GP: _____	SP: _____	CP: _____		
other valuables		Languages		

weapon is 14 or less. (STR and DEX requirements for weapons are listed on the Weapons Tables.) If his Strength is ever reduced to 0, Gimor will be totally exhausted, unable to do anything for himself until his Strength comes back to at least a value of 1. Gimor has slightly better than average Strength, which is a good thing for a warrior.

CONSTITUTION (CON) is the general measure of a character's health and toughness. It is also a measure of endurance and how much punishment the body can take before it dies. If his CON reaches 0, Gimor is unconscious, dying, and unable to do anything for himself. At a total of -10, the character is dead, dead, dead, and cannot be healed. When damage is taken in combat, it comes straight off of the CON value. When a character is healed, the CON is restored to its original value. Gimor has average toughness. Trollworld characters are mighty—they can keep fighting right down to the last CON point unless the GM rules against them in some fashion.

DEXTERITY (DEX) refers to manual dexterity and general agility; it includes hand/eye coordination and bodily kineshetics. Dexterity is necessary for the wielding of weapons, the learning of physical disciplines, and for determining success with missile weapons such as the bow and arrow. Gimor has above-average dexterity, also a good quality for a warrior.

SPEED (SPD) is often misunderstood. It is not the absolute measure of how fast a character can move in the real world, but instead a measure of reaction time. Think of it as a measure of metabolic rate, and you won't be far off the mark. Gimor has a very superior speed of 16, and that is an excellent thing for a warrior to have.

INTELLIGENCE (INT) is the measure of a character's ability to reason clearly, solve problems, and remember things. Intelligence is the prime necessity for the learning and casting of magical spells—each spell has an INT rating, and characters with intelligence ratings

below the requirement simply cannot understand the nature of the magic and how to cast it. It is also a factor in linguistic ability, and is used in T&T as a simple way of determining which characters are multilingual. All human characters and most non-human characters in the Empire of Khazan speak a common language called Khaz'ni—the “Common Tongue.” Players should think of Khaz'ni as being the same as their native language with some elvish, dwarvish, and a bit of dragon thrown in. Gimor has a slightly below average Intelligence of 8—speaking Common is difficult enough for him—he won't be mastering other languages or any spells unless he gets a lot brighter.

WIZARDRY (WIZ) is the measure of a character's ability to tap into the natural magical energy of the planet. Wizards and other magic-users have learned to use this force to alter reality by casting spells. Warriors and most Citizens have no understanding of Wizardry and may not even be aware that they have this force stored within

their brains. Wizardry (also known as *kremm* in Khaz'ni) is explained in greater detail in the “Magic” section of the rules. Even those who cannot actually detect and consciously use their WIZ attribute — like Gimor, who has a very respectable rating of 14 — may unconsciously use WIZ as protection against magic or to power amulets and talismans. In the past (5th edition and earlier versions of T&T), Wizardry was sometimes mistaken for Strength or Luck.

LUCK (LK) is the ability to be in the right place at the right time, or to put something else in the right place at the right time. It is useful in avoiding traps, striking lucky blows in combat, and gambling of all sorts. It is the attribute most often tested by Saving Rolls. Luck can save your character when all else fails. Remember the wisdom of the Trollgod: It is better to be lucky than to be good. Gimor has below average Luck. He should avoid situations where he needs to take risks or gambles, because he will lose most of the time.

Charisma (CHR) is the measure of a character's force of personality and leadership ability. It is not necessarily synonymous with physical beauty, although there tends to be a high correlation. Charisma is often used as the test of persuasiveness or leadership. Gimor has average Charisma.

The next thing that needs to be explained is adds (also called combat adds or personal adds). When a character is fighting, he receives a bonus for having high Strength, Dexterity, Speed, and Luck. For each point over 12 in any of these abilities, the character gains 1 point of adds; for each point under 9, he gets -1 adds.

Thus, Gimor's Strength of 14 gets him +2 for his personal adds. He would also get +2 for Dexterity and +4 for Speed; his Luck is only 8, below the average range, and nets him a -1 penalty to his adds. Gimor has total combat adds, then, of +7, which is figured into his combat total each time he's in combat. The adds depend entirely upon the current attributes. If the

attributes change in the middle of a fight, so do the adds.

To continue the explanations for the headings on the cards, we move to GOLD or G.P. (short for "gold pieces"). This should be the measure of the character's personal wealth at any given time. When starting a new character, roll 3D6 and multiply by 10 to get the amount of money that you start with. (Remember the TARO rule.) Your character will probably spend most of this initial allotment of money to equip himself for his first adventure. If he is lucky, he will return from that adventure with much more money than he started with. The number under gold could easily be negative if your character owes money. Let's start Gimor with 90 GP. A character need not carry all his wealth with him at all times. He can leave it with a friend, bury it in a secret location, or even put it in a bank. Getting lots of money will allow the character to purchase better weapons, armor, equipment, supplies and all the finer things of life.

Character Kindred

One of the things that has changed over time in T&T is the names of the Kindred and the acceptance of new Kin as being playable character species. In order to not tread on the toes of certain deceased English scholars of fantasy, for whom I have the utmost respect, a few Kindred names have changed to a more savage form.

On Trollworld, any intelligent race of beings is called a Kindred. There are many kindred. Elves, dwarves, hobbs, fairies, skeleton men, leprechauns, centaurs, minotaurs, nagas, gargoyles, dragons, balrukhs, ogres, giants, kobolds, gnomes, goblins, and humans can all be seen in and around the streets of Khazan, Khosht, Gull, and the other cities of the Empire.

Although most of the rules for Tunnels and Trolls are written with humans in mind as the norm, you may, if you wish, play other types of creatures as well. When creating such characters, simply roll 3D6 as you

would in creating a human character, and apply the multipliers shown in the table below. If your preferred character Kindred is not shown on the table below, you should make some sort of arrangement with the GM to design and play that Kindred. For example, angels are not shown below, but they are essentially humanlike, simply with wings and the power to fly. They are known for their tremendous beauty, strength, and stamina. Having worked this out with the GM, you might say that Angels have STR, CON, and CHR x2, and all other attributes as humans. Thus you have a basis for a new Kindred not shown in these rules.

Some Kindred have limited character types available to them. For example, all leprechauns are Wizards and all giants are Citizens. Remember that character Types are for players and non-player characters alike. Living creatures simply considered as monsters don't need character types.

COMMON KINDRED ATTRIBUTE MODIFIERS

KINDRED	STR	CON	DEX	INT	LK	CHR	WIZ	HT	WT
Dwarf	2	2	1	1	0.67	1	1	0.67	2
Elf	1	0.67	1	1.5	1.5	2	2	1	0.67
Fairy	0.25	0.25	2	1	2	2	2	0.1	0.001
Hobb	0.5	2	1.5	1	1.5	1	1	0.5	1
Leprechaun ¹	0.5	1	1.5	1.5	1.5	1	1	0.25	0.33



RARE KINDRED ATTRIBUTE MODIFIERS

Kindred	STR	CON	DEX	INT	LK	CHR	WIZ	HT	WT
Balrukh	10	7	2	1	0.5	5	4	3	9
Centaur	3	3	1	1	1	2	1	1.5	9
Demon	4.5	4.5	1.5	1	0.5	5	3	1	2
Dragon (adult)	25	50	3	5	0.5	5	2.5	3	50
Dragon (lightning)	12	24	2	3.5	0.5	4	2	2	25
Dragon (young)	5	5	1	2	0.5	1.5	1.5	1	1
Elf, Dark	1	1	1.5	1.5	1	2	2	1	1
Gargoyle	2	0.75	1	1	0.75	1.33	1	1	0.67
Ghoul	3	3	1	0.25	0.5	0.5	1	0.67	1
Giant ²	5	5	1	0.5	0.5	5	1	5	25
Gnome	0.33	0.33	1.5	2	1.5	0.67	1	0.33	0.33
Goblin	0.75	0.75	1.5	1	1	0.5	1	0.75	0.75
Gremlin	0.5	0.5	1	1.5	1.5	0.5	1.5	0.33	0.33
Harpy	1.5	1.5	1	0.67	1	1	1	1	0.5
Hobgoblin	1	1	1	0.75	0.5	0.75	1	1	1.5
Kobold	0.5	0.5	1.5	2	1	0.75	1	0.5	0.5

RARE KINDRED ATTRIBUTE MODIFIERS CONT'D

Kindred	STR	CON	DEX	INT	LK	CHR	WIZ	HT	WT
Living statue ³	2	10	0.75	1	1	2	0	1	10
Merperson	1.5	1	1.5	1.25	1	1	1	1	1
Minotaur	2.5	2.5	0.75	0.75	1	2	1	1.25	1.5
Naga ⁴	1.5	1	1	2	1.5	1.5	2	1	1
Ogre	2	2	1	1	0.75	1.5	1	1.5	2
Ratling	0.5	1	1	1	0.75	0.5	1	0.33	0.33
Skeleton	1	1	1	1	1	1.25	1	1	1
Troll, forest	2.5	2.5	1	1	1	4	1	2	4
Troll, jungle	2.75	3	1	0.75	0.75	4	1	2	4
Troll, mountain	6	6	1	1	1	6	0.5	4	16
Troll, rock	3	3	1	1	1	3	0.5	2	4
Troll, swamp	2	2	1	0.75	1	1.5	0.75	2	4
Troll, wolf	3.5	3.5	1	0.75	1	3	0.5	2.5	6.25
Urook	1.25	1.25	1	0.75	0.75	1	1	1	1.25
Urookin	1.5	1.5	1	1	1	1.25	1	1.25	1.5
Vampire ⁵	2.5	1	1	1.5	1.5	2	1.5	1	1

¹ Leprechauns are all Wizards. They also have a natural Wink-Wing spell they can do without any magical training.

² Giants are all of the Citizen Type.

³ Living statues (also known as “golems”) are artificially created beings of animate metal. Although activated by magic, they have no ability to store *kremm* or cast magic; they cannot be Wizards, Specialists, or Paragons, and cannot cast spells.

⁴ Nagas (a.k.a. “serpent men”) are always Wizards. They are seldom seen in the Empire of Khazan, but some of the greatest legends refer to them.

⁵ Vampires are always Wizards or Specialists, natural shapeshifters and masters of illusion. Even other monstrous Kindred hate and fear them.

Note that the Speed multiplier is always x1 for all kindred. Fractions are expressed as decimals and round up to the next integer when figuring an attribute value.

Height and Weight

Your character can be any height or weight that you wish. However, if you can't decide or want to determine these factors randomly, simply roll 3 six-sided dice (3D6) and consult the chart below. This chart is for humans; to find a result for other Kindred, simply multiply the result by the HT and WT modifiers listed on the Kindred Chart.

Roll	Height	Weight (lbs.)
3	4'	75
4	4'3"	90
5	4'5"	105
6	4'8"	120
7	4'10"	135
8	5'1"	150
9	5'3"	160
10	5'6"	170
11	5'8"	180
12	5'11"	190
13	6'1"	200
14	6'4"	225
15	6'6"	250
16	6'9"	280
17	6'11"	310
18	7'2"	350

MISCELLANY

ADVENTURE POINTS (AP) start at 0 for every character. These points are awarded by the G.M. during the course of the character's adventures. AP are given out for good role-playing, puzzle-solving, endurance in play, fighting or slaying foes, casting magic, and for attempting Saving Rolls versus attributes or Talents. They are the most mysterious aspect of life on Trollworld—it is as though the gods themselves were keeping track of the players' actions and scoring them, handing out rewards and occasionally punishments for all actions undertaken during the course of one's adventures. The marvelous thing about AP is that their accumulation can raise Character attribute values over time. (See 102)

WEAPONS: List all the weapons your character owns. This space also helps to keep track of how many dice the weapon gets, its range if it is a missile weapon, and if there is anything special about it, like an enchantment or curse.

ARMOR: List by type or piece the armor and/or shields a character is using, and how many hits of protection it offers, and whether it has been damaged or not. Shields count as armor although they require minimal Strength and Dexterity to wield.

LANGUAGES: List all the languages the character can speak/read/understand. With an Intelligence of just 8, Gimor is none too fluent even in Khaz'ni (the Common tongue). Brighter characters are allowed to pick an additional language [appropriate to your GM's game] for each point over 12 in Intelligence.

MAGIC: Characters should list any magical implements, tools, weapons, amulets, charms, or foci that they manage to acquire. If they know spells, they should list here all the spells they can cast. At the start, Gimor has no magic.

OTHER EQUIPMENT: Here you record anything else the character buys (or steals, finds, or is given) to equip himself before going on an adventure.

You may choose to write these things on the back of the card instead, or keep track of them anywhere you want.

Presumably your character has a home, and he could leave all his extra junk there, but when going on a delve or an adventure, be sure to write down what you're taking with you and let the GM know in advance.

You may also wish to add a few other things to the character's card to help define or picture him – things like height and weight, eye color, hair color and length, distinguishing scars, spiffy clothing. You may roll for height and weight (see 28), or you can make a deal with your GM to get a character of roughly the size and shape that you want.

WEIGHT POSSIBLE and **WEIGHT CARRIED**. These factors are only thrown in for the purists in the audience. (I usually assume that characters are strong enough to carry all the gear and weapons and provisions that they want or need, unless the sheer quantity of

things that a character is carrying begins to seem ridiculous.) However, to be exact, a character's carrying capacity is determined by multiplying his STR rating by 100. That gives his ability to carry in weight units ("w.u."). (All objects have weights given in weight units. 10 w.u. = 1 pound.) To see how much he's carrying, simply add up the weight units.

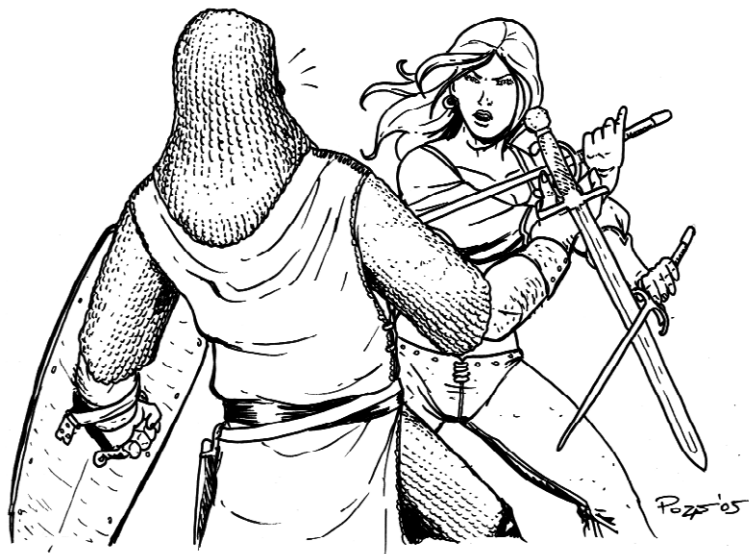
A note about carrying things – the delvers of Trollworld have developed wonderful packs for stowing stuff, and their clothing is full of all sorts of pockets, pouches, belts with hooks, and so forth. It's funny to visualize, but the heavily laden dungeon delver probably looks more like a boy scout leader buried under packs and gear than he does a medieval warrior. You can assume that, when combat arises, the delver quickly shucks out of his pack-mule outfit and looks a bit more like Conan the Barbarian when swords begin to clang.

TALENTS

In the real world, everyone has hundreds if not thousands of skills that they use on a daily basis. Almost anything can be a skill: the ability to persuade others, the ability to sing harmony, the ability to balance a pencil on your nose, the ability to swim, the ability to kill things with arrows. This is also true for Trollworld. What we call a "skill" is always a combination of some specialized knowledge with practice in

doing something, and the list of potential skills is endless.

Sometimes, Tunnels and Trolls simulates the use of skills through Saving Rolls (SR), made to determine the success or failure of various actions. Sometimes a simple Dexterity SR is enough to determine success or failure. Sometimes two or more attributes must be tested. Any situation can be resolved by the imaginative GM with the appropriate combination of SRs at different



levels—with more difficult SRs required for more difficult challenges in the game.

Beyond SRs, it is neither practical nor fun to maintain a list of dozens or hundreds of minute skills that player characters could have. Therefore, we won't do that.

Imagine that there is a skill that helps define who or what your player character is in life. But instead of calling it a skill, let's call it a Talent. Everyone has at least one Talent; some have more than one, but let's keep it simple. New characters may choose a single Talent. When they go up a level, they may add another Talent. Perhaps it could be the talent of Healing, or Persuasion, or Gambling, or Thievery. This Talent can be anything you can imagine and may also be a kind of Lore. You can expect to use this Talent a great deal in the course of playing your character.

After you have rolled up all the attributes for your character, decide, perhaps with the help of the GM, what your character's Talent will be. Let's say I've just

made a new character, Zam the Bony, a Rogue, and I want him to be a thievish sort. Thus I choose Thievery as his main Talent. Whenever Zam the Bony is in a situation where he must steal something, or know something about how to steal things, he will use this Thievery Talent to determine success or failure. Right away I will produce a number (as below) to measure that Talent, and that number will be just like an attribute number and be used in the same way.

To get your starting Talent for your character, choose an attribute to base it on, then roll 1D6 and add that to the attribute. Your Talent will always be your attribute plus that die roll. If your attribute goes up, your Talent goes up. If your attribute goes down, your Talent goes down. On your character card your Talent should be written thusly: DEX + 5, or CHR + 2, or LK + 6. Do you understand? Attribute + 1D6 is your character's Talent. Example: the most important attribute for my rogue character of Zam the Bony is Dexterity (a 15). I give

him the Talent of Thievery and roll 1D6 getting a 4. Zam's DEX (15) plus 4 equals Thievery Talent score of 19. (For Gimor's Talent of Acrobatics I only rolled a 2. DEX of 14 plus 2 brings it to Talent 16 in Acrobatics.)

Talents are always used with SRs, and always used to accomplish one particular feat or style of action. You as player have to know how you want to use your Talent. The Game Master has to be able to assign a level of difficulty to your attempted display of skill.

I can't stress this point enough: **TALENTS ARE ALWAYS USED WITH A SAVING ROLL TO TRY TO ACCOMPLISH SOME PARTICULAR ACTIVITY.**

What about a Talent for combat? Wouldn't that make the character fight better all the time? No! Your personal adds and your weapon of choice determine how well you fight on average. Talents allow you to try to accomplish particular feats of skill within that area.

Let us say that Fang the Delectable has a Talent for Swordplay with a rating of 24. He is fighting three foes, and losing slowly. Fang decides to use his Talent to improve his chances. At the beginning of the combat round, Fang announces that he will use his Swordplay Talent to disarm one of his three foes. The GM allows this is a reasonable thing to try, and, since there are 3 foes, he asks for a 3rd-level SR. For Fang, that's 30 minus 24. He only needs a 6 or better. The combat round is fought normally, but because Fang makes his Talent SR, he disarms one of his foes while fighting. The GM reduces the foes' combat total by whatever the disarmed enemy would have contributed, and now Fang does better against the remaining two. Another option for Fang might have been to try to knock one foe senseless, or to concentrate all his damage on a single enemy—whatever reasonable thing your imagination comes up with.

Personalized monsters may also have Talents, but the GM is

advised to save such surprises for very special occasions. Otherwise, it could slow the game down too much.

Picking a Talent

You have to use your own imagination here. A Talent could be anything, from Dancing to Poetry. Think carefully! The Talent you choose will personalize your character forever after.

Using Talents

Saving Rolls against a Talent may be called for by either the GM or the player. For example, Zam the Bony has an opportunity to open a locked treasure chest. The GM might decide that it needs a 3rd-level Dexterity SR to open that chest, but the player announces that opening chests is something thieves practice, so he should be able to use his Thievery instead. That seems reasonable, so the GM allows it, and lets Zam use his Thievery score in place of DEX. Thus, Zam needs only an 11 to make his SR. If he had

used his DEX of 15, he would have needed a 15 to succeed. If he tried to make it on Luck, he would have needed an 18. Clearly, it should always be best to use one's Talent instead of an attribute whenever one can.

Note to GMs: Don't let the players get away with murder here. Zam has a talent for Thievery based on Dexterity. His Talent wouldn't help him fight better, or resist disease, or pick up a girl at a bar. Keep the character's Talent focused on what it is meant to do.

Some Examples of Talents

Talents can be anything the player can think of, and may be narrow or wide in application. Talents with a wide range of possible applications are better than those with a narrow range. It's better to have a Talent for Thievery in general than for, specifically, Picking Pockets. When I say anything, I mean anything. You can have a Talent for Lap Dancing if you choose. However, just Dancing would be better. To give you a better idea of what Talents

could be, I shall do a couple of short lists of different types of Talents. Remember, you are not limited to these lists when creating your character.

Narrow Talents: Playing Cards, Weapon Disarming, Singing, Poetry, Horsemanship, Picking Pockets, Tumbling, Herb Lore, Fisticuffs, Begging.

Broad Talents: Gambling, Swordplay, Music, Literature, Animal Handling, Thievery, Acrobatics, Medicine, Unarmed Combat, Persuasion.

As a general rule, players would be wise to choose broad talents, but of course you may do as you please here. Some people would enjoy the extra role-playing challenge of a narrowly defined Talent. On the other hand, when creating NPCs as a GM, it would be best to give them narrowly defined talents, and then use them as specialists.

Advanced Character Creation

There is another way to quickly make characters for Tunnels and Trolls—another way besides having your computer run some carefully calculated program to make them up. You understand the random method of character generation, described above. Now, let's talk about the calculated method of character generation.

Simply put, you can allocate X number of points for character creation and then spend those points any way you wish. The concept is so simple that I'm sorry to call it the "advanced" method of character creation.

Game Masters: This "point pool" method of character creation works especially well for creating non-player characters (NPCs) for use in your campaigns and adventures. It is also an excellent method of balancing a tournament game for the players. Start by giving them some arbitrary number of points to spend, give them 15 minutes to design a character, and then start the game.

Note that it is fairly tough to construct a really good 1st-level character with only 75 attribute points, but you can make someone who would be interesting to play.

The table below shows suggested attribute points for different levels of characters. Note that using a pool of points does not allow for Kindred modifiers. (I can't double Clyduss' STR and CON by declaring him to be a dwarf instead of a human.)

Character Power	Attribute Points
Weak	50
Typical	75
Good	100
Tough	200
Godlike	1000

Character Level

What does it mean to say a T&T character is 2nd level, or 5th level, or 10th level? In older editions, it used to mean that the character had accumulated some huge amount of Adventure Points. Although gaining AP allowed one to increase attribute points, there

was no real connection between character abilities and character levels (except in magic, where one had to be a 5th-level Wizard to gain the right to invent new spells).

In 7th edition, character level no longer works that way. Now that you gain an attribute point of your choice whenever a character amasses a certain number of AP (see 102), we can no longer define character level by total AP. We must now define character levels by attribute point relationships.

There are six distinct types of characters in T&T now: Citizens, Rogues, Specialists, Warriors, Wizards, and Paragons. Some attributes are more important than others for each of these six types – these are the “level attributes” that determine that character's level.

Character Type	Level Attributes
Citizen	STR,CON,LK,CHR
Rogue	DEX,INT,WIZ,LK
Specialist	CON,INT,WIZ,CHR
Warrior	STR,DEX,SPD,LK
Wizard	DEX,INT,WIZ,CHR
Paragon	STR,INT,WIZ,LK



If any of a character's level attributes fall within the ranges shown for a given character level (shown below), then the character is considered to be of that level. Use only the highest level attribute for this purpose.

Character Level	Attribute Range
0	1-9
1	10-19
2	20-29
3	30-39
4	40-49
5	50-59
6	60-69
7	70-79
8	80-89
9	90-99
10	100-109
11	110-119
12	120-129
13	130-139
14	140-149
15	150-159
...	
20	200-209
...	
25	250-259
...	

Thus, for a Warrior to be 2nd level, at least one of his STR, DEX, SPD, or LK must be

between 20 and 29. If a Warrior starts play with an attribute already in that range, then he is already 2nd level. (Similarly, if he starts with a level attribute in the 40s, then he is 4th level.) The same principle applies with the other Types. If you make a Citizen with a Charisma of 72, then he is a 7th-level Citizen.

One other important thing about character levels: Levels are calculated in relation to the human norm, so any character having attributes in the 10 to 19 range is a 1st-level character. A human Warrior with a Strength of 10 is 1st level. A dwarf Warrior with the same starting rolls, who gets double the Strength of a human, would have a STR 20 and therefore be considered a 2nd-level character immediately, even if none of his other attributes were higher than 19.

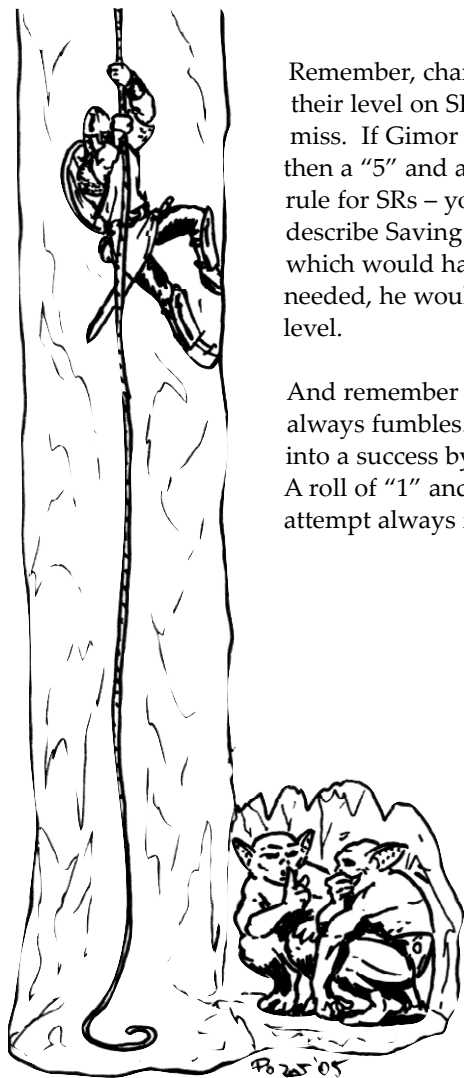
Got it? Good!

Level Benefits

There should be advantages to being a high-level character. There are! <grin>

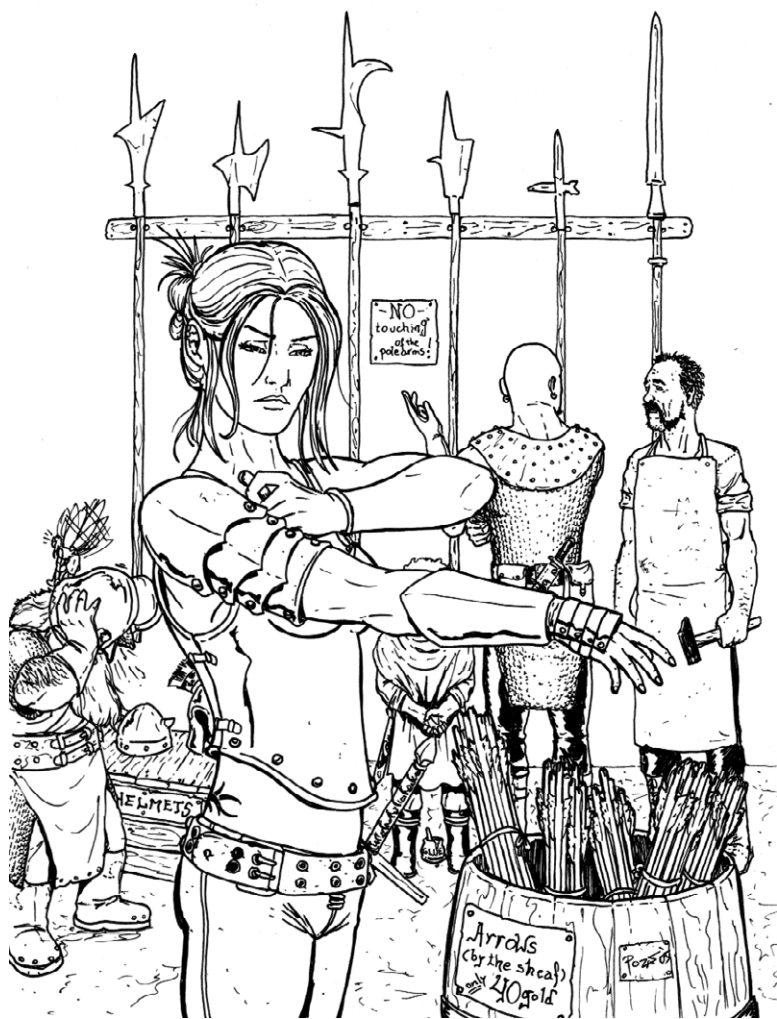
Saving Roll adds: Any time a character would fail a Saving Roll (see 99), he may add his character level to see if he in fact succeeds. For example, Gimor the Unlucky, a 1st-level Warrior, has a Luck of 8. A pit opens beneath his feet as he explores a corridor, and he drops from sight. The GM tells the player to make a L1SR on LK to see what happens to Gimor. The player groans and rolls 2D6, but he gets a "6" and a "5" – a good roll, but not good enough when Gimor needs a 12.

But wait! Luck is a level attribute for warriors: Gimor is a first level character and therefore entitled to add 1 to every saving roll attempted. 11 plus 1 is 12, the number he needed. Gimor makes the saving roll. The GM rules that Gimor falls at first, but then reaches out blindly and happens to catch a projecting rock on the side of the pit, so he doesn't fall to the bottom after all.



Remember, characters only get to add their level on SRs they would otherwise miss. If Gimor had rolled double “6s” and then a “5” and a “2” (remember the DARO rule for SRs – you’ll read about that when I describe Saving Rolls in further detail), which would have been far more than he needed, he wouldn’t get to add 1 for his level.

And remember too that SR fumbles are always fumbles. You can’t turn a fumble into a success by adding the level bonus. A roll of “1” and “2” on a Saving Roll attempt always fails.



Equipping Characters

Characters need equipment, things like clothing, weapons, armor, provisions, medicine, tools, and so on. There are several ways of providing such extras for newly created characters. What characters can come up with in the way if equipment is limited only by their imagination and the good nature of their GM.

The classic method of equipping new characters is to let them spend the money they rolled up on starting (3D6 x 10 GP). Assume they have the clothes on their back, and nothing else, and just let them buy what they want from the tables that follow.

Another method is to start the players with nothing at all, and let them find/buy/acquire equipment as the adventure progresses. I rather like this scheme, as it speeds up character generation, and gets the adventure started. The only down side for the GM is that you then have to design stuff

into your adventure that will allow the characters to supply themselves, and you may have to roleplay all those shopkeepers, monsters, and adventurers who serve as supply centers.

A third method is to issue basic supplies to your party at the beginning of the adventure. Assume they have nothing, then give them what you want them to have when the adventure begins. Let us say the players represent a squad of soldiers. You could give them all chain mail armor, kite shields, broadswords, daggers, horses, and provisions for 3 days. Bam! That took about 10 seconds and the adventure is ready to start.

Don't get bogged down in equipping the characters. Give them what they need to get started, and then move the adventure along.

Once the players have some familiarity with the game, they can equip and upgrade their characters on their own time, using the tables in the rulebook. We count on their own strict

sense of honor to play fairly with their resources and their acquisitions.

Provisions and Equipment

In many large towns and in every city there are merchants who sell supplies, equipment, clothing, and all the necessities of life in Trollworld. All you need is money <grin>. If you really want to buy stuff outside the dungeons, it is best to negotiate with your Game Master. Magical items, of course, are only sold at the various guild offices, of which the Wizards' Guild is the best known.

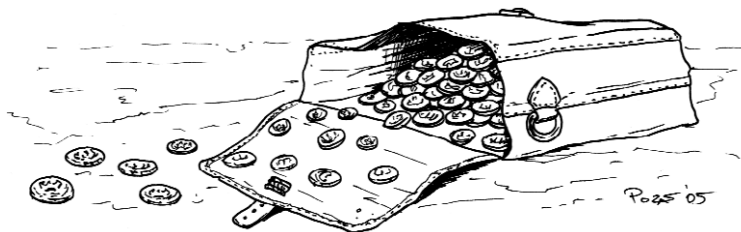
Although we talk about almost everything in terms of its "GP value," the average currency of most places is silver pieces (SP). Thus, you will find the less expensive things in the General Supplies list priced in silver

instead of gold. That's a good thing for you, as you start with gold pieces and each is equivalent to 10 Silver Pieces. If you see a decimal price, it means silver and copper pieces (CP). For example, a regular pair of sandals might cost 19.9 SP, which would be 19 SP and 9 CP. Give the merchant 2 gold and you get back 1 copper in change—hey, it's just like the real world!

Although the equipment lists here are for the average item, you may also buy used material at half price, or high quality material at double the going price. Thus, a used pair of sandals could be had for 9 silver and 9 copper.

Remember that 1 GP = 10 SP = 100 CP.

Now, if you're ready, let's go shopping!



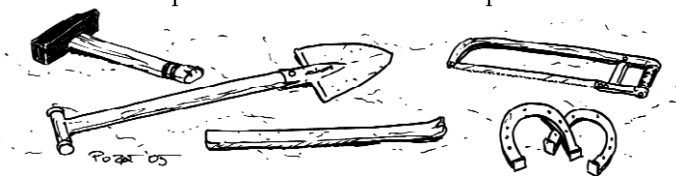
General Supplies

CLOTHING		
Item	Weight (w.u.)	Cost (SP)
Belt, leather	2	3
Boots, ankle-high, hard	40	15
Boots, ankle-high, soft	15	10
Boots, knee-high, hard	60	25
Boots, knee-high, soft	20	20
Cap, cloth	5	5
Cap, leather	10	9.9
Cloak, heavy	30	30
Cloak, hooded	40	39.9
Cloak, light	15	15
Kilt, cotton	10	24.9
Loincloth (i.e., a dirty rag)	2	1
Loincloth, fur, common (e.g. rabbit)	10	10
Loincloth, fur, rich (e.g. tiger)	10	1000
Loincloth, fur, good (e.g. wolf)	10	100
Sash, cotton	1	2
Shirt, silk	8	49.9
Shirt, sleeved, with laces	14	12.9
Shorts, cotton	5	12.9
Trousers, cotton	8	19.9
Trousers, leather (takes 1 hit)	40	34.9
Trousers, woolen	30	21.5
Vest, cotton	10	7.5
Vest, leather (takes 1 hit)	40	99.9

TOOLS

Item	Weight (w.u.)	Cost (SP)
Bow saw	30	50
Chisel	5	10
Crowbar (5') (3D6 + 3)*	200	120
First-aid kit (5 uses)	50	100
Grappling hook	50	30
Hammer	40	30
Hoe	30	30
Pitchfork	80	80
Second-aid kit (5 uses; cures 5 hits per)	50	999.9
Shovel	60	50
Sledgehammer (4D6)*	100	90
Wooden mallet	20	5
Woodsman's axe (3D6)*	100	70

* see hafted weapons table for additional requirements



RIDING ANIMALS

Animal	Cost (SP)
Mule	350
Ox	500
Pony	250
Riding Horse	1200
War Horse	3000

TACK AND HARNESS

Item	Weight (w.u.)	Cost (SP)
Bit and Bridle	40	40
Harness	30	30
Horseshoes (4)	80	80
Saddle bags	150	39.9
Saddle blanket	20	5
Saddle	250	99.9

MISCELLANEOUS EQUIPMENT AND ITEMS

Item	Weight (w.u.)	Cost (SP)
10' pole	50	5
Backpack	10	5
Belt pouch	5	1
Bound book (50 sheets)	20	99.9
Box, Large iron	800	199.9
Box, Small iron	60	39.9
Chalk (10 pieces, different colors)	2	19.9
Chest, Large wooden	500	88.8
Chest, Small wooden	160	30
Dwarven matches (100)	20	99.9
Dwarven steel pen	5	20
Flint and steel	4	10
Ink (2-oz. bottle)	5	50
Iron spike (10)	25	8
Lantern	20	12

MISCELLANEOUS EQUIPMENT AND ITEMS CONT'D

Item	Weight (w.u.)	Cost (SP)
Lockpicks (set of 3)	6	600
Mirror (small)	5	39.7
Oil, flask	5	15
Parchment (10 sheets)	4	19.9
Quill pen	1	0.3
Quiver (arrow) (holds 20)	30	39.9
Quiver (bolt) (holds 20)	40	49.9
Rope, 50' hemp	100	50
Rope, 50' silk	20	200
Sack, Large	5	0.5
Sack, Small	3	0.4
Scissors	5	19
Steel needle (packet of 10)	1	10
Tinder box	5	20
Torch	10	1
Water/wine skin	15	10
Wax candle (10)	15	30



Easily Purchased Weapons

Armories and smithies are easily found in large cities and towns. Here, in no particular order, are lists of weapons that can be purchased in places like Khazan, Gull, or Khosht. The GM may offer other items, and/or modify the prices given below to suit the economics of his or her own campaign. As a general rule, the weapons listed below are new, constructed of

the finest common materials available. Many have been made by dwarves, and those will usually have a G-rune stamped somewhere on the weapon.

There are, of course, used weapons dealers, and they sell much the same stuff for lower prices, the usual rule being half the new price. Enchantments and enchanted weapons are sold at Wizards' Guild shops. All prices are listed in GP.

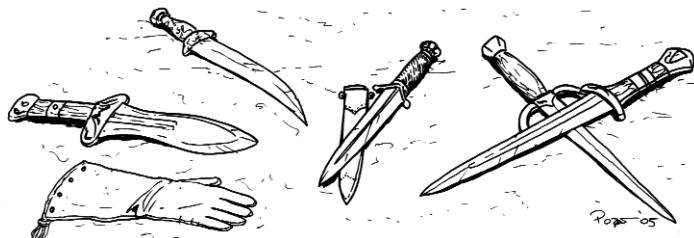
DAGGERS

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?	Range (yards)
Athame	2 + 3		7/na	35	27	N	–
Bank	2 + 3	1	1/na	18	20	N	–
Bich'wa	2 + 3	1	4/23	20	33	N	10
Butterfly knife	2 + 3	3	14/21	20	12	N	10
Dirk	2 + 1	1	4/10	18	16	N	10
Fang-wing	2 + 4	8	3/12	21	17	N	20
Haladie	2 + 4	2	4/na	25	15	N	–
Hungamunga	2 + 1	7	6/12	15	14	N	10

DAGGERS CONT'D

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?	Range (yards)
Ice pick	1 + 2	1	1/7	3	5	N	5
Jambiya	2 + 2	2	8/25	21	12	N	10
Katar	2 + 4	2	8/na	18	22	N	–
Kris*	2 + 3	8	5/20	120	50	N	10
Kukri	2 + 5	6	6/30	30	20	N	15
Main gauche	2	10	12/na	25	25	N	–
Misericorde	2 + 1	1	2/15	14	14	N	10
Poniard	2	1	3/14	10	10	N	10
Sax	2 + 5	7	10/na	30	25	N	–
Stiletto	2 - 2	1	1/8	5	10	N	5
Swordbreaker	2	10	12/na	15	15	N	–

* A kris wielder cannot cast magic of any kind. No magic of 3rd level or lower (or the equivalent) functions within 5 feet of a kris.

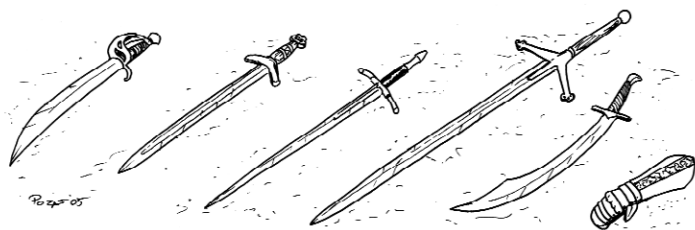


SWORDS

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?
Black eagle blade (3 1/2')	3 + 5	15	13	300	110	N
Bonesplitter (6')	7 + 3	25	15	360	190	Y
Broadsword (3' - 4')	3 + 4	15	10	140	120	N
Cross thrust sword (5')	5 + 1	17	16	200	130	N
Cutlass (3')	3 + 3	8	11	100	50	N
Epee (3' - 5')	3 + 2	9	15	75	25	N
Estok	3	12	10	80	75	N
Falchion (4')	4 + 4	12	13	150	110	N
Fish Spine sword (4')	4 + 3	12	13	270	120	N
Flamberge (6')	7 + 1	21	18	375	165	Y
Foil (3' - 4')	2 + 1	7	14	25	15	N
Gladius (2 1/2' - 3')	3 + 2	10	7	50	70	N
Grand shamsheer (no-datchi) (6')	7 + 2	22	18	400	150	Y
Great shamsheer (4 1/2' - 5')	5	15	15	180	130	Y
Great sword (6')	6	21	18	240	170	Y
Hand-and-a-half sword (4')	5	16	12	150	150	N
Manople (2' - 3')	2 + 2	10	10	85	80	N

SWORDS CONT'D

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?
Pata (long katar) (3' - 4')	4	14	14	200	90	N
Punch sword (2 1/2')	3 + 2	11	8	40	60	N
Rapier (3' - 5')	3 + 4	10	14	160	20	N
Sabre (3')	3 + 4	9	10	110	60	N
Scimitar (3')	4	10	11	120	100	N
Short sabre (2' - 2 1/2')	3 + 1	7	5	40	30	N
Short sword (2' - 2 1/2')	3	7	3	35	30	N
Shotel (3' - 4')	3 + 3	10	17	95	75	N
Swamp blade	3 + 4	8	10	200	40	N
Sword Cane (2' - 3')	3	10	12	100	20	N
Terbutje	3 + 5	6	10	65	35	N
Two-handed broadsword (5')	5 + 2	17	14	220	160	Y
Urukish scimitar (4 1/2')	4 + 4	14	12	200	120	N



BOWS and OTHER RANGED WEAPONS

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?	Range (y.)
CROSSBOWS							
Arbalest	6 + 3	17	10	400	220	Y	100
Cranequin	8	15	10	600	250	Y	100
Crossbow*	5	15	10	250	180	Y	100
Hand crossbow*	3 - 1	8	12	150	40	N	40
Light crossbow*	4	12	10	170	120	Y	90
Over-and-under	4	15	16	300	200	Y	75
Prodd	3	16	10	200	100	Y	30
Quarrels (10)	-	-	-	5	10	N	-
SELF BOWS							
Extra-heavy (100 lbs +)	6	25	17	200	70	Y	100
Heavy (76 - 100 lbs)	5	20	16	135	60	Y	90
Medium (51 - 75 lbs)	4	15	15	80	50	Y	80
Light (31 - 50 lbs)	3	12	15	60	40	Y	70
Very light (15 - 30 lbs)	2	9	15	50	30	Y	60
Fish bow ¹	2	8	17	60	20	Y	20

* Hand drawn.

¹ When firing fishbow arrows (which can be used only with a fishbow), reduce SRs needed to hit underwater targets by 1 level.



BOWS and OTHER RANGED WEAPONS CONT'D

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?	Range (y.)
LONGBOWS							
Extra-heavy (100 lbs +)	6 + 3	25	17	250	80	Y	160
Heavy (76 - 100 lbs)	5 + 3	20	16	175	70	Y	150
Medium (50 - 75 lbs)	4 + 3	15	15	100	60	Y	140
Elven longbow ²	6 + 5	15	18	500	50	Y	220
Sheaf of arrows (24)	–	–	–	40	10	N	–
Sheaf of fishbow arrows (24)	+2	–	–	30	8	N	+20
OTHER							
Blowpipe	0 + 1	1	1	10	30	N	35
Darts (30)	–	–	–	5	5	–	–
Boomerang ³	2 + 3	11	11	50	50	N	60
Branch knife	4	8	15	180	125	N	30
Chakram (5)	2	4	14	40	20	N	30
Hunting bola	–	5	8	35	50	N	30
Porcupine spines (3)	3	4	9	10	30	N	10
Sling, common	2	5	10	5	1	N	50

² Made by the elves, and usable to full effect only by elves. For any other creature using one of these bows, treat it as a medium self-bow.

³ Returns to thrower if it misses and thrower has DEX of 15 or higher.

BOWS and OTHER RANGED WEAPONS CONT'D

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?	Range (y.)
OTHER CONT'D							
Sling, staff	3	8	12	10	10	Y	100
Pouch of 100 stones	–	–	–	3	50	N	–
Spiked throwing stick	2 + 1	6	9	5	10	N	10
Throwing stars (3)	4	2	10	30	10	N	10
War bola	2	7	8	100	80	N	30

Hafted Weapons

These weapons are chiefly axes, maces, flails and the like. They do hideous crushing damage and are quite effective against armor. They are the favorite weapons of warrior races not famed for speed or agility—dwarves, for example.

HAFTED WEAPONS

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?
Adze	3	9	5	5	60	N
Axe, broad	4	17	8	100	150	N
Axe, double-bladed broad	6 + 3	21	10	140	220	Y
Axe, dwarven war	6 + 2	25	8	180	240	Y
Axe, elephant	5 + 1	18	11	110	180	Y

HAFTED WEAPONS CONT'D

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?
Axe, great	5 + 3	20	10	110	190	Y
Axe, headsman's	4 + 4	14	11	130	200	Y
Axe, taper	3	8	4	20	70	N
Axe, throwing	3 + 2	9	12	70	60	N
Axe, thrusting	4 + 1	15	8	70	90	N
Axe, uruk war	6 + 1	23	12	160	230	Y
Axe, woodsman's	3	10	9	7	100	Y
Baton (weighted stick)	2	3	2	6	50	N
Bludgeon (club)	3	5	3	15	50	N
Bullova	4 + 3	16	9	100	200	Y
Cleaver	3 + 1	8	3	5	60	N
Crowbar (5')	3 + 3	12	4	12	200	Y
Dagger mace	3 + 4	15	7	100	160	N
Flail, heavy	4 + 4	20	15	55	160	N
Flail, light	3 + 4	19	13	100	160	N
Hammer, centaur's	5 + 2	18	8	95	300	Y
Hammer, piton	1	5	5	4	25	N

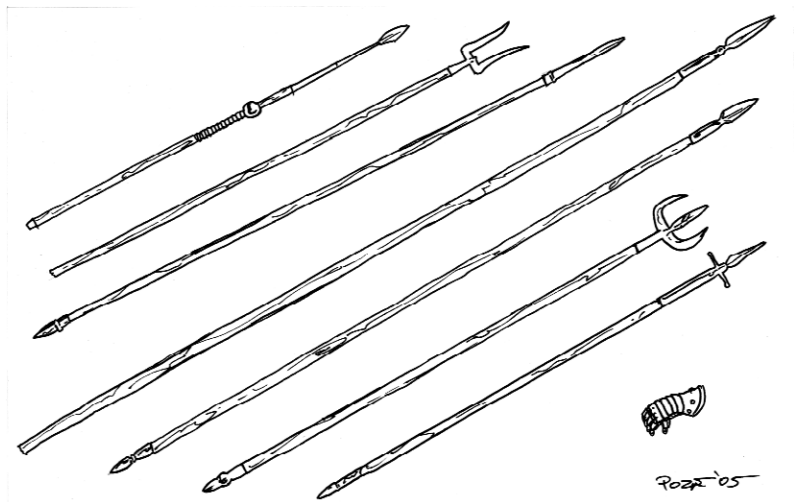
HAFTED WEAPONS CONT'D

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?
Hammer, war	5 + 1	16	3	85	300	N
Hatchet	2 + 3	6	6	8	50	N
Holy water sprinkler	5 + 1	18	13	80	150	N
Mace, flanged	6 + 4	18	4	150	230	Y
Mace, heavy	5 + 2	17	3	120	200	Y
Mattock	3 + 2	10	5	6	80	Y
Maul	6 + 1	19	6	100	220	Y
Mitre	3	8	3	50	90	N
Morningstar	5	17	11	140	110	N
Pacifier	3 + 2	6	5	18	60	N
Pickaxe	3	15	10	15	160	N
Prybar	2	10	5	5	35	N
Ravenbeak	6	18	10	125	175	Y
Sickle (3')	4 + 1	11	7	110	130	N
Sledgehammer	4	15	6	90	100	Y
Truncheon	2 + 2	8	2	7	50	N
Zaghnal	3 + 4	10	8	85	170	N

Spears

In places where metal is scarce or where animal life is abundant and ferocious, long stabbing weapons are often more practical than short cutting ones.

SPEARS							
Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?	Range (y.)
Assegai (6')	2 + 3	7	12	20	50	N	10
Atl-atl*	-	8	10	5	10	N	+20
Boar spear (5')	4 + 2	13	8	90	100	Y	-
Common spear (6')	3 + 1	8	8	15	30	N	15
Footman's lance (8')	4	10	10	40	120	Y	-

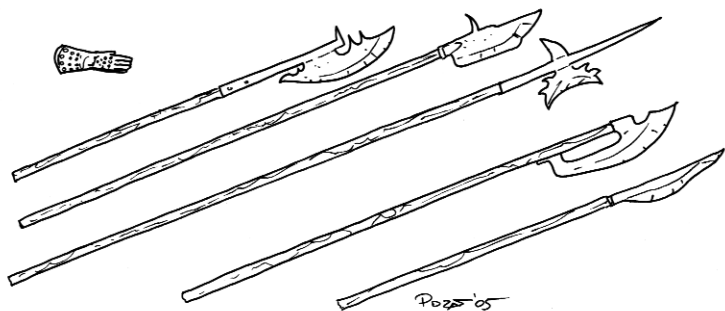


SPEARS CONT'D

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?	Range (y.)
Forkspear (7')	5 + 2	14	12	110	130	Y	–
Harpoon (5')	4 + 3	14	12	80	130	N	30
Hoko (6')	4 + 1	10	12	55	90	N	10
Javelin (6')	2	5	7	10	30	N	10
Lance (12')	5/10	25/16	22/10	60	160	Y	10
Long spear (8')	5	12	10	40	120	Y	10
Oxtongue (hasta) (6')	4	10	5	80	70	N	10
Pilum (5' - 8')	5	12	8	40	100	N	20
Shield-spear (4')**	3 + 2	7	9	35	80	N	–
Spontoon (8')	3 + 3	9	9	30	100	N	10
Stabguard (5')	2 + 2	5	11	27	40	N	–
Stinger (4')	3	6	8	15	30	N	20
Trident (6')	4 + 3	10	10	60	75	N	5

* "Spearthrower": Used with javelins, this adds +20 to range and +2D6 to a standard javelin attack.

** Has a small shield attached that takes 1 hit in combat.



POLEARMS

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?
Bardiche (9')	6 + 2	15	12	200	280	Y
Billhook (11')	4	14	8	120	190	Y
Brandestock (6')	3 + 1	17	10	200	150	Y
Chauves souris (12')	6 + 5	15	12	250	190	Y
Demi-lune (halfmoon) (12')	5 + 4	12	20	100	15090	Y
Extended brandestock (9')	4	19	12	280	130	Y
Falx-arr (7')	5 + 2	14	16	80	180	Y
Fauchard (12')	5	13	10	160	200	Y
Guisarme (9')	4 + 4	14	10	135	250	Y
Halbard (10')	6	16	12	200	140	Y
Half-halbard (5')	4 + 1	13	9	110	80	Y

POLEARMS CONT'D

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?
Kumade (rake) (5')	3 + 3	10	12	75	80	Y
Partisan (8')	4 + 5	15	9	140	150	Y
Pike (12')	6	15	12	160	100	Y
Pitchfork (6')	3 + 2	10	7	20	80	Y
Poleaxe (10')	7	14	13	210	300	Y
Ranseur (runka) (12')	6 + 4	15	10	170	180	Y
Scythe (long) (6')	4 + 2	11	7	80	150	Y
Voulge (10')	5 + 1	15	9	160	200	Y

UNUSUAL WEAPONS

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?	Range (y.)
Ankus	2 + 1	5	11	27	50	N	–
Bagh nakh (tiger claws) (each)	1	2	10	30	15	N	–
Blackjack*	1 + 3	4	12	5	10	N	–
Brass knuckles (pair)	2	2	3	20	10	Y	–
Bullwhip (12' - 15')	4	15	14	40	80	N	5

* Used against an opponent who is unaware and has no head armor, this weapon knocks its target out for 3 combat rounds if the wielder can make a L2SR vs DEX.

UNUSUAL WEAPONS CONT'D

Name	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight	2 Hands?	Range (y.)
Caltrops, large (10)	2	–	–	30	20	N	–
Caltrops, small (50)	1	–	–	20	20	N	–
Cat-o'-nine tails	3	6	12	30	40	N	–
Gaff	2	5	3	5	20	N	–
Garotte	1 + 3	8	14	5	5	N	–
Grapple hook and rope (30')	1 + 1	3	8	15	30	Y	10
Hand-spikes	2 + 2	2	3	3	20	N	–
Lasso (30')	1 + 2	7	15	25	30	N	10
Net**	–	8	12	8	150	N	–
Over-and-under	***	***	x2	x2	–	Y	x3
Quarterstaff	2	10	8	10	50	Y	–
Razor-rope (20')	2 + 2	5	13	50	15	Y	–
Throwing star (10)	1 + 3	10	15	50	5	N	15
War shovel	3 + 1	5	3	5	60	N	–

** Does not damage, but if the target fails a L2SR vs DEX, it is entangled and loses a quarter of its HPT until it can free itself. Freeing oneself requires a successful L3SR vs DEX, with one try allowed per combat round.

*** As the appropriate crossbow type. See the textual description in the Armor and Weapons Glossary below.

GUNNES

By 1300 A.K. (in Empire of Khazan reckoning), firearms have been introduced to Trollworld. They are expensive, dangerous, and considered to be a hellish weapon. They are somewhat easier to aim than bow and arrow, but are really only accurate at very close ranges—10 yards or less. They require a Dexterity SR to hit anything when shooting, but the DEX roll is only half the level used for archery. At medium and long range, they require Luck SRs to hit anything. However, they work just fine for mass actions such as armies shooting at other armies. You don't have to be accurate for that—just somewhere in the vicinity to do damage to *someone*. It is not unusual for warriors to carry 2 or more pistols, primed and ready to fire when needed.

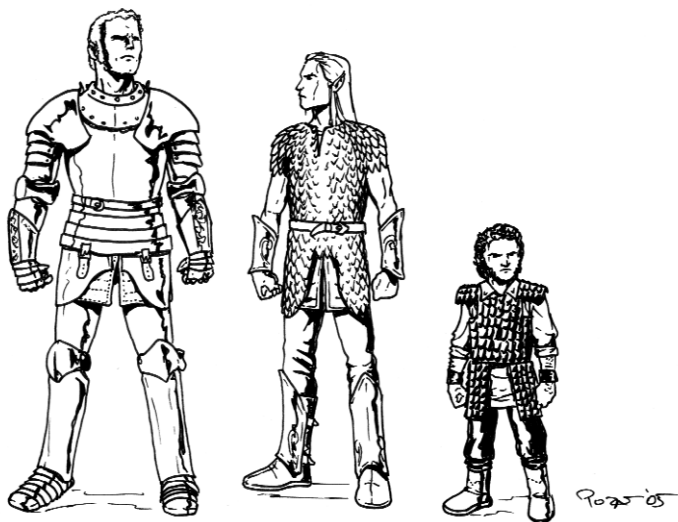
GUNNES							
Name	Type	Size	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight
Arquebus	Flintlock	Longarm	8 + 30	10	8	1100	80
Blunderbuss	Wheellock	Longarm	8 + 15	16	6	950	110
Bombardelle	Matchlock	Hand Cannon	10 + 40	18		1400	400
Dagg	Wheellock	Pistol	5 + 15	10	8	650	50
Fire stick	Matchlock	Pistol	5 + 15	12	8	650	60
Firelock	Wheellock	Longarm	7 + 20	12	8	900	100
Highwayman's pistol	Flintlock	Pistol	5 + 15	8	8	650	40
Petronel	Wheellock	Carbine	6 + 19	11	8	790	80
Rifling	Any	Any	-	-	-	-	-

GUNNES

Name	Type	Size	Dice + Adds	STR Req.	DEX Req.	Cost (GP)	Weight
Snaphaunce	Flintlock	Carbine	6 + 22	9	8	820	65
Thunderstick	Matchlock	Longarm	8 + 25	15	8	1050	120
Toradar	Matchlock	Carbine	7 + 20	14	8	900	100
Black Powder (per charge)							1/4
Lead balls						1 sp/ball	1
Matches						1 cp/match	1
Powder horn (10 charges)						200	20
Ramrod						10	10
Swabbing (10 patches)						1sp/kit of 10	1

As time goes on in Trollworld the prices on gunnes would come down. These prices are good for 1300 to 1350. From 1350 to 1400 cut the prices in half. From 1400 to 1500 halve the prices again. After 1500 the prices would be only 1/10 of the prices listed here.





ARMOR AND SHIELDS

Everyone who expects to fight wants the best armor and shield he can get. Even wizards wear armor in Trollworld.

ARMOR AND SHIELDS				
Name	HITS	ST Req.	Cost	Weight
FULL SUITS				
Banded mail	13	13	320	450
Cuirboille	7	8	170	160
Heavy cloth	1	3	20	30
Heavy plate	20	19	1300	700

ARMOR AND SHIELDS CONT'D

Name	HITS	ST Req.	Cost	Weight
FULL SUITS CONT'D				
Lamellar	9	13	200	320
Mail	12	12	250	360
Plate	18	16	460	450
Quilted silk/cotton	3	6	50	100
Ring-joined plate	13	14	435	410
Scale mail	8	10	210	300
Soft leather	5	7	50	75
HORSE BARDING				
Plate	14	28	3500	1800
Mail	11	30	1500	2000
Cuirboille	6	17	300	600
Quilted silk/cotton	3	3	240	200
Trapper	1	1	100	70
TORSO ARMOR				
Arming doublet	2	2	40	75
Back plate	2	2	110	90
Breast plate	3	3	140	110
Cuirass	5	4	250	200
Haubergeon	4	4	150	240
Leather jerkin	1	2	15	15

ARMOR AND SHIELDS CONT'D

Name	HITS	ST Req.	Cost	Weight
ARM ARMOR				
Bracer	2 (1 ea)	2	10	20
Elbow gauntlet	2 (1 ea)	2	40	30
Gauntlet	2 (1 ea)	2	20	10
Mitten gauntlet	2 (1 ea)	2	30	12
Vambrace	2 (1 ea)	2	10	20
LEG ARMOR				
Chausses	4 (2 ea)	3	130	140
Cuisses	2 (1 ea)	2	30	40
Greaves	2 (1 ea)	2	20	30
Solleret	2 (1 ea)	2	10	10
HEAD ARMOR				
Cap, steel	1	2	10	25
Coif	2	2	10	45
Dwarven mask	1	2	10	25
Full helm	3	2	20	50
Open-face helm	2	2	15	35



ARMOR AND SHIELDS CONT'D

Name	HITS	ST Req.	Cost	Weight
SHIELDS				
Buckler	3	2	10	75
Dwarven spike shield*	4	10	90	450
Heater	5	10	65	400
Kite shield	6	12	130	500
Lantern shield	3	4	80	110
Madu*	1	2	15	20
Pavise	7	14	130	700
Scutum	5	10	60	450
Sopok	2	2	20	30
Target shield	4	10	35	300
Tower shield	6	12	100	550

* The dwarven spike shield and the madu are also offensive weapons. The spike shield gets 2D6 in combat, and the madu gets 1D6+3.

POISONS

Curare Cost/Dose (GP): 35 Weight/Dose (w.u.): 1
Curare is a neurotoxin that paralyzes muscles including the heart. Beings who take any damage from curare begin losing adds at a rate equal to the number of hits taken. That is, if you take 1 hit from a sword that has curare on it, you lose 1 combat add for the rest of the fight. If you take 3 hits on the second round, you lose 3 more combat adds. Yes, combat adds can go negative because of this effect.

Dragon venom Cost/Dose (GP): 320 Weight/Dose (w.u.): 1
Dragon venom is an acid that does extra damage to living flesh. For each hit point of damage taken from a weapon treated with dragon's venom, do an additional 4 hits of damage to the victim.

Hellfire juice Cost/Dose (GP): 65 Weight/Dose (w.u.): 1
Hellfire juice is a contact poison that kills living cells. The first time a character takes damage from a weapon with hellfire juice on it, he loses an additional 1D6 hit points. The second time, he loses an additional 2D6; the third time, 3D6; and so forth.

Manbane paste Cost/Dose (GP): 200 Weight/Dose (w.u.): 2
Manbane paste is the combination of mandrake and wolfbane powders. It is much more powerful than either of the substances by themselves. Anyone poisoned by it loses 2D6 points from CON and 1D6 points from his or her other two strongest attributes. If CON goes to zero or below, the character is dying.

Mandrake powder Cost/Dose (GP): 50 Weight/Dose (w.u.): 1
Mandrake powder directly weakens the CON of the user. If powder gets into a wound or is swallowed in food or drink, the victim loses 1/10th of his current CON over the next day. This is a permanent CON reduction.

Naga spittle Cost/Dose (GP): 275 Weight/Dose (w.u.): 1
Does no physical damage to the victim, but reduces INT and WIZ by 50% of their normal maximum, down to a minimum value of 1 each. If either attribute drops to 1, the victim falls unconscious. After 5 combat rounds, the victim's INT and WIZ start returning at 1 point per round.

Scorpion venom Cost/Dose (GP): 40 Weight/Dose (w.u.): 1
Slows the victim's responses for the next 3 combat rounds, with the effect that her combat adds total is reduced to 3/4 normal.

Spider venom Cost/Dose (GP): 50 Weight/Dose (w.u.): 1
Temporarily paralyzes victims. After 1 combat round, a poisoned creature is at half effectiveness. After 2 combat turns, victims are unable to move. After 5 combat rounds, the poison wears off. Spider venom is generally not powerful enough to affect monsters much larger than humans (i.e., it doesn't affect trolls and dragons). If there is doubt in some case, the GM should rule on it.

Stone-fish toxin Cost/Dose (GP): 525 Weight/Dose (w.u.): 1
Upon taking a hit from the poisoned weapon, the victim immediately loses 3D6 points directly from their CON. In addition, they must make a L1SR vs CON to avoid dropping dead on the spot from shock, as this poison causes excruciating pain. Assuming they survive the shock, the pain continues for 3 full rounds, and the victim fights at one-quarter effectiveness for that time. This poison is very rare, and spoils rapidly (within an hour if exposed to air, within a week if kept in a tightly sealed container).

Werebane syrup Cost/Dose (GP): 130 Weight/Dose (w.u.): 3
Against creatures other than were-creatures, this poison does only an extra 2 points of damage. Against were-creatures, quadruple any weapon damage that gets through their armour. Also, a were-creature must make a L2SR vs CON or take an extra 8D6 damage as the poison attacks their lycanthropy. If the SR is missed and the were-creature survives, it is permanently cured of lycanthropy.

Wolfbane powder Cost/Dose (GP): 50 Weight/Dose (w.u.): 1
Wolfbane powder is an attribute reducer, attacking where the character is weakest. If taken internally or smeared into an open wound, it causes the victim to permanently lose 3 points from the lowest attribute. If the attribute goes to 0 or less, the character has a heart attack and dies. Lives can be saved by bringing the attribute back to a positive value via drugs, magic, or first aid.

Antidotes Cost/Dose (GP): x0.75 Weight/Dose (w.u.): 1
There is a specific antidote available for each of the poisons listed above. If taken a short time before the poison affects the character, the poison does no damage. If it is taken directly after the poison affects the character, the poison is nullified and does only its initial damage. Antidotes lose their effectiveness about one day after being taken.

Immunity potion
Cost/Dose (GP): x10
Weight/Dose (w.u.): 1

There is a specific magical immunity potion for each of the poisons listed above. If the user takes it, he is permanently immune to that particular poison



Random Treasure Generator

If you are a Game Master, putting an adventure together on the fly for your players, you may wish to reward them with a treasure or some loot once in a while. It's good for their morale as players. When what you give them doesn't really matter much to the plot of the adventure, then you can use this random treasure generator to give them something bound to cause a smile.

Alternately, you may be a delver in a solo adventure, and the adventure tells you that you now have a couple of rolls on the random treasure generator to see what you've found. In that case, use these tables to reward yourself.

I could just make a big list of 100 items or more, but that gets boring. Let's generate our treasures dynamically. And, because this is *Tunnels and Trolls*, we'll do it with ordinary six-sided dice.

1. Roll 1D6 and see the table below:

No.	ITEM
1	Money [See Money Table]
2	Weapon [See Weapon Table]
3	Armor [See Armor Table]
4	Jewelry [See Jewelry Table]
5	Potions [See Potions Table]
6	Jewels [See Jewels Table]

Money Tables.

Table 1: How many coins? Roll 1D6.

No.	INSTRUCTION
1	Roll 1D6
2	Roll 2D6 Doubles add and roll over
3	Roll 3D6 Triples add and roll over
4	Roll 4D6 Doubles and Triples add and roll over
5	Roll 1D6 and multiply by ten
6	Roll 1D6 and multiply by 100



Table 2: Type of money.
(Trollworld money comes in many different varieties) Roll 2D6.

No.	COIN TYPE	VALUE
2	orichalcum	times 1000
3	mithril	times 100
4	gold	times 10
5	silver	times 1
6	bronze	times 0.5
7	iron	times 0.1
8	copper	times 0.01
9	steel	times 5
10	jade	times 20
11	elven silver	times 50
12	trollish gold	times 500

A note about different currencies. Humans usually use gold, silver, and copper coinage. Elves use elven silver. Trolls use trollish gold. Dwarves use mithril as their high coinage and bronze as their small change. Uruks use iron and steel coins—sometimes not even coins but just pieces of metal of a given weight. (Goblins use frogs, snails, and other small items of food, but then, those really can't be called coins.) Nagas use jade. Dragons use orichalcum.

It is assumed that coins are of a standard size and weight, but that is not always true. Coins generally range in size between that of a dime and that of a silver dollar. The more valuable and heavier coins are usually smaller. The standard for the Empire of Khazan is that each coin should weigh one tenth of a wu (weight unit). Thus, copper coins are the largest, gold coins the smallest. (One wu equals one pound avoirdupois.)

Weapon Tables.

Table 1: Weapon Type. Roll 1D6.

No.	TYPE OF WEAPON
1	Dagger
2	Sword
3	Axe
4	Polearm
5	Missile Weapon
6	Magical. Roll again for type.

For these five types of weapons the player or GM may turn to the appropriate table in the T & T rules and choose any weapon of the given type. If that isn't random enough, roll 2D6 (DARO) and count down from the top to determine a particular weapon.

Table 2: Magic for weapons. Roll 2D6.

No.	ENCHANTMENT	CHARGES OR CONDITIONS
2	Doubles user's combat adds	1D6 combat rounds per day
3	Protects wielder	2D6 armor protection
4	Makes wielder invisible	Doesn't work in daylight
5	Flame	Doubles weapon damage
6	Demon weapon	Does TTYF to foe each combat round in addition to weapon damage
7	Vorpals	Doubles total damage
8	Glow in presence of foes	Works best in the dark
9	Doubles user's Strength	Only when held in bare hand
10	Doubles user's Luck	Only when held in bare hand
11	Doubles user's Speed	Only when held in bare hand
12	Wards off all other magics	Only when held in bare hand

Armor Tables.

Table 1: Type of Armor. Roll 1D6.
 Player may choose type of shield or armor from T & T rules.

No.	TYPE OF ARMOR
1	Shield
2	Helm
3	Upper body
4	Complete set
5	Robes. Always made of cloth. User's choice.
6	Magical. Roll again for type.

Table 2: Kindred/Composition. Roll 1D6 twice on this table to determine Kindred that makes this type of armor and composition of armor.

No.	KINDRED	COMPOSITION
1	Human	Wood
2	Human	Bronze
3	Uruk	Iron
4	Elf	Leather
5	Dwarf	Steel
6	Hob/Leprechaun	Mithril

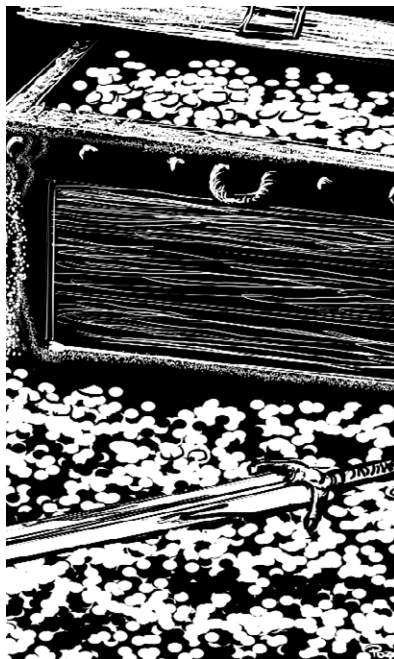
Table 3: Magic for armor. Roll 1D6.

No.	EFFECT
1	Invisibility. Wearer invisible when using armor.
2	Regenerates. Wearer regenerates N D6 hits per combat round. Roll 1D6 to determine N.
3	Warded. Only magical weapons can penetrate or damage this armor.
4	Warded. No bladed weapon may harm the wearer.
5	Warded. No missile weapon may harm the wearer.
6	Warded against magic. No spell below level 7 may harm the wearer.

Jewelry Table.

Table 1: Type of jewelry. Roll 1D6 for type of jewelry. Roll again to determine base metal and value. After determining type and base value of metal then roll on the Jewel Tables to determine what jewels were involved. If you get 2 or 3, ignore that and roll again.

No.	ITEM	BASE METAL /VALUE
1	Ring	Copper/1
2	Bracelet	Brass/5
3	Necklace	Iron/7
4	Broach	Silver/10
5	Studs [1d6]	Gold/50
6	Crown/Tiara	Mithril/100



Jewel Tables

Roll 1D6 odd or even. If odd the jewels are rough, just as they were dug out of the earth. They still need cutting and polishing. Rough jewels are worth only half of what finished jewels sell for.

Table 1: Jewel type and base value. Roll 2D6.

No.	ITEM	BASE VALUE
2	Jeweled armor	Cost of the armor—roll on armor generator.
3	Jeweled weapon	Cost of the weapon—roll on weapon generator
4	Jewelry item	Value of item plus value of jewels. Roll on Jewelry Table.
5	Crystal	4
6	Bloodstone	7
7	Turquoise	9
8	Onyx	12
9	Sapphire	15
10	Emerald	20
11	Ruby	30
12	Diamond	50

Table 2: Jewel size, quantity and value multiplier. Roll 1D6 twice. Roll 1D6 twice for size and number of jewels. Note that the value multiplier goes with the size rolled. Ex: Roll a 3 for a medium size and all jewels of that size are worth 10 times their base value. If you rolled a 12 on the table above to get diamonds and a 3 to get medium size and then 2 (which is 1D6, roll again and get a 4) then you would have 4 medium-sized diamonds worth 10 X 50 gold pieces. That's 4 medium-sized diamonds worth 500 gold pieces each. If they were rough diamonds, they would only be worth 250 gold pieces each.

No.	SIZE	QUANTITY	VALUE MULTIPLIER
1	Small	1	1
2	Small	1D6	1D6 each
3	Medium	2D6 [TARO]	10
4	Medium	3D6 [TARO]	20
5	Big	1D6 x 10	50
6	Huge	1D6 x 100	100

Potion Tables

Table 1: Poison name and effect. Roll 2D6 to determine type of potion. Roll 1D6 to determine number of uses/doses/drinks. Level 1 saving roll on Luck each time potion is used to see if it actually does anything.

No.	NAME	EFFECT
2	Invulnerable	User takes no damage from physical attacks for 1D6 combat turns.
3	Warded	User takes no damage from magical attack for 1D6 combat turns.
4	Strength	User increases STR by 1D6 points permanently
5	Constitution	User increases CON by 1D6 points permanently
6	Dexterity	User increases DEX by 1D6 points permanently
7	Luck	User increases LK by 1D6 points permanently
8	Intelligence	User increases IQ by 1D6 points permanently
9	Charisma	User increases CHR by 1D6 points permanently
10	Wizardry	User increases WIZ by 1D6 points permanently
11	Charisma	User increases CHR by 1D6 points permanently
12	Speed	User increases SPD by 1D6 points permanently



Armor and Weapons Glossary

Adze: Essentially a carpenter's tool shaped like an axe, but with the blade at right angles to the handle.

Ankus: Basically an elephant goad. Usually has a sharpened point with a recurved side hook. Some have short hafts, for use while riding, while others are longer so that they can be used while walking alongside the animal.

Arbalest: Some of the larger crossbows had a stirrup at the fore to place the foot in order to obtain leverage in cocking the bow. A lever arrangement (belt and claw, or cord and pulley) could be used to aid in drawing back the cord. See crossbow.

Arming doublet: Quilted garment worn under armour.

Arquebus: A smoothbore matchlock which resembles a crossbow in some respects.

Arrows: A straight, thin shaft, normally wooden, with a pointed head at one end; the other end has between two and four stabilizing fins, often made from feathers. Some arrows have metal shafts rather than wooden. Arrows are designed to be shot from a bow.

Assegai: A spear with a leaf-shaped head on a fairly light wooden staff. The shaft may be reinforced with iron to strengthen it, but in this case it cannot be thrown.

Athame: Ceremonial sacrificial knife, double bladed, with a black handle; a favourite of Wizards.

Atl-atl ("spearthrower"): The common form is a straight, flat stick with cord loops at the handle end and a notch upon which to rest the butt of the javelin. It acts by effectively extending the thrower's arm length to impart greater force to a javelin throw.

Back plate: A form-fitted piece of plate armour, enclosing and protecting the back half of the upper body.

Bagh nakh ("tiger claws"): Four or five curved iron spikes attached to a crossbar; when held in the hand, the spikes extend in front of the fist. Holes or rings at the end of the crossbar allow a good grip. They are easily concealed in the palm, and are a favourite assassination weapon.

Banded mail: Mail with strips of leather interwoven through the rings.

Bank: A dagger with a strongly curved, sickle-shaped blade and a straight handle.

Bardiche: A polearm with a long chopping blade, often with a slight curve.

Barding: Defensive covering for a horse. Comes in a variety of types, including plate armour, mail, cuirboille, and quilted armour.

Baton (weighted stick): A light truncheon like a policeman's billyclub.

Bich'wa: A double-curved, double-edged blade with a looped hilt. Originally made from buffalo horns, it resembles a scorpion's sting in shape. It can be built to include bagh nakh; in game terms, if this is used, pay for both separately, but the combined weapon deals damage for both devices.

Billhook: A broad blade with a single cutting edge and a variety of spikes and hooks projecting from the back and end, all mounted on a long shaft. This is the weapon, originally an agricultural implement, from which guisarmes and fauchards were derived.

Black eagle blade: A hardwood club with razor-sharp obsidian blades set along the edges.

Black powder: Gunpowder made with charcoal, saltpeter, and sulphur.

Blackjack: A leather-covered bludgeon with a short, flexible shaft or strap, used as a hand weapon to disorient and subdue foes without killing them.

Blowpipe: A long tube of wood, reed, or cane through which darts are propelled by the breath of the user. Because darts are light and not propelled with much force, it is common to poison them in order to make them effective.

Bludgeon (club): This is your common heavy wooden club. It may be bound with iron to prevent splintering, but is otherwise just a simple bashing weapon.

Blunderbuss: Smoothbore gunne of large calibre with a bell-mouthed muzzle designed to scatter the charge when fired. Often carried for protection against thieves.

Boar spear: A medium-length spear with a very sharp, double-edged blade for the head. The shaft has a crosspiece a short way down, to prevent the boar from sliding along the shaft to gore the wielder.

Bombardelle: An early form of hand cannon characterized by a short barrel, loaded through the muzzle.

Bonesplitter: A very heavy, single-edged sword. The extra mass due to the thicker back "edge" of the sword increases its cutting power significantly.

Boomerang: A heavy, curved piece of wood, designed to return to the thrower if it misses its target.

Bracer: Protective metal armor for the wrist and forearm. Used by archers as protection from the recoil of their bowstrings.

Branch knife: A multi-branched, incredibly nasty-looking weapon meant to be thrown horizontally, not overhead like an axe. Any of several sharpened blades may strike, which accounts for its power.

Brandestock: A long-hafted weapon with a small axe head on one side and a short spike on the other. It has a long sword blade concealed in the handle which may be readily extended.

Breast plate: A form-fitted piece of plate armour, enclosing and protecting the front and sides of the upper body.

Broad axe: A heavy war axe with a single crescent-shaped blade and a medium length haft.

Broadsword: A long, straight, wide blade which may be single- or double-edged. May or may not have an elaborate hilt.

Buckler: A small, round shield carried by infantry. It can be strapped to the forearm, which allows it to be used with two-handed weapons such as a greatsword.

Bullova: A long-handled axe with a wide variety of single-bladed heads available. (As a game standard, axe-heads should be considered slightly curved and about 10 inches long.)

Bullwhip: A woven leather whip, sometimes tipped with steel. It is normally used as an animal herding tool, but can be used in combat.

Butterfly knife: A long double-edged blade with quillions sweeping forward and backward, giving rise to the name.

Caltraps: Four spikes radiating from a common point so that, in any position on the ground, one spike stands upright. These are often poisoned to more effectively incapacitate creatures trying to pass through them. Small caltraps have spikes about 3" to 4" high; large ones are assumed to be about 8" to 10" (for very large or tall monsters. Then there are war-jacks...)

Cannon: A tubular plate armor wrapping around the upper and lower arm.

Carbine: A gunne with a medium-length barrel (18" to 3').

Cat-o'-nine-tails: A whip used in flogging prisoners. As the name suggests, they tend to have 9 leather thongs, knotted at the ends. Some are fitted with metal spikes to slice the victim's flesh.

Centaur's hammer: A war hammer made of iron or steel, primarily used by mounted fighters.

Chakram: A flat steel ring 5" to 12" in diameter, which can be thrown like a frisbee or whirled around the finger before release. The outer edge is sharpened.

Chausses: Mail protection for the legs, either in the form of mail hose or strips of mail laced round the front of the leg.

Chaves souris: A polearm with a long, broad, triangular blade, with two similar but shorter blades projecting at 45 degree angles from the base.

Cleaver: Primarily a butcher's tool, the cleaver consists of a heavy, broad, single-edged blade on a short haft. The width of the blade adds considerable weight to the weapon, allowing it to chop effectively. The end of the blade is flat, so the cleaver cannot be used to stab.

Coif: A mail hood, often worn under a helm to protect the neck and ears. The mail coif is usually worn over a padded hood to provide protection against shock and penetration. (Pronunciation note: "qwoff".)

Common sling: A strip of flexible material (usually leather) with a pocket near the middle. A stone or lead ball is placed in the pocket; one end of the sling is tightly wound around the hand, and the other end is held loosely. The sling is whirled around and the loose end released, flinging the missile with considerable velocity.

Common spear: A shaft with a simple metal head, sturdy enough for thrusting and light enough for throwing.

Cranequin: A rack & pinion cocking device for a powerful arbalest (see crossbow).

Cross-thrust sword: A large sword with two very broad blades set so that the cross-section is X-shaped. It can thus cut as well as thrust, but the crossed blades prevent deep cuts. Expensive to make.

Crossbow: The most common heavy bow, mounted on a stock with a groove on top for the arrow and a mechanical arrangement for holding and releasing the string. It has much more punch than a longbow, but the shorter, heavier arrows (called "bolts" or "quarrels") somewhat lessen the range.

Crowbar: A metal bar between 3 and 5 feet in length, about 1" thick, used in much the same way as a club or quarterstaff.

Cuirass: A backplate and breastplate designed to be worn together.

Cuirboille: Heavy leather boiled or coated with beeswax. It is wrapped around a form to dry, and ends up quite rigid and resistant to bending.

Cuisses: Armour plating for the front of the thighs.

Cutlass: A short, thick sword with a curved blade, sharpened on the convex side.

Dagg: An early version of a wheellock pistol, favored by cavalry. Also called a tack.

Dagger mace: A mace made with a sharp dagger blade sticking through the head, allowing a stabbing attack with a lot of crushing force behind it.

Darts: Short missile weapons designed to fly such that a sharp, weighted point will strike first. In game terms, darts are fired from a blowgun and are quite small, doing little or no damage. They often have their tips coated with poison, though, and it is the poison that damages the target. For larger, hand-launched darts, see "porcupine spines."

Demi-lune ("halfmoon"): A polearm with a crescent-shaped blade at right angles to the shaft.

Dirk: A short, thick-bladed dagger tapering uniformly from hilt to tip. Dirks are usually single-edged.

Double-bladed broad axe: Two huge crescent-shaped blades faced away from each other on a relatively short, thick haft.

Dwarven mask: Originally developed by the dwarves to protect them when working at their forges. Also useful against dragon-fire and other great heat sources.

Dwarven spike shield: A target shield with a sharpened 6" metal spike extending from the front.

Dwarven war axe: The dwarven war axe has a hook on the back of the blade, useful for scaling walls and pulling mounted opponents from their steeds. It has a sharp point at the top for thrusting, and the regular blade for cutting and slashing.

Elbow Gauntlet: A gauntlet whose cuff reaches the elbow, obviating the need for separate protection for the forearm.

Elephant axe: A large two-handed axe used, amongst other things, to hamstring elephants. The head is of iron, fitted into the wooden handle by means of a tang.

Epaule de mouton: Steel plate armour for the entire arm.

Epee: A thin blade used primarily for thrusting, heavier than the foil but less flexible. Also a fencing weapon, but with a larger hand guard than the standard foil.

Estoc: A sword with a very long, narrow blade intended solely for thrusting, having a point but no sharp edges.

Extended brandestock: A brandestock with a substantially longer shaft.

Falchion: A broad, curved, single-edged blade, wide near the point, with the back joining the edge in a concave curve. (A heavy "Arabian scimitar.")

Falx-arr: A curved cutlass-like blade, sharpened along the inner curve, on the end of a long wooden handle.

Fang-wing: A double-edged knife balanced for throwing. The hilt has the tooth of a large creature embedded in it — dragon, tiger, and shark teeth are favorites.

Fauchard: A polearm with a long, single-edged, curved blade with (largely ornamental) prongs on the back.

Finger gauntlets: Gauntlets with each finger protected by its own separate set of lames.

Fire stick: A hand gunne ignited by a match manually applied.

Firelock: A wheellock musket.

Fish bow: A small, light self-bow, primarily used for fishing. Its main peculiarity is that, due to its small size and the materials used in the string, it can be used effectively underwater.

Fish-spine sword: Originally, the fish-spine sword was made from the snout of the sawfish, a shark-like fish common to the seas of Trollworld; one end of the snout would be carved into a handle and then wrapped with leather or cloth. Now, this unusual sword has a comb-like metallic blade with tooth-like, very sharp barbs that inflict devastating wounds to unprotected flesh. A full blow from this sturdy weapon could easily bisect or behead an unarmored opponent.

Flamberge: A large sword with undulating or waved edges.

Flanged mace: A mace of all-metal construction, with flanges, spikes, or similar pointed protrusions designed to concentrate the force of a blow on the tip of a flange or spike.

Flintlock: A gun using flint and steel for the ignition of the powder.

Foil: A thin, flexible sword blade only used as a thrusting weapon. Essentially a fencing weapon, it has a small hand guard.

Footman's lance: This is a lance cut down in length to make it somewhat more usable while on foot.

Forkspear: An all-iron weapon with two parallel, double-edged blades at the end.

Full helm: Complete head, face, and neck protection. The face covering may be hinged to swing back or to the side, or it may be a solid piece.

Gaff: A gaff is a sharp metal hook used to latch onto an object for the purposes of moving it.

Garrote: A short (1' to 3') length of fine chain, rope, or wire, sometimes with handles on the ends, used to strangle someone to death.

Gauntlet: Armour for the hand and wrist, made of mail or plate.

Gladius: A short (2'), broad-bladed sword, primarily intended as a thrusting weapon. The edges are not very sharp.

Grand shamsheer (no-datchi): A curve-bladed cutting sword not suitable for thrusting, but excellent for the draw-cut. Use this in game terms for any very long single-edged, narrow-bladed, curved sword.

Grapple hook and rope: An iron grapple attached to a 30-foot-long rope, this requires two hands if used as weapon. Non-combat uses include scaling walls, crossing streams, and the like.

Great axe: A large, heavy, single-headed axe with a somewhat curved blade, balanced by a small knob on the other side. It has a longer haft than the double-bladed broad axe.

Great shamsheer: Like the grand shamsheer, but somewhat shorter.

Great sword: A very long sword with a heavy, straight, wide double-edged blade, it can be used for cutting or thrusting, although its primary use is cutting due to the weight and momentum of the blade. This same momentum makes it hard to change the direction of a blow once begun. Use this basic definition to classify any very long, heavy, double-edged blade.

Greaves: Metal plating for the lower leg. Some variants cover only the shin, but in most cases a hinged plate protects the calf as well.

Guisarme: This name can be applied to a variety of polearms, but is used here to refer to a slender, incurved sword blade mounted on a pole, from the back edge of which issues a sharp hook. This elongated hook runs parallel to the back of the blade, or diverges at a slight angle.

Haladie: A double dagger, consisting of two short (curved or straight) daggers fastened to opposite ends of a straight handle.

Halberd: A polearm with a long shaft, topped by an axe blade with a beak or point on the opposite side. Usually surmounted with a long spike or blade.

Half-halberd: A shortened halberd, approximately 5 feet in length.

Hand crossbow: A small, light version of a crossbow. It requires two hands to load, but only one to fire.

Hand-and-a-half sword: Much the same as the broadsword, but slightly longer. The hilt accommodates one hand and a partial grip to aid in directing blows.

Hand-spikes (“cesti”): Leather thongs tied over the hands, reinforced by metal plates, which can have spikes protruding from the knuckles.

Harpoon: A flat, triangular piece of metal with barbed edges, the whole attached to a wooden shaft. A rope is often attached to the end for retrieval of the harpoon (and its target). Primarily used for whaling or for spearing large fish.

Hatchet: Essentially a small version of the woodsman’s axe, this weapon can be used one-handed.

Haubergeon: A short mail shirt, typically reaching to just below the hips. A longer coat, reaching to the knees, is known as a “hauberk.” In game terms, however, these are essentially the same.

Headman’s axe: A broad, curved, single-edged blade on a wooden haft around 4 feet long. The headman’s axe is a favored method of execution, particularly in those cases where the victim does not deserve the honor of dying “by the sword.”

Heater: A large, squarish shield with a triangular base, carried on the arm. Some of these shields are slightly convex.

Heavy flail: A stout haft with a swinging arm bound to it by spiked iron rings.

Heavy mace: A club-like weapon made all of metal or with a metal head. The head is knobbed with several blunt flanges or spikes.

Heavy Plate: A heavier and more protective form of plate armour.

Highwayman’s pistol: An early-model flintlock pistol.

Hoko: A spear with a long, rather wide, straight point, with a secondary blade set at right angles to the first.

Holy water sprinkler: A morningstar made of wood and having numerous spikes projecting from the head. It doesn't actually sprinkle holy water; the name comes from its resemblance to the religious item.

Hungamunga: A hooked throwing knife with a single-edged blade.

Hunting bola: A long cord or thong to which either 2 or 3 stones are attached. Whirled around the head and released at the victim's legs, it can disable small prey and entangle the legs of larger creatures.

Ice pick: A sharply pointed steel rod attached to a wooden handle.

Jambiya: A sword with a curved, double-edged blade. Some were so curved that the end pointed upward; if chosen in this form, the jambiya cannot be thrown. The blade may be rather wide or fairly narrow.

Javelin: A light throwing spear balanced to be thrown with considerable accuracy.

Katar (a.k.a. "punch dagger"): The blade is rather broad at the base, tapering evenly to the point. The peculiarity of this dagger lies in its hilt, which is shaped like an H with 2 flat sidebars and a single or double crossbar. It is held in the clenched fist to be thrust forward, the blade leading the knuckles. For game purposes, the blade is assumed to be double-edged and between 9" and 12" long.

Kite shield: A large, elongated, triangular shield with a rounded top.

Knuckledusters: An iron bar with finger holes in it to give weight and solidity to a punch; similar to modern "brass knuckles."

Kris: This dagger comes in many traditional shapes; the common concept is a blade with several undulations. For game purposes, it is assumed that the blades are forged with a significant portion of meteoric iron in combination with special spells that dampen low-level magic.

Kukri: A heavy, curved, single-edged blade sharp on the concave side.

Kumade ("rake"): A pole weapon on a heavy shaft. The head is like a grappling hook with 2 or 3 prongs, plus a spike or pick facing in the opposite direction.

Lamellar: Small metal or leather plates laced together for strength and rigidity.

Lance: The archetypal knight's weapon. A very long pole with a metal tip, and sometimes with a hand-guard. Most effective when used from the back of a charging horse. The lance is almost impossible to use effectively on foot, excepting when it is set to receive a charge.

Lantern shield: A round, buckler-type shield to which are attached a number of offensive weapons. The center of the shield is fitted with a short (3") spike. It has a fitting in the front allowing a small lantern to be attached to it; some fencers will use this in an effort to dazzle opponents.

Lasso: A rope with a slip knot, thrown over the target to bind and injure (by choking, dragging along the ground, and so forth). It is an ancient weapon, used by gladiators and nomadic herders.

Lead balls: The projectile propelled by black powder in gunnes, or by centripetal force in slings. Lead balls are usually round.

Leather jerkin: Unpadded leather tunic covering the chest and extending to the hips. Heavier and thicker than an ordinary jerkin, but less so than an arming doublet.

Light crossbow: A lighter version of the standard crossbow. Not as powerful, but correspondingly easier to draw (i.e., it can be drawn by hand rather than requiring a mechanism).

Light flail: Having a more slender haft than the heavy flail, this weapon sometimes has two or even three swinging chains with small weights attached at the end.

Long spear: A long spear best used on foot. It cannot be thrown.

Longbow: A self-bow made as long as the user is tall, of the best materials available (preferably, yew or hazel, although ash, ironwood, and osage make acceptable substitutes).

Madu: A small (7") round shield with two long horns (commonly antelope horns) extending 14" to the front and back of the shield. The horns are tipped with steel for reinforcement.

Mail: Interlinked and riveted small metal rings.

Main gauche: The "left-hand" dagger, used to guard and parry while using a sword in the right hand. The blade is usually straight and double-edged with a short grip but an elaborate hand-guard.

Manopie: A short sword attached to a hand and wrist gauntlet. Its blade is about 30" long, with two 10" blades to either side. Rather awkward in melee because the gauntlet deprives one of the use of the wrist; GMs may feel inclined to penalize players using this weapon if they are engaged in infighting.

Matches: Twisted vegetable fibers soaked in saltpeter, used to ignite the powder in matchlocks.

Matchlock: A gun operated with a burning match cord held by a serpentine.

Mattock: An agricultural tool used for digging and mining. It is quite effective at crushing or piercing anything it hits. Mattocks are one of the traditional weapons of angry mobs, along with pitchforks and flaming torches.

Maul: A hammer with a heavy, metal head on a 5-foot wooden shaft. Occasionally the head is also made of wood.

Misericorde: A long, narrow-bladed dagger intended for thrusting.

Mitre: A hafted weapon with an enlarged, spike-studded head, the mitre is usually lighter and less club-like than a heavy mace.

Mitten gauntlet: A gauntlet with articulated transverse lames covering the fingers as a whole.

Morningstar: A short-hafted weapon with a heavy iron chain connecting the haft to an iron ball studded with spikes.

Muffler: A mitten-like extension to the sleeve of a haubergeon or hauberk, the muffler has a hole at the wrist that allows the wearer to remove his hand.

Musket: A gunne with a long barrel, generally over 4' in length.

Net: A weighted and sometimes barbed version of an ordinary fishing net, made with heavier, stiffer fibers.

Open-face helm: Protects the crown and back of the head, the back of the neck, and may curve somewhat forward to protect the cheeks. It usually also includes a nose-guard.

Over-and-under: Either a double-barreled gunne or a repeating crossbow, the over-and-under is essentially two crossbows or two gunnes stacked on top of each other, allowing two shots before reloading is required. Of course, it takes twice as long to reload as well. Very rarely, an over-and-under capable of more than two shots is seen. Such weapons are very heavy, unwieldy, and expensive.

Oxtongue (a.k.a. "hasta"): A long-shafted spear with a broad, straight, double-edged blade. Suitable for use as a horse lance.

Pacifier: A club consisting of a piece of wood studded with nails. Used in "settling disputes" in the seedier parts of towns.

Partisan: A broad-bladed polearm usually having short, curved side-branches at the base of the blade. Often highly ornamental.

Pata (a.k.a. "long katar"): A katar evolved into a sword with an attached gauntlet, the weapon's blade is straight, long, and double-edged. Rather awkward in melee because the gauntlet deprives one of the use of the wrist; GMs may feel inclined to penalize players using this weapon if they are engaged in infighting.

Pavise: A large, rectangular shield carried by infantrymen and frequently used by besieging forces to protect archers and crossbowmen. The largest are equipped with a prop to support them.

Petronel: A short, heavy wheellock carbine, carried chiefly by horsemen.

Pickaxe: A pickaxe, no more, no less. Most human-sized characters may chop through soft stone with this weapon at 5' per 10 minutes, and dwarves at twice that rate. This can open the wall in a small space (at the GM's discretion), but additional work would be required to actually clear an open passageway.

Pike: A plain spear with a very long shaft.

Pilum: A barbed iron head connected to a long wooden pole. A very effective weapon when used by disciplined regiments of soldiers.

Pistol: A small gunne, capable of being fired one-handed. The barrel is generally 1' or less in length.

Pitching fork: A metal fork with a long handle used as weapon and for pitching hay, the fork can be thrown short distances.

Piton hammer: A small hammer used especially to pound in spikes used by mountain climbers. Also good for hammering tent pegs and the like.

Plate: Armour made of rigid iron or steel plates.

Poleaxe: A long-shafted polearm with an axe-blade on one side and a spike or hammer opposite, but no spike at the top.

Poniard: A small, straight dagger without sharp edges; used primarily for thrusting or throwing.

Porcupine spines: Hand-thrown darts, weighted at the tip, from 1' to 18" in length.

Powder horn: A container for gunpowder. So named because they were often made from animal horns, but in practice any sort of container can be used as a powder horn.

Prodd: A light crossbow of ordinary construction, except the string has been made double with a pouch to accommodate stone, lead or clay pellets.

Prybar: A prying tool which has enough heft to make a fairly effective metal clubbing weapon.

Punch sword: A 30" long, broad, double-edged blade that tapers evenly to the point. It is related to the katar and the pata, being halfway between them in size and with a hilt much like that of the katar.

Quarrel (a.k.a. "bolt"): The arrow used in most of the crossbow-class bows. Quarrels are very much shorter and far thicker than normal arrows, often with minimal, if any, fletching. The power of the crossbow gives a quarrel considerable impact, but the bolts are less aerodynamic than an ordinary arrow, shortening the range at which they can be aimed effectively.

Quarterstaff: The quarterstaff is simply a wooden pole, roughly 6' long and 2" to 3" in diameter. It doubles as a walking staff, and is a favourite of Wizards.

Quilted silk/cotton armor: As used in T&T, this term refers to a complete suit of cloth body armour covering everything but face and feet. Padded cloth covers the neck, and is attached to a steel cap for protection; cuffs and lower legs may have light metal strips for protection. Quilting is held in place by small metal studs. Note: Cloth armor tends to catch on any tiny nicks in bladed weapons, and bunches up beneath blades; its natural padding helps to protect from smashing weapons.

Ramrod: A padded stick used to push blackpowder, ball, and swabbing together to the back of a gunne's barrel.

Ranseur (a.k.a. "runka"): A polearm with a long, sharp, narrow blade and two short lateral blades at the base.

Rapier: A long, stiff blade used primarily for thrusting. Some have double-edged blades for slashing as well as thrusting. Most have elaborate guards.

Ravenbeak: A type of war hammer on a mid-length haft. The name refers to the primary piercing head, which is balanced behind with a small, clawed hammer. Many also have a short stabbing point at the top, in line with the haft.

Razor-ropes: A rope with razor-sharp slivers of metal woven into it. The user must wear heavy gloves to use this weapon safely.

Rifling: Spiral grooves cut into the inside of the barrel of a gunne. Rifling imparts spin to the ball, stabilizing it in flight and thus improving accuracy and range.

Ring-joined plate: Armour made of metal plates linked by rings. The metal is generally lighter than that found in plate.

Sabre: A single-edged sword with a slight curve; intended for cutting, it can also be used for thrusting if needed.

Sax (a.k.a. "scramasax"): A very large, broad, single-edged dagger almost big enough to be a short sword. (The original design of the Bowie knife would be a contemporary near-equivalent, allowing for differences in quality of forging.)

Scale armour: Small overlapping metal plates sewn to a cloth garment.

Scimitar: A strongly curved, sabre-like blade, single-edged.

Scutum: A rectangular shield developed near Khosht when goblin raiders were a problem 500 years ago.

Scythe: A sickle-shaped blade mounted in line on a long, relatively slender pole.

Self-bow: Any bow held upright, pulled and released by hand. As such, this also refers to the longbow. However, to differentiate between the visible differences and quality, we have divided the bows into the two classes.

Shield-spear: A 5-foot-long spear with a metal, double-edged head. A small buckler-like shield is attached to the middle of the shaft.

Short sabre: Shorter than the sabre, but otherwise very similar in appearance.

Short sword: This refers to any relatively short, broad-bladed, straight, double-edged sword.

Shotel: A very long, double-edged blade, curved almost to a half-circle. Extremely awkward, but it can be used to strike over or around a shield.

Sickle: Originally an agricultural implement, the blade of this weapon is set along the shaft (as with a scythe), instead of at right angles.

Sledgehammer: A sledgehammer consists of a large, flat metal head attached to a handle (generally of wood). Like a mallet, the sledgehammer distributes its force over a relatively large area, in contrast to most other hammers. The handle is generally at least 3' long, and the head alone usually weighs at least 6 pounds.

Snaphaunce: A gunne that is partway between a wheellock and a flintlock.

Soft leather: Heavy but relatively soft leather or hide clothing.

Solleret: Steel plates covering the wearer's boot, for extra foot protection.

Sopok: A small metal shield protecting the forearm, to which is fitted a blade or spike.

Spiked throwing stick: A wooden throwing stick with a spiked head; it is attached to the user's arm with a thin line, which enables it to be retrieved after it has been thrown.

Spontoon: A fairly elaborate spear with a stout, 8-foot-long staff. Some look like small partisans.

Stabguard: A metal spear with a hand guard mounted in the centre.

Staff sling: An ordinary sling mounted on a long pole to increase the momentum of the stone.

Steel cap: A simple metal hat which protects the crown and back of the head. It does not protect the back of the neck, but may include a nose-guard.

Stiletto: A very small dagger intended primarily for thrusting. It can be thrown effectively.

Stinger: A fairly short thrusting spear.

Swabbing: A patch of absorbent material used to remove the residue of previous shots from inside a gunne's barrel.

Swamp blade: A favoured weapon of goblins, this is a light, leaf-shaped, double-edged short sword.

Sword cane: A 2- to 3-foot-long cane or crutch that holds a 18" to 30" thin sword concealed within.

Swordbreaker: A weapon with a short, heavy blade, the swordbreaker has many teeth on the back to catch an opponent's blade and snap it.

Taper axe: A narrow, single-edged, curved blade on a fairly short haft.

Target: A medium-sized circular shield.

Terbutje: A wooden weapon with shark's teeth lashed to both sides to create a ripping, slicing edge. Useless for thrusting.

Throwing axe: A light axe balanced for throwing.

Throwing star: A flat, roughly star-shaped metal plate with all of its edges and points sharpened. Users with sufficient experience and skill can do such things as sailing them around corners and through narrow gaps.

Thrusting axe: An axe with a head that has a long point extending up, for use in thrusting attacks.

Thunderstick: A long-barrelled matchlock, often rifled. The weapon's overall length can reach 7 feet.

Toradar: A matchlock carbine, with the barrel and stock fastened together by coils of rawhide.

Tower shield: A very large, convex, rectangular shield.

Trapper (a.k.a. "caparison"): An all-enveloping light cloth cover for a horse, reaching to the fetlocks and leaving only the eyes, ears, and nose uncovered.

Trident: A spear with three parallel (or nearly parallel) prongs.

Truncheon: A 3-foot-long cylindrical club, often used by city guards to keep the peace in a non-fatal way.

Two-handed broadsword: An even longer version of the hand-and-a-half sword. The hilt accommodates both hands.

Uruk war axe: An extremely effective weapon for dismounting knights and smashing through their armor. It has a wooden haft with a four-pronged metal hammer head. Excellent for thrusting, smashing, and ripping open armor.

Urukish scimitar: A longer, heavier version of the scimitar, with the blade barbed.

Vambrace: A piece of armour covering the lower arm from the wrist to the elbow.

Voulge: A polearm with a broad, axe-like head elongated to a spike at the top.

War bola: Thin, flexible, wire-wrapped cords are used and the regular bola's stones are replaced with small, spiked balls. Besides entangling, the wires may cut and the spikes can puncture or slash. The user must wear gauntlets of some kind to protect the fingers.

War hammer: A sturdy, hafted weapon with a relatively small blunt or clawed head, with a small spike in the back.

War shovel: A shovel like one used for digging, except that the handle is strongly reinforced and the blade has very sharp edges.

Wheellock: A gun operated by a serrated steel wheel rubbing on pyrites.

Woodsmen's axe: A standard axe, of the sort used for chopping wood. It requires two hands to wield effectively.

Zaghna: An axe-like weapon with a broad, heavy, knife-like blade.



Monsters & COMBAT

The “Monster Rating” System

Rather than developing complete attribute and talent lists for foes, it's a lot quicker to just give most of your beasties **Monster Ratings (MR)**. The MR is the measure of both your monster's attack and its defense. It can take an amount of damage in combat up to its total MR before being destroyed. Thus, a MR 156 creature takes 156 hits of damage before it dies. Further, all monsters fight with a number of D6s derived direct-

ly from the MR: Divide the MR by 10 (round down) and then add 1 to get the number of dice it rolls in combat. This number of dice is never reduced, except perhaps by magic. In addition, monsters get combat adds equal to half their MR (round up); this amount is reduced based on the creature's current MR, after damage is resolved each round.

Thus, the MR 156 creature above rolls $156/10 + 1 = 16D6+78$ in combat. A big rat with a Monster Rating of 8 gets $1D6+4$ in combat. A MR 81 death frog gets $9D6+41$.

IMPORTANT: In 7th edition T&T, the monster's initial number of combat dice never decreases in normal combat. Their combat adds fade away as they take damage, just as in older versions of the game, but the MR 81 death frog rolls 9D6 even when it has only 6 hit points left and it's therefore getting only +3 in combat adds.

Creating Monsters

The *Monster Codex* that comes with this set gives you a wide variety of kindred and creatures you can use as monsters and bad guys to make the game interesting, but a GM can have an awful lot of fun making up monsters of his own. I had a lot of fun with "giant death frogs" in Goblin Lake. Bandersnatches and snollygosters haunt the swamps of Trollworld. Nothing is more dreaded during the rainy season than lightning bugs. Gakks and gurkks live in the lightless caverns below the city of Khazil.

Trollworld has room for any number of monsters of your own imagining. Be simple and

consistent and populate the plains south of Khazan with the megafauna of the old stone age—sabretooth cats, giant sloths, and mastodons. Or, be crazy and quirky and fill your dungeon with creatures from the looking-glass world, things like carnivorous flowers and malignant talking eggs. Grow your favorite creatures to gigantic size and turn them loose on the hapless adventurers. T&T is played for laughs quite often. My latest adventure is called "The Attack of the 30-Foot-High Hamsters."

You may, of course, assign any Monster Rating you want to your new creatures, but... It is often best to give them a MR that will provide a good challenge for your delvers. This can be quickly done by adding up the dice of the weapons used by the delving party, and using that as the basis for the MR. For example, let us say that we have four characters with a total of 16 weapon dice. To give the party a good fight, I would want the monsters to roll at least 16 dice also. Well, as they plunge into the jungle, they run

into a monster with a MR of 156—that is, 16D6 plus 78 combat adds. Or, perhaps I'd like to test them individually with four jungle wolves—each with a MR of 42.

Another thing I like to do with monsters is give them levels of their own. There are little “1st-level” death frogs with MRs of 20 and humongous 10th-level death frogs with MRs of 200.

Table of Sample Monsters (by MR)

Type	LEVEL					# Appearing
	1	2	3	4	5	
Balruukh	100	200	300	400	500	1-2
Bear	32	42	62	92	132	1-3
Death frog	20	40	60	80	100	1-20
Dragon (with flame)	110	220	440	880	1760	1
Dragon (without flame)	99	198	297	396	495	1
Gakk	13	26	39	52	65	1-6
Gargoyle	80	120	160	200	240	1-10
Goblin	30	45	60	75	90	1-20
Gremlin	20	31	42	53	64	1-20
Gurkk	7	49	343	2401	16807	1
Librarian liche	10	100	1000	10000	100000	1
Lightning bug	8	16	32	64	128	1-20
Lion	66	99	132	165	198	1-4
Ogre	26	52	104	208	416	1-6
Tiger	44	88	176	352	704	1
Troll, jungle	50	75	125	200	300	1-2
Troll, rock	50	100	200	400	800	1
Urook	40	60	80	100	120	1-10
Warg (giant wolf)	42	63	105	168	264	1-10

Note: I have thrown a couple of ridiculous creatures onto the list not so that you'll put them into your own games of T&T, but so that you'll have some idea of the kind of creativity available to you when you're the GM.

Combat

Combat is the true heart of any fantasy role-playing game. This section deals with all aspects of combat. It is basically the same as in earlier editions, although there have been some slight modifications, especially in missile and magic combat.

First, some definitions:

Combat Adds/Personal Adds:

The extra hits in combat that a character gets for having superior attributes in Strength, Dexterity, Luck, and Speed. Personal adds may be negative. The average range on a roll of 3D6 is 9 to 12. Thus, positive adds are given for attributes higher than 12, and negative ones for attributes lower than 9. Note that the whole system is based on human average. "Superior" is defined as better

than the human average, while inferior is worse than normal human average. A dwarf who is normally twice as strong as a human might have rolled a 10 on 3D6, being of only average Strength for a dwarf, but that would give him an adjusted strength of 20, which is worth 8 combat adds.

Combat Turn (a.k.a. "Combat Round"): One complete round of combat in which all combatants have had their fair opportunity to try to score hits. A combat turn is "officially" considered to be 2 minutes in length, although that is probably 10 seconds of action and 110 seconds of maneuvering for advantage. It can be considered a rapid exchange of strikes and parries by all fighters involved. By arbitrary convention, we stop and evaluate how the fighters are doing at the end of each combat round, but in your imagination you should conceive the action as hot and heavy until such time as the winners win and the losers either lie down and die or run away.

Hits or Hit Point Total (HPT):

The total of weapon damage plus combat adds of a character (or monster, or team of characters, or team of monsters) for 1 combat turn.

Hits of Damage: Wounds to be assessed – the basic damage is simply the difference between the two HPTs, and the loser takes the damage, arranged any way the losing side wants among its characters.

Characters or monsters are modified accordingly before the next combat round begins.

Spite Damage: When rolling dice in combat, every “6” thrown always counts for 1 point of damage, no matter which side wins the combat. Those points of damage get through “in spite of” everything one can do to stop them. Since T&T does not use a blow-by-blow description of combat with hit locations, spite damage manages to reflect the fact that combat is always dangerous and one can always be hurt by it. The spite damage of a dragon rolling 445 dice (!) in combat is likely to be considerable (one-

Why Strength, Dexterity, Luck, and Speed? The harder you hit a foe, the more you can hurt them; that’s why you get adds for Strength. If you’re lucky enough to land a blow in a vital or unguarded spot, you do more damage; that’s why you get adds for Luck. If you can aim and control your blow, you do more damage; that’s why you get adds for Dexterity. If you hit your foe faster and more often than normal, you will do more damage: that’s why you get adds for Speed.

What about Intelligence? If you fight smarter than your foe, aren’t you likely to do more damage? Yes and no. Being smart about your combat is a good thing, but the effect is reflected in different ways. For example, you could lure your foe into an ambush and get a combat turn where the foe doesn’t fight back. You could know where to hit the foe for maximum damage, but you still have to be dexterous enough or lucky enough to hit him there. You could plan some special feat in combat, such as disarming the foe, or leading it into a trap, but that would be decided by a Saving Roll, not by the number of hits you do in combat.

sixth of the dice should come up as 6s, on average, and that would be 74 points of damage to the players even if they managed to roll a higher combat total).

Weapon Damage: The number of hits scored by any given weapon when it is used during a combat turn, expressed in dice plus adds. For example, a sax gets 2 dice plus 5 adds (2D6+5), which gives it a range of 7 to 17 hits per combat turn.

Combat Turn Sequence

Most combat actions in T&T are self-evident. All you have to do is use your imagination and visualize the situation. You may wish to use miniatures, counters or tokens (Hey! – didn't some come with this set?!) to help you figure out everyone's relationship and position in the heat of battle.

Every combat is different, and it is your job as gamer and judge to adjust the details in your mind so that it makes sense. Visualize the fight, and you won't have to be told that Mungo the Hobb did 11 points of damage to the giant with a sneak attack to the ankle. What else could Mungo reach? When the giant falls down, our doughty little warrior might want to start attacking the giant's head. Let him.

As noted above, a combat round is normally 2 minutes long in T&T. That time includes all the hacking, feinting, dodging, parrying, cussing, spellcasting, fleeing, and anything else that happens in combat. We don't count every blow and parry. People don't line up in initiative order to get their licks in. It is usually a wild, confused melee. However, while 2 minutes is the suggested length, the GM may make combat turns 10 seconds long if he wishes, or an hour if he's fighting one army against another. The action takes place in your imagination, not in a blow-by-blow manner.

And remember, you can try anything in combat, and the GM will deal with it. He may call for a Saving Roll to see how

well you succeed, but go ahead, be creative and tricky. The game will be more fun.



These are the stages of a T&T combat:

- 1. Surprise Attack.** One side gets an attack and the other side gets no defense. In such cases, the combat round obviously doesn't last 2 minutes. 10 seconds is more like it.
- 2. Magic.** T&T magic doesn't usually take very long to cast. Wizards get their spells off right at the beginning. Remember that the Wizard must make an INT Saving Roll on the spell level for the spell to work. Magic that does damage always counts as part of his side's HPT.
- 3. Missile Combat.** Arrows and such things travel very fast. Except in unusual circumstances, you only get one missile per combat turn. Make a DEX SR (or perhaps a similar roll using your "Marksmanship" Talent or the like) to see if the missile hit. If you miss the SR, you get no points toward the melee total. If you make it, your points count no matter what.
- 4. Choose Your Melee Target.** The GM may specify which foes the characters face, or the players may get to choose their own targets.
- 5. Roll Your Combat Dice.** Figure in your combat adds. Do magic and missile damage to the foe. Take magic and missile damage from the foe. Go hand to hand. This is the part of the combat round that could take up to 2 minutes. If your combat is fairly simple, it shouldn't take much more than 2 minutes of real time either.
- 6. Calculate Your HPT.** If you have a party, you get to count all the damage that actually happens—points of magic taken, missile damage, and hand weapons. Get a total. Your opponent is doing the same.

7. Figure Hits of Damage. The low total is subtracted from the high total. The losing team or player takes the difference in hits. Also count spite damage at this stage.

8. Adjust for Armor. Armor takes damage for fighters. The winners need not worry about it. The losers get to soak off some of the hits of damage on their armor if they can. (Armor doesn't affect spite damage.)

9. Adjust Attributes. Figure the effects of poison or magic that might have altered any attribute scores (i.e., STR, CON, etc.). A weapon has to hit before poison can do any damage.

10. Evaluate the Round. Bookkeeping. Update your character stats and get ready for the next round of combat. Decide what you're going to do on the next round. Inform the GM. If the combat is over, start healing the wounded and searching the dead. If the combat continues, go back to Step 2 (the element of surprise is gone, so don't go to Step 1), and run through the sequence again.

Remember that the Game Master can call for Saving Rolls in any situation, or the player can ask for one if he thinks he needs the chance to stay alive.

Missile Combat

Whenever a character uses weapons that are fired, shot, thrown, or explosively propelled at a foe, he or she must make a Saving Roll on DEX (or

on the Marksmanship Talent or the like) to hit the foe. The GM determines the difficulty of the shot, based on the guidelines in the following chart.

RANGE	SR Level
Point blank (1 ft. or less)	1
Easy (up to 30 ft.)	2
Challenging (up to 100 ft.)	3
Difficult (up to 300 ft.)	4
Remarkable (over 300 ft.)	5

Targets taking evasive action (i.e., moving rapidly or intentionally dodging missile fire) double the difficulty of the SR. The GM may otherwise adjust the difficulty of the SR if the target is unusually large or small, or if other beneficial or detrimental conditions arise.

Saving Rolls

Frequently, characters are placed in such danger (by a trap, by magic, or by their own clumsiness) that only pure luck can save them. When this happens, we test the character's Luck (or any other appropriate attribute) by asking for a Saving Roll.



These dice rolls are set up in levels of difficulty. The Game Master determines the levels of difficulty of each test. If the peril to be avoided is something fairly ordinary, like dodging a missile or not falling into an open pit, only a "Level One" SR is required. However, if the danger is something tremendous, like escaping from the clutches of a giant squid while 40 feet underwater in shark-infested waters, a higher level SR is required (perhaps Level Five). It is always a matter of the GM's judgment.

When making a Saving Roll, you always use two dice (2D6). However, in the case of SRs, all *doubles add and roll over* (DARO)—that is, as long as you roll doubles, you may add their total and roll again. For example, if you roll two "3s," you may roll again and add the "6" you already have to the new number; if you roll two "6s" on your second try, you roll again, adding 6 + 12 plus the next result; assuming your result on this third roll was a 5 (a "2" and a "3"), your total would be 6 + 12 + 5 = 23 (which is extremely

good — most of the time, you won't have an SR that good in a hundred tries.)

Remember that you can always add your character level to a Saving Roll you've failed in order to change that failure to a success (see 99).

When told to make a Saving Roll, you are also given a Level and an attribute: For instance, a "Level One Saving Roll versus Luck" (shortened to "L1SR vs. LK" or "L1SR on LK"). To actually attempt a Saving Roll, simply roll 2D6 and add the relevant attribute. Compare that total to the target number, as shown below; if your total is equal to or higher than the target number, you succeed.

Level One	20
Level Two	25
Level Three	30
Level Four	35
Level Five	40
Etc.	

Let's use Gimor as an example. He has a terrible Luck rating of 8. To make a L1SR (target number 20) on LK, he needs to roll a

12 or better on 2D6. Gimor is in trouble with Luck SRs since he has only a 1-in-36 chance of coming up with a result of 12 on any given 2D6 dice roll.

Note, however, that it's not as bad as it seems at first glance, given the **DARO** rule: Doubles come up about 1/6th of the time, and double "3s" or higher give him an excellent chance to make that L1SR. Further, since Gimor is a 1st-level Warrior, he gets to add +1 to any failed SR result to see if he in fact succeeds.

It is also important to note that your beginning attribute values are not static. They can change, whether during a game session or between sessions. The most common way to raise them is by gaining Adventure Points and spending them to buy higher values: By spending large sums of AP, a player can raise his or her character's attribute values, as shown on page 77.

Magic spells and items may also raise or lower attributes.



Fumbles

It is important to realize that there is no such thing as an automatic success on a Saving Roll—nothing works perfectly 100% of the time. For example, Tmuwo the Troll has a Luck rating of 30; it would seem that he automatically makes all Level One, Level Two, and Level Three SRs on Luck. He doesn't. He still has to roll the dice in those situations, because something could go wrong — he could fumble his Saving Roll.

Any dice roll of 3 (a 1 and a 2) on a Saving Roll is an automatic fumble. Regardless of the SR total compared to the target number, a fumbled roll fails, and the character must take the consequences for failing.

Saving Rolls on Other Attributes and Talents

The SR method may be used whenever a GM wishes to determine if a character can accomplish a task or feat; it also works with Talents, and so forth for every possible attribute and situation. When it is time to see

if a character can perform a difficult task under pressure, then it is time for a Saving Roll on an appropriate attribute or Talent.

Here are a couple of examples based on Gimor Ironfang's attributes.

Strength: Gimor is being chased through a dungeon. He runs through a door and slams it shut, but there is nothing to keep it shut. He decides to hold it shut with all his might until he has a chance to assess the situation, so he leans into the door. The GM rules that a L1SR on STR (target no. 20) will keep the door shut against one foe. Gimor rolls a "5" and a "4" and has a Strength attribute of 14, so his total is $9 + 14 = 23$. He needed a 20. The first charging monster bounces off the door and hurts his shoulder.

Then another creature joins the first. The GM rules it will take a L2SR on STR (target 25) to keep them out. Gimor rolls his 2D6 and gets a "6" and a "1," for a total of $7 + 14 = 21$... which would have held against a single foe, but is a failure here.

Since he's 1st level, Gimor can now add +1 to the result to see if he pulls off a success anyway, but 22 still doesn't do the trick. The GM rules that Gimor is knocked back and the door pops open. Enter howling monsters. We're having fun now!

Acrobatics: As the howling creatures converge on Gimor, he spots a rope hanging down from the ceiling and hears a voice call, "Up here!" With a leap, he might reach the rope and then swing and clamber up quickly enough to evade the charging monsters. Gimor's player decides this is a perfect opportunity to use his character's Acrobatics Talent of 16. The GM rules that the rope is stout enough and not very slippery, relatively easy to climb, and that Gimor is only lightly encumbered; he rules that Gimor need only make a L2SR (target 25) on Acrobatics to climb up and out of trouble (he might have said on STR or DEX instead if the Acrobatics Talent didn't seem appropriate).

The player rolls his 2D6 and gets a "3" and a "5," for a total of 8 (roll) + 16 (Acrobatics) = 24. Thus, Gimor fails his SR. But wait! He is 1st level, so he gets to add +1 to his failed roll to see if his prowess turns what might be a miserable failure for a lesser delver into a skilful maneuver. This results in a 25, a success, so he manages to hike himself up the rope just as a rusty scimitar shaves a strip of leather from Gimor's boot.

Adventure Points

Though the real object of T&T is simply to enjoy playing, your characters' success can be measured by the number of Adventure Points (AP), sometimes called "Experience Points," accumulated in his or her delvings. In older versions of the game, Adventure Points used to determine character level, but character level is now determined by other measures. (See 36.) Adventure Points now have only one purpose—to let you increase your characters' attribute scores.

Play over the last three years has shown that with the new method of raising character levels by spending adventure points is much more expensive than the 5th edition rules. 100 times the old level is simply too much to ask. Tournament play has shown me a better way to do it, and one that adds enjoyment to the game for the players.

To find the number of AP it costs to raise an attribute by one point, you multiply the attribute's current value by 10. For example: Gimor has a Luck score of 8. When he gets 80 AP stored up, he could spend them to raise his Luck to 9. When he gets 90 more, he can raise it to 10. And so forth. If he had a Dexterity of 19, it would take 190 to bring it up to a 20.

Thus, it is relatively easy to raise lower attribute levels in the beginning, and more difficult as time passes. How does a character gain AP? He or she must participate in something that can reasonably be called an adventure, monitored by a GM. (Yes, solo adventures still count—the player is his own GM in those, and he'd better play honestly.) Several classes of action come under this category, and they are

listed below with some guidelines for awarding AP.

GM's Note: Adventure Points should be awarded in relatively small doses! To get 100 A.P. in one shot is a good deal—to get 1000 should be darn near impossible. As GM, you want to be somewhat stingy with AP, especially now when it is ten times easier to gain an attribute point, awarding them only for real achievements.

Adventure Points should be awarded for these things:

Daring: GMs should evaluate the difficulty and danger of their tunnel complexes, wilderness areas, cities, etc., and award AP accordingly to those players who survive a session. A general guideline is to award 100 AP for each level of dungeon or difficulty that is overcome. For example, a person who penetrates to the third level of "Bleem's Blemish Dungeon" is awarded 300 AP for getting out alive, while a character in "Buffalo Castle" might get only 100 AP because it's all one level.

Under this category, there are AP for doing something unusual, and even foolhardy. If Taran SniperOrc walks into an elven pub to suggest arm-wrestling contests with the elves in there, the GM might award Taran with 50 AP or so for his daring. These awards are always at the GM's option, and are meant to encourage good roleplaying. You won't find them in solitaire dungeons.

Combat: Any character who participates in a combat that results in a foe being either slain or subdued gets AP for it. Such participation may be relatively minor, but if a character takes part and in any way helps the group, then he or she should be awarded AP. The GM should be very meticulous about awarding AP in combat, and these points should be given out immediately after the fight is over (or even as the fight progresses).

1. Give all the combatants a number of AP equal to the full MR value of any monster or foe defeated divided by the number of characters involved in the monster's

defeat. Thus, if Gimor and Taran join forces to bring down an MR 300 giant, they would each get 150 AP for it.

2. In the event that a character fights and conquers another character who has numerical attributes instead of a MR, the winner should be awarded AP equal to the sum of the foe's STR, CON, and INT. When Taran takes down Norm the Citizen, whose attributes are all 10s, Taran would get 30 AP.

Subterfuge: Combat is usually a straight-up character(s) versus creature(s) melee, but sometimes it can be won by trickery also. Let us say that Taran's brother Jax spent a few game hours digging a pit in a forest and lining the bottom with sharpened stakes. Then he covers it with a thin layer of leaves, stands on one side of it, and taunts a bear so it charges at him and falls into the pit. The bear is half-killed by the stakes, and Jax bombards it with boulders to finish the job. The bear has a MR of 150. Although Jax was never in any real danger from the bear, he should get the 150 AP anyway. He did defeat it by being smart, using his wits in combat.



Note: Adventure Points should never be awarded for treasure picked up before, after, or during a combat. Treasure is its own reward.

Saving Rolls: Saving Rolls should probably be your number one way of gaining AP. Whenever a character attempts a SR (whether he succeeds or not), he has been tested in some manner. It is by such tests that characters accrue favor with the gods and increase their abilities. The formula for awarding AP for Saving Rolls is simple:
AP = SR dice roll x SR level.

Example: Taran SniperOrc is trying to shoot a charging elf with his crossbow. The GM rules that he needs to make a L2SR on DEX (target no. 25) to hit the target. Taran has a DEX of 15, so he needs to roll a 10 or higher on 2D6. He rolls a "3" and a "1," so he misses... but before the elf sticks a spear in him, the GM gives Taran 2 (Level Two SR) x 4 (dice result) = 8 AP for his attempt.

Casting Magic: Working magic requires the expenditure of Wizardry points. You get AP for this equal to the number of WIZ points spent. For example, Khern

the Wizard casts a 2nd-level Take That You Fiend spell on a charging mugwump. It would normally cost him 12 points to do that, but he has a magic staff that reduces the casting cost by 1 point. Khenn thus gets 11 AP for his spell, regardless of the spell's success or failure, or of how much damage his spell deals. (He still gets AP for those other things too, but they are handled by the sections above.)

Role-Playing: The GM may bestow bonus AP to you for throwing your body in front of a charging rhinoceros, thus saving the little old lady in its path. Or you may get points for your dwarf's outwitting a party of trolls, getting them all into a quick game of dwarf-tossing that enables the rest of the party to quietly sneak away. Any AP awarded in this category should be given to players who are doing a superlative job of role-playing, thus making the game more enjoyable for all.

Other: The GM may bestow bonus AP to players for any number of different reasons when he or she sees cause for it. For instance, the GM may reward you for guessing there is a giant tentacled monster

beneath the surface of a peaceful lake, thus saving the party from squidly doom.

Final Note: Adventure Points may be given out only during adventures. It is definitely unfair to everyone for a player to say something like, "I just spent the last year exploring the Naga Jungle. I learned six new magic spells and gained 20,217 AP doing so, and now I want to take my bonuses before starting the current adventure."

Make up whatever backstories you wish for your characters, but don't give them game credit for stuff they didn't do in a game. As far as we are concerned, that exactly what backstories are—stories — and frankly, they may be entertaining, but we don't have to believe them any more than our characters do.

Examples of Combat

If you think you understand T&T combat, you can skip over this section. If you do, though, you might miss some of the most entertaining bits in the book. If you'd like to see how several T&T game combats might play out, then read on.

Sample 1: Monsters vs. Monsters (MRs only)

Thar the Ogre is a big, bad, nasty guy with green skin, 3-inch-long



yellow fangs, and an insatiable appetite. He has a Monster Rating (MR) of 72, which initially gives him a total of 8 dice and 36 adds. His tough skin, hardened like leather from many scars and years of rude living, acts as a natural armor that will take 6 hits of damage per combat turn.

As usual, he's wandering through the seemingly infinite tunnels of Black Peak Mountain, in the depths of which lies his dismal lair, and is desperately searching for some fresh, live dinner (or at least a couple of edible cavern rats). During his hunt, he arrives at a dark and cold junction in the tunnels, and after a minute of head-scratching decides to continue straight forward. As he's passing through the middle of the intersection, a couple of vicious and treacherous shadow goblins ambush him, jumping the ogre from both sides with their rusty weapons ready to strike.

Neeker ("Goblin #1") is a small and swift burglar with a MR of 23, which in the beginning gives him 3 dice and 12 adds. He yells wildly while charging at Thar, gulping when he realizes that his victim is about three times taller than himself.

Breker ("Goblin #2") is a more massive and muscular guy with a MR of 46, which starts him off with 5 dice and 23 adds. His eyes burn with a violent and insane fire, and he seems to be berserk as he jumps into the middle of combat wielding a half-broken spear.

Slightly surprised by the two opponents, the ogre quickly prepares for the battle with just one thing on his mind: "FOOD!"

The GM decides that, despite the ambush, the ogre was alert while scouting the tunnels, so both factions can actively participate from the first combat turn.

First Combat Turn

Thar the Ogre rolls $8D6+36$ for his attack. The dice give him a total of 22, and one of the dice gives a result of "6." Thar's HPT is 22 (dice) + 36 (adds) = 58. He also does 1 point of spite damage.

Neeker rolls $3D6+12$, for a pitiable total of 7 (!) on the dice roll, so his HPT equals 7 (dice) + 12 (adds) = 19.

Breker charges wildly, rolling his $5D6+23$. He gets a final HPT of 19 (dice) + 23 (adds) = 42. He also

rolls two "6s" on his combat dice, for 2 points of spite damage. The combined HPT for the two shadow goblins is $19 + 42 = 61$, plus 2 points of spite damage.

The goblins win the combat round, taking advantage of their ambush and battle rage, but must take the 1 point of spite damage done by the ogre. The GM decides that the less capable Neeker gets hit, so his MR drops to 22. Neeker now rolls $3D6+11$ (not +12) next round.

Thar must take $61 - 58 = 3$ points of combat damage, but his tough skin absorbs it without problem. (Remember, he has a natural armor rating of 6). Nevertheless, he must reduce his MR by 2 points, caused by Breker's spite damage, so his MR goes down to 70. Thar now rolls $8D6+35$ (not +36) next round.

Second Combat Turn

The ogre screams in a rage, bashing opponents with his hard punches. This turn, his HPT equals $39 + 35 = 74$. He also inflicts 3 points of spite damage.

Neeker gets a HPT of $9 + 11 = 20$, with no spite damage. Breker continues his foolhardy attack,

with his $5D6+23$, but the unpredictable luck turns against him, and he gets a HPT of only $13 + 23 = 36$, without any spite damage. The goblins combine for a HPT of only 56.

This time the ogre crushes the pair of goblins, winning the combat round by $74 - 56 = 18$ points, plus 3 points of spite damage. The damage is shared evenly, so each goblin takes 10 points of damage, and the extra point is taken by Neeker. At the end of the round, Neeker has a current MR of 11 and Breeker's MR falls to 36.

Third Combat Round

Thar doesn't like a dinner that bites him before being eaten, so he continues pushing the assault. He still rolls $8D6+35$, which gives him a HPT of $18 + 35 = 53$, with no spite hits (a bad turn, indeed).

The badly beaten Neeker has dropped his rusty weapon and decides to savagely bite the leg of his opponent. He rolls $3d6+6$ this round, for a HPT of $16 + 6 = 22$, with 2 spite hits – what a desperate assault! His comrade Breeker fights desperately for his life, and rolls $5d6+18$; he gets a magnificent $25 + 18 = 43$ HTP, with 4 points of spite damage (!).

The tide of combat turns in favor of the assaulting goblins, who get a combined HPT of $22 + 43 = 65$ points, plus 6 spite hits.

The Ogre must take $65 - 53 = 12$ hits, which reduces to 6 after Thar's hard skin absorbs 6 of them, plus another 6 points of spite damage. The total hits taken by ogre are $12 - 6$ (armor) + 6 (spite damage) = 12 hits, which reduces his MR to 58. Ouch!!

Fourth Combat Round

The stubborn ogre continues to pummel the pair of goblins, hoping to break their frenzy and gain a substantial advantage in the brawl, and now he's both infuriated and hungry, so he must quickly end this combat and enjoy a good meal of those spiteful goblins. He gets $8D6+29$ this round (remember, his current MR is now 58 – the initial number of combat dice doesn't go down, even though his adds are reduced), and his HPT is $31 + 29 = 60$, with 1 point of spite damage.

Neeker begins to think maybe he will survive this crazy ambush, and continues to sink his rotten teeth into the ogre's foul skin. He gets $3D6+6$, and after rolling the dice he obtains a HPT of $8 + 6 =$

14. Breeker loses his head in the battle frenzy and yells a loud insult to the ogre, thrusting at him with the half-broken spear. He gets $5D6+18$, but the dice roll against him this turn and he gets only $11 + 18 = 29$ HPT, and no spite damage. This is a poor turn for the goblins, whose group HPT is a meager $14 + 29 = 43$.

The ogre strikes hard again, and the goblin bandits must take $60 - 43 = 17$ points of damage, plus another spite hit. The GM rules that they take 9 hits apiece. Breeker is down to a MR of 27, while poor Neeker is reduced to a mask of blood and broken teeth after the mighty Thar's blows: his MR drops to just 2...

Fifth Combat Round

Thar is already imagining with delight the bloody flavor of fresh goblin meat. He gets his $8D6+29$ again, and after rolling the dice his HPT equals 47, with no spite damage.

The poor Neeker stumbles and staggers, slipping on a pool of his own blood. He desperately tries to claw at the ogre, and rushes forward with a terrible headache. He gets only $3D6+1$ this turn. Rolling the dice, his HPT equals

$10 + 1 = 11$. Breeker too seems to have lost his confidence, for he now he realizes that the battle will probably have a quick and dreadful outcome. He gets $5D6+14$, for a HPT of $18 + 14 = 32$, plus 1 point of spite damage. Thus, the goblins score a group HPT of $11 + 32 = 43$ this combat round.

The would-be ambushers must take $47 - 43 = 4$ points of damage, suffering 2 hits each. This slight damage lowers Breeker's MR to 25, but is sufficient to kill the already badly beaten Neeker, who concludes his bandit career with his head broken and what little brains he had scattered on the tunnel floor. Despite having won the combat round, Thar must take 1 hit of spite damage, which cannot be absorbed by his tough hide and must be directly taken off his MR, which drops to 57.

Sixth Combat Round

Thar inhales the smell of fresh blood and brains, recalling all the recipes he knows for cooking goblins — dinner is coming soon! He gets $8D6+29$ still, and advances toward the surviving goblin with a grim smile on his face, his hands covered in green

blood. Rolling the dice, he gets a HPT of $34 + 29 = 63$, and also scores 3 spite hits.

The poor Breeker remains to face his enemy's rage alone, and begins to think about a quick retreat, but the big ogre has cornered him and there is no way to get out of this massacre. The goblin gets $5D6+13$, and rolls an HPT of $21 + 13 = 34$, obtaining 1 point of spite damage.

The ferocity of the ogre thus inflicts $63 - 34 = 31$ points of damage, and the remaining goblin's MR of 25 instantly falls to -6, leaving him unconscious and dying—the same thing that happened to Neeker on the turn



before. He also has to take 3 points of spite damage directly from his MR, but it makes no difference. As a final insult, Breeker hit the ogre for a single point of spite damage, which reduces his MR to 56.

Thar doesn't seem to care much about this, though, because he has finally found his dinner! He knows that his wounds will heal quickly. They always do. With an eager grin, he collects the dead goblins' bodies, putting them into a big, stinking sack, hefts it over his mighty shoulder, and begins his long way back to his home cave, where he will conclude the day with a well earned banquet.

(Acknowledgement: Tosatt Earp)

Sample 2: Character vs. Character

A young, hulking warrior walks up to the largest uruk in the bar and smashes him upside the head with a large, heavy tankard; normally, he would need to be extremely lucky or charismatic to pull off such a stunt without resorting to combat. And right here, he didn't make any SRs on Luck or Charisma. He is on his own. The crowd leaps back and a mighty cheer goes up. This is a muscular young lad from the

fields, drinking his fill after a long, hot summer tending 30 acres of arid land. Fighting every day with the rocks, the weather, and the wilds has given him a body the barmaids have been ogling all evening. The sword that swings at his side is nothing more than a stick with a crude blade, battered, but sharpened with all the care of a master of the scythe.

Standing before him is the largest uruk he has ever seen, wearing crude leather armor and armed with an urukish scimitar. The barkeep gathers the mugs away quickly. He's seen this all before. This old uruk is big trouble. Moreover, he is down on his luck and his tab is past due; one way or another, the tab will be paid tonight. "Come on, take him lad," the barkeep calls. "Book's down this end of the counter, boys! Who's betting!?"

Up on the chalkboard, he scrawls, "Dwain, Level 1 Warrior. STR 17, CON 13, DEX 15, SPD 13, LK 13. Adds +10 (attributes), +1 (Warrior level). Weapons: Old sword (2D6+6). Armor: Steel cap (takes 2 hits due to being Warrior)." Beside that, he writes, "Uruk Dud, Level 2 Rogue; STR 16, CON 14, DEX 17, SPD 11, LK 8. Adds +8.

Weapons: Urukish scimitar (4D6+4). Armor: Leather jerkin, steel cap, gauntlets and greaves (total 6 hits)."

(*Note:* In roleplaying games there are two levels of play — "in-character" storytelling and out-of-character dice games. Here we have some fun and combine the two. Now back to the bar.)

Uruk looks up at the odds board and laughs. He knows that combat is not all about playing odds. One lucky blow could easily finish this, and he will spill human blood again. He also knows a few tricks. He casually draws his sword and plops his leather covered steel cap onto his head. Adjusting his gauntlets, he moves into a fighting stance. There's no surprise or missile round here. He swings his scimitar and the fight begins.

In T&T, there is no blow by blow accounting. The combat round lasts 2 minutes and is a full-on melee. So Dwain rolls 2d6+6 (for his weapon) + 11 (personal adds); he gets a 10 on the dice, giving him a total of 27, an average result. "I've had enough of your scoffing," he yells. "Take that, you scumbucket!" Uruk rolls 17 on his weapon dice (4D6+4) and applies his +8 adds, giving him a combat total of 25,

another average roll. “Grrr, human trash, I’ll eat your liver! Come and get me.”

As both rolled average and quite similar results, they both role-play a careful attack. Now, the highest total wins that round. Dwain comes out on top, so Urk takes $27 - 25 = 2$ points. Urk now allocates this damage. With his armor able to absorb 6 hits of damage per combat round, he easily takes the punishment without effect.

The fighting now continues as the opponents circle, look for an opening and rush together with a mighty crash. Either fighter could choose to make a SR to give him some advantage, but both elect standard combat. Ending the second round, we look at the results.

Dwain rolls 6 on his 2 dice and applies all his adds, both personal and weapon, giving him a total of 23, another average roll. Urk, this time, rolls 16 on his weapon dice and adds his +8, resulting in a total of 24. This round goes to Urk: “Graahaahaa!” he screams in victory, perhaps prematurely.

The difference of 1 point of damage gets allocated to Dwain. Luckily, he’s wearing his steel cap

and takes the blow on the top of his head. His ears ring, but he is unhurt as they size each other up for the next round. Encouraged by this victory and knowing that he can do better, Urk rushes in.

This turn, Dwain rolls a total of 24, as does Urk. However, Dwain rolled a “6” on one of his dice this time, and Urk rolled two “6s,” so we also have some spite damage to allocate. Dwain’s CON is reduced from 13 to 11, and Urk’s CON is now 13. The patrons at the bar cheer, for this is a close fight. Urk yells, “Sucker, I got first blood!” and bets change hands.

Blood drips from Dwain’s shoulder as he moves in, adrenaline pumping. He is unaware he’s hurt. Urk ignores the cut to his thigh and smiles to himself as he smells human blood. They rush at each other and the bar cheers.

Dwain gets a total of 28 this turn, including another roll of “6,” for 1 more point of spite damage. He lets out a cheer. Urk rolls only 8 on his 4D6, for a total of 16, and groans loudly. Dwain wins the round significantly. Urk takes $28 - 16 = 12$ damage, of which 6 is absorbed by his armor; in total, then, he is wounded for 6 points,

plus the additional 1 spite damage. Urk's CON is reduced to 6 now – he is still fighting hard, but blood gushes from a new wound in his side. With pain spurring him on, Urk rushes in for another round.

This time, Dwain stumbles (rolling only 3) and cries out in dismay, while Urk shouts with glee, rolling 20. Urk wins the round. Young Dwain takes $28 - 20 = 8$ points of damage. While 2 of these are absorbed by his steel cap, the rest are subtracted from his CON, lowering it to 5. Now, both fighters are wounded and the fight can still go either way. The bar is in an uproar. Scuffles are breaking out, the barkeeper is calling for more bets, and the bouncer is trying to keep this from turning into an all-out brawl.

Blood spraying, with shouts of pain and anger, the two fighters clash again. Dwain rolls double 5s for a total of 27, a good roll, while Urk struggles with bad luck again, getting only a 9 (total 21), even though there's a "6" in his roll. The round goes to Dwain with a total of 27. In total, $27 - 21 = 6$ points of damage smashes the urk's way, but he manages to take 6 off with his armor; in turn, that sneaky spite damage lowers

Dwain's CON to 4.

Urk's hurt, and so is Dwain. Blood gushes from the mighty wound in the uruk's side. Still, the blood lust is in his eyes, and he believes that the tables will turn in the next round. He screams in pain and fury as he rushes in again. The crowd cheers, and more coins are exchanged as the fight goes into the seventh round. Will the city guard arrive before this ends, or will they find another cold corpse in some forgotten alleyway?

This time, what a round! Dwain attacks strongly, rolling two "6s" (!!), for a total of 29, and Urk also rolls a "6" among his dice, totaling 26. Another indecisive round to Dwain: $29 - 26$ gives 3 damage to Urk who absorbs up to 6 with his armor. Urk takes 2 points of spite damage, bringing his CON to 4, and Dwain takes 1 spite point, so his CON is now 3.

This has been a long, hard fight with no clear winner; the bar patrons are chanting and banging their mugs on the tables. The city guards can't be far away. How will this end?

Urk is determined not to let this human cub get the better of him. His luck is running out, like the blood gushing from his wounded

side and soaking into the sawdust at his feet. Dwain is also bleeding badly, staggering from the punishment he has taken. Will there be a final blow that finishes the fight decisively, or will spite damage take its toll? Why don't you decide? Grab 4 dice and we will do this together.

There are no more bets being place. The bar is hushed, the fighters draw nearer.

Roll 2 dice for Dwain, note the total, and add a total of +17 (+6 for his weapon, and +11 in personal adds). How did he do? Now roll 4 dice for Urk and add +12. What was his total? Now subtract the lesser score from the greater. That's the damage to be allocated. Dwain has 2 points of armor to deduct from the damage if he lost; Urk has 6 points of armor. Was there any remaining damage? Deduct that from the loser's CON. Don't forget spite damage – if either rolled any “6s,” take 1 point for each “6” he rolled directly from his opponent's CON.

Are they both still alive? Can they fight another round? If so, repeat the steps again, until someone's CON reaches 0 and you have a clear winner. This battle could result in both fighters being dead – which would make the bar-

keep happy since he would keep all the gold that's been bet.

(Acknowledgement: Quoghmyre)

[*Note:* With a fight this close, it's likely that the loser will be only a few points below 0 CON. Under the new rules, that is dying—not dead yet. You have to be at -10 before you're truly, finally dead. If a healer steps in with a Poor Baby spell, the loser could survive this fight and live to fight another day.—Ken]

Sample 3: Characters vs. Characters (Group Combat)

Party 1 – “Geminna's Greatharts”

Geminna Halidis, Female Level 5 Dwarf Warrior. STR 50, CON 20, DEX 9, SPD 11, INT 11, WIZ 12, LK 7, CHR 8. Combat adds +33 (attributes), +5 (Warrior level). Weapon: Falchion (4D6+4) or taper axe (3D6). Armor: Mail (takes 11 hits, doubled to 22) and tower shield (takes 6 hits, doubled to 12).

Darrity McBeel, Male Level 3 Leprechaun Wizard. STR 7, CON 9, DEX 20, SPD 18, INT 31, WIZ 12, LK 26, CHR 10. Combat adds +26. Weapon: Sax (2D6+5) and bank (2D6+3). Armor: Cuirboille

(takes 6 hits). Spells: All 1st-Level, plus Little Feets.

Quorn asi Loos, Female Level 4 Centaur Warrior. STR 40, CON 27, DEX 13, SPD 9, INT 13, WIZ 15, LK 6, CHR 5. Combat adds +23 (attributes), +4 (Warrior level). Weapon: Double-bladed broad axe (6D6+3), or broadsword (3D6+4) and dwarven spike shield (2D6), or light crossbow (4D6; 20 bolts). Armor: Quilted (takes 3 hits, doubled to 6) and, used with broadsword, dwarven spike shield (takes 4 hits, doubled to 8).

Party 2 – “The Richseam Raiders”

Rinnis Richseam, Male Level 5 Dwarf Warrior. STR 52, CON 20, DEX 13, SPD 9, INT 15, WIZ 8, LK 11, CHR 5. Combat adds +38 (attributes), +5 (Warrior level). Weapon: Richseam pickaxe (5D6+5; special family heirloom) or falchion (4D6+4). Armor: Plate (takes 14 hits, doubled to 28).

Suntara Highbrow, Female Level 2 Elf Wizard. STR 9, CON 8, DEX 26, SPD 8, INT 18, WIZ 14, LK 12, CHR 26. Combat adds +13. Weapon: *Staff ordinaire* (2D6; as quarterstaff) or dirk (2D6+1). Armor: Cuirboille (takes 6 hits). Spells: All 1st-Level, plus Glue You, Omnipotent Eye, and Poor

Baby.

Kane Orson, Male Level 1 Human Citizen. STR 17, CON 17, DEX 17, SPD 14, INT 9, WIZ 10, LK 14, CHR 9. Combat adds +14 (halved to +7). Weapon: Trident (4D6+3). Armor: Scale mail (takes 8 hits) and target shield (takes 4 hits). Kane was working as the local blacksmith’s apprentice when Rinnis hired him as a guide and guard; this will be his first real fight. As a Citizen, Kane’s combat adds are halved.

Ordos the Gnarled, Male Level 3 Ogre Warrior. STR 31, CON 26, DEX 12, SPD 10, INT 12, WIZ 12, LK 12, CHR 6. Combat adds +17 (attributes), +3 (Warrior level). Weapon: Pair of clubs (3D6 each). Armor: Cuirboille (takes 6 hits, doubled to 12).

The Set-Up

Geminna wiped the sweat from her brow. Despite the shade from the dense foliage overhead, it was hot and stifling in the forest they were now traversing. She looked back to see Quorn emerge from the undergrowth, with Darrity standing on the centaur’s back and clutching at her mane for dear life.

"Not far now," said Geminna, "assuming Gebrahb's information as to the monument's whereabouts can be trusted." She frowned at the memory of the wizard's parting words: "You must hurry and bring me back the formula hidden in the monument. Others are also seeking it, and I will pay only for success, not for the attempt."

Continuing to push through the dense vegetation, Geminna finally broke through into a clearing about 100 feet across. Partially blinded by the sudden sunlight, the dwarf shaded her eyes and gazed at the broad, rune-carved pillar of pale stone standing near the center of the clearing. Quorn pushed up beside her, the leprechaun on her back forgetting his discomfort at the sight of their goal.

"At last!" breathed Geminna. Darrity slid to the ground, grateful that he could take a break from riding the centaur for at least a short time. Quorn stretched her legs, loosening muscles that had tensed while pushing through the thick forest.

As the three slowly approached the monument, Darrity felt uneasy. There was potent magic in the stone, he could sense it —

but that wasn't the reason for the uncertainty he felt. Moving slightly away from the others, he saw other creatures standing on the far side of the stone! Four of them!

Suntara examined the smooth stone, looking for any sign of a hidden compartment. She found nothing, but from the corner of her eye noticed movement from the other side of the pillar. A leprechaun! "Rinnis! We have company!"

The dwarf called Rinnis glanced toward where she pointed, then swore and called to her: "Take it down, Suntara! We'll check for others." He dashed around the pillar, the human Kane and the ogre Ordos following quickly.

Surprise Round

The non-spell-using members of each side move around the monument to attack. Darrity and Suntara have line of sight on each other, and each casts a *Take That You Fiend!* spell at the other. To their dismay, the monument absorbs their spells and begins to glow. Normally, both casters would have needed to roll a L1SR on INT to see if their spells affected their targets, but since the

monument absorbed both spells, the rolls are unnecessary. (Note also that, because Suntara's WIZ score is higher than Darrity's, his spell would have failed to damage her anyway, though it would have drained 6 WIZ points from her if it had succeeded.)

Since it seems that magic is out of the question, they rejoin their respective companions and prepare to go hand-to-hand.

Combat Round 1

Quorn attacks in typical centaur fashion, charging the opposition to try to cause them to break and run. This is obviously somewhat unnerving to the relatively inexperienced Kane and Suntara, but Rinnis and Ordos stand forward and hold their line, and the centaur is unable to do more than fend off the defenders' weapons. Quorn's comrades follow her in to deal a few blows, but do not manage to connect solidly. The shocked look on the face of Kane shows that he has just realized that real life combat is very different than what he's done on the practice field.

The two parties are fairly evenly matched, and come together violently. All combatants roll combat

dice, plus adds, and total their damage results for their side.

Geminna rolls a 16 (4D6+4) + 38 (adds), for a total of 54. Spite damage: 0.

Darrity rolls a 28 (2D6+5 and 2D6+3) + 26 (adds) for a total of 54. Spite damage: 2.

Quorn rolls a 27 (6D6+3) + 27 (adds) for a total of 54. Spite damage: 1.

HPT for the Greathearts: 162 + 3 spite.

Rinnis rolls a 26 (5D6+5) + 43 (adds) for a total of 69. Spite damage: 2.

Suntara rolls a 4 (2D6) + 13 (adds) for a total of 17. Spite damage: 0.

Kane rolls a 16 (4D6+3) + 7 (adds) for a total of 23. Spite damage: 1.

Ordos rolls a 25 (3D6 x 2) + 20 (adds) for a total of 45. Spite damage: 1.

HPT for the Raiders: 154 + 4 spite.

Result: The Raiders must take 8 damage, which amounts to 2 each. None of them are harmed; their armor absorbs the damage easily. They must also take 3 spite damage. Since Suntara has the lowest CON, she will take no damage and the others will take a point each. The Greathearts take 4 spite damage, of which Quorn will take 2 and the others 1 each.

(The principle here is to protect the weakest members of the party as long as possible. It is not necessary to share the damage equally, or to roll dice to see who gets hit. Use every advantage the rules give you—it is hard enough to stay alive in this game.)

Geminna: CON 19.
Darrity: CON 8.
Quorn: CON 25.

Rinnis: CON 20.
Suntara: CON 8.
Kane: CON 17.
Ordos: CON 25.

Combat Round 2

Having taken the initial measure of their opposition, the teams continue the combat with somewhat greater caution. Quorn begins circling the opposition, forcing them to try watching in two directions at once. Rinnis keeps his group together and tries to maneuver them so that the centaur cannot circle.

Geminna rolls a $17 + 38 = 55$. Spite damage: 1.
Darrity rolls a $22 + 26 = 48$. Spite damage: 0.
Quorn rolls a $25 + 27 = 52$. Spite damage: 2.
HPT for the Greathearts: $153 + 3$

spite.

Rinnis rolls a $23 + 43 = 66$. Spite damage: 2.
Suntara rolls a $7 + 13 = 20$. Spite damage: 0.
Kane rolls a $13 + 7 = 20$. Spite damage: 0.
Ordos rolls a $17 + 20 = 37$. Spite damage: 1.
HPT for the Raiders: $143 + 3$ spite.

Result: The Raiders must share 10 hits, which their armor easily absorbs. They must also take 3 spite damage; as in the first round, Suntara is chosen as the person who doesn't take damage. The Greathearts must also take 3 spite, shared evenly so that they take 1 each.

Geminna: CON 18.
Darrity: CON 7.
Quorn: CON 24.

Rinnis: CON 19.
Suntara: CON 8.
Kane: CON 16.
Ordos: CON 24.

Combat Round 3

The Raiders are a little nervous, since they have yet to get through the opposition's defenses. Then again, the Greathearts haven't been particularly successful either.

Quorn swings her axe at Ordos, who just manages to deflect the swing with his clubs. Darrity is doing a credible imitation of a miniature buzzsaw, carving his initials in Suntara's leg armor. Kane considers jabbing his trident into the centaur but is too intimidated by the whirling broad axe to pull it off. Rinnis and Geminna trade blows and sneer at each other.

Geminna rolls $23 + 38 = 61$. Spite damage: 2.

Darrity rolls $31 + 26 = 57$. Spite damage: 3.

Quorn rolls $25 + 27 = 52$. Spite damage: 1.

HPT for the Greathearts: $170 + 6$ spite.

Rinnis rolls $23 + 43 = 66$. Spite damage: 0.

Suntara rolls $9 + 13 = 22$. Spite damage: 1.

Kane rolls $20 + 7 = 27$. Spite damage: 1.

Ordos rolls $18 + 20 = 38$. Spite damage: 1.

HPT for the Raiders: $153 + 3$ spite.

Result: The Raiders must share 17 hits, none of which gets through their combined armor. The 6 spite damage they must take is allocated as 2 points each to Rinnis and

Ordos, 1 point each to Suntara and Kane. The Greathearts suffer 3 spite damage, and take 1 each.

Geminna: CON 17.

Darrity: CON 6.

Quorn: CON 23.

Rinnis: CON 17.

Suntara: CON 7.

Kane: CON 15.

Ordos: CON 22.

Combat Round 4

The teams are too evenly matched to pick the winner at this stage. Unless something changes, it looks like whoever loses a team member to spite damage first will be in trouble. Quorn's player asks the GM if, instead of attacking with her axe, she can try to kick Ordos hard enough with her hind hooves to wind him and take him out of combat for a round or two.

The GM allows the attempt, requiring that she make a L2SR vs DEX to succeed. Quorn rolls an amazing $31 + 14$ (DEX) = 45! She not only makes the roll (she needed 25), she far exceeds the necessary amount. The GM decides that the kick has struck Ordos in exactly the right place, doing her combat adds in damage to him, and that the ogre will be

out of action for the next 3 rounds. Further, because the SR was made by such a large amount, the GM rules that Ordos was struck down before he could contribute to the Raiders' HPT for this round. Note, though, that Quorn's attack, being made directly on Ordos, will likewise not count in the Greathearts' HPT.

[There is a principle of good playing involved here. If the game seems to be bogging down into a stalemate, and no progress is being made, try something creative and different—usually something that can be decided by a Saving Roll. Quorn was perfectly in character with such an unusual attack directed at a specific foe. With the luck of the dice, she has probably won the combat for her party on that one play.—Ken]

Moving with blinding speed, Quorn pivots and plants her rear hooves deep into Ordos' stomach. The ogre's growl is cut off by a "Whumph!" as he is flung backwards through the air to land in a crumpled heap at the base of the pillar.

Geminna rolls $21 + 38 = 59$. Spite damage: 3.
Darity rolls $27 + 26 = 53$. Spite

damage: 2.
Quorn uses her round to kick Ordos.
HPT for the Greathearts: $112 + 5$ spite.

Rinnis rolls $30 + 43 = 73$. Spite damage: 2.
Suntara rolls $7 + 13 = 20$. Spite damage: 0.
Kane rolls $20 + 7 = 27$. Spite damage: 1.
Ordos is staggered by Quorn's kick this round.
HPT for the Raiders: $120 + 3$ spite.

Result: The Greathearts must share 8 hits. They gain a few more scratches and scorings in their armor, but are not injured. They also take 1 spite damage each. The Raiders suffer 5 spite damage, taking 1 each with Rinnis soaking up the extra point. In addition, Ordos takes 27 points of damage from Quorn. His armor takes 12 of this, and the remaining 15 points come off of his CON.

Geminna: CON 16.
Darity: CON 5.
Quorn: CON 22.

Rinnis: CON 15.
Suntara: CON 6.
Kane: CON 14.
Ordos: CON 6 (and stunned for the next 3 rounds).

Combat Round 5

Quorn's unexpected tactic has removed Rinnis' strongest ally, leaving him in an unenviable situation. He regroups his forces, leading his opponents away from the fallen Ordos. Thus, the ogre will not take damage if Party 2 loses the round, nor will he suffer spite damage, for he is considered outside of the field of combat.

Geminna rolls $30 + 38 = 73$. Spite damage: 1.

Darrity rolls $27 + 26 = 53$. Spite damage: 1.

Quorn rolls $28 + 27 = 55$. Spite damage: 3.

HPT for the Greathearts: $165 + 5$ spite.

Rinnis rolls $21 + 43 = 64$. Spite damage: 2.

Suntara rolls $4 + 13 = 17$. Spite damage: 0.

Kane rolls $18 + 7 = 25$. Spite damage: 0.

Ordos is still stunned this round.
HPT for the Raiders: $106 + 3$ spite.

Result: The Raiders take 59 hits. Their armour takes 46 points of this, leaving them to share 13 points. Rinnis takes 5 points, while Kane and Suntara take 4 each. In addition, Rinnis and Kane

share the spite damage, with Rinnis taking 3 points and Kane 2. Geminna takes the 1 point of spite damage for her team.

Geminna's dwarven victory song rings out across the clearing as she presses her attack, wounding the determined but unskilled Kane. Darrity, however, is awed at Quorn's mighty ogre-felling kick, and presses the advantage as hard as he can. Exulted by her success, Quorn roars her battle cry, slicing open Suntara's chest. The elf staggers but rallies, her delicately featured face going pale from fear and blood loss.

Geminna: CON 15.

Darrity: CON 5.

Quorn: CON 22.

Rinnis: CON 7.

Suntara: CON 2.

Kane: CON 8.

Ordos: CON 6 (and stunned for the next 2 rounds).

Combat Round 6

Rinnis is becoming seriously worried about his chances of survival. He won't give up easily though — dwarves are stubborn, as a rule, and Rinnis is no exception. Geminna, on the other hand, is already starting to think about

what loot she can obtain from her foes.

Geminna rolls $24 + 38 = 62$. Spite damage: 1.

Darrity rolls $30 + 26 = 56$. Spite damage: 1.

Quorn rolls $29 + 27 = 56$. Spite damage: 3.

HPT for the Greathearts: $174 + 5$ spite.

Rinnis rolls $22 + 43 = 65$. Spite damage: 1.

Suntara rolls $11 + 13 = 17$. Spite damage: 1.

Kane rolls $18 + 7 = 25$. Spite damage: 0.

Ordos is still stunned this round. HPT for the Raiders: $114 + 2$ spite.

Result: The Raiders take 60 hits, less their 46 points of armour, for a total of 14 to come off of their CON scores. Rinnis takes 6, Suntara 1, and Kane 7, leaving each of them with a CON of 1. They must also take 5 points of spite damage. Since another point of damage will make any one of them unconscious, Suntara takes all 5 points, leaving her unconscious with a CON of -4. Geminna and Quorn also take a point of spite damage each. Rinnis, Suntara and Kane do their best, but with the ogre out of the fight, they are now simply out-

classed. Geminna targets Suntara, and stabs through her armour into her chest. The wizard collapses at the dwarf's feet, a pool of her coppery blood spreading across the ground. Darrity and Quorn hold off Rinnis and Kane, wounding both of them and promising mayhem when Geminna rejoins them.

Geminna: CON 14.

Darrity: CON 4.

Quorn: CON 21.

Rinnis: CON 1.

Suntara: CON -4.

Kane: CON 1.

Ordos: CON 6 (and stunned next round).

Combat Round 7

Left standing with a single ally, with three armed enemies surrounding him, Rinnis decides that he has no hope of prevailing. Throwing his pickaxe to the ground, he raises his hands and cries, "I, Rinnis Richseam, ask mercy for myself and for my companions! If you spare our lives, my clan will pay my ransom of half my weight in gold. But kill me, and they will hunt you down and rend the flesh from your bones!"

Geminna steps forward and declaims, "On my oath do I, Geminna Halidis, accept your surrender. I will allow you to depart to your clan to bring the ransom you offer. Until you do, your weapon will remain in my keeping." She gestures to Quorn and Darrity, saying, "Richseam, bind the ogre so that he may not attack us, and explain to him the circumstances of your parole. Quorn, Darrity, make them rue any signs of treachery, and bring me the ogre's clubs. I shall see to the elf and human."

The Follow-Up

Geminna quickly checked Kane over. It was obvious the young man was badly hurt, but he might recover with medical help. She used her first-aid kit to bandage the bleeding wounds, and told him to eat lots of hot soup and get plenty of rest. Moving on to Suntara, she found a faltering pulse. Binding the elf's wounds, she pulled out a small vial containing her prized healing potion, and poured a small amount into the woman's open mouth. With satisfaction, she watched the elf's breathing deepen and her color return to normal; the axe wound

closed and the bleeding stopped. She would live, Geminna decided, but it would be some time before she would do more than walk short distances. Fortunately, the ogre might carry her back to civilization without too much difficulty.

Having done what she could for the fallen, and Ordos soundly restrained, Geminna asked, "Richseam, what brought you here? Why are you investigating this pillar?"

"We were hired by a wizard named Gebrahb," he replied. "There is allegedly some potent spell hidden within it. We were to find it and return it for a substantial reward."

"Gebrahb? This wizard plays us for fools, then. We too were sent by him to find this formula. In such manner, he gets two groups of searchers and only has to pay one. I think that this mage needs some schooling in fair dealing, and I think my companions and I will deliver it upon our return." Geminna's expression was thunderous, and Rinnis decided he was glad he had surrendered... and even gladder that he wouldn't be present when Geminna and Gebrahb next met.



Magic

Trollworld is an incredibly magical place. The planet exudes a raw force known as *kremm* that can be used to alter reality. In some places, this natural force manifests as gateways between universes. In other places, it causes trees to grow impossibly tall, animals to get impossibly large, or other marvelous effects. Many of the Kindred of Trollworld can instinctively control *kremm*. For instance, some beings can fly when the physics of our world would seem to make it impossible. Leprechauns can teleport themselves short distances. Dwarves can smell metals. Magic is everywhere.

Magic has been coordinated into four Schools of Wizardry, each of which is a separate branch of the Wizards' Guild: (1) Combat Magic, which deals with all spells meant to be used directly against a foe; (2) Cosmic Magic, which deals with all spells that have a direct effect on the real universe, including "divinatory" magic;

(3) Conjuring Magic, which deals with all spells that summon, banish, or control beings, substances, and energies; and (4) Metabolic Magic, which deals with all spells that directly affect character health or attributes. Each spell's school is listed in square brackets beside its name in the Spellbooks below.

Casting Spells

Wizards in Trollworld don't need grimoires; when you find such a book, it is usually a description of the spell and its effect for the non-magical reader. It doesn't show the mental pattern needed to make the magic happen. Once they learn a spell, Wizards have it forever imbedded into their subconscious – a psychic pattern held in the mind, ready to be called forth energized with the magical energy *kremm* that they have stored up like a human battery. When they use and release the energy, charged with the pattern of the spell, the magic happens and reality is changed.

When a Wizard wishes to cast a spell, he calls it to mind, often by a key phrase such as the spell name; he visualizes the pattern of the spell; he gestures magically, which is chiefly for aiming the spell; and then the spell goes off. The Game Master evaluates the effect – including whether it worked at all – and explains the results, and then play continues.

Whether the spell worked or not (they usually do), the *kremm* is gone. All spells have requirements in terms of Intelligence, Dexterity, and Wizardry for casting them. These requirements increase as the difficulty level of the magic rises. The requirements are shown in the tables of spells.

It isn't easy to change reality. If it was, everyone would be a Wizard. Of course, the main obstacle to casting magic is the spell-caster's own ability, and the difficulty of the spell. Higher-level spells are significantly harder to visualize and thus to cast.

Those with the greatest ability to store *kremm*, as measured by

their Wizardry attribute, can cast the most spells.

Intelligence accounts for remembering the pattern properly and for the strength of will necessary to cause reality to change, and Dexterity is part of the physical process of spell-casting, as well as a measure of mental nimbleness and efficiency in creating the pattern and focusing the energy. It stands to reason that some people are better at the process than others. Those people are the trained Wizards, and the higher their level of mastery, the less *kremm* it takes for them to cast certain spells.

Whenever you wish to cast a spell, you must make a Saving Roll on INT at a level equal to the spell level. For example, Khenn, a 2nd-level Wizard, has a Wizardry score of 20 and an Intelligence of 23. To cast a simple Will-o-Wisp spell costs him 1 WIZ, and he must make his L1SR vs. INT (target number 20). With an INT of 23, only his rolling a fumble (a "1" and a "2" on his SR) could stop that spell from going off. But if Khenn wanted to cast a 3rd-

level TTYF, he would need to make a L3SR on INT (target 30). That means he needs to roll a 5 or better (since he gets to add his character level to a failed SR value).

Casting Cost

Every spell has a base “cost,” a measure of the energy expended in casting that spell at its lowest effective level without any kind of assistance (such as that from a magical wand). To cast a spell at its base level costs a number of points of WIZ equal to its base cost. For example, a basic Take That You Fiend! spell (commonly noted as TTYF) has a cost of 6 WIZ points.

Just as Wizards may cast spells for less WIZ points as they increase in character level (see 36), so too can Wizards cast their spells at a higher level of efficacy – but at a greater cost in *kremm*. The cost of casting spells at higher levels increases in a linear fashion, so that the increase in the cost of the spell is equal to its base cost times the number of levels by which it

is increased: Thus, a TTYF cast at 2nd level of effect costs $6 + (6 \times 1) = 12$ WIZ; at 3rd, $6 + (6 \times 2) = 18$ WIZ; at 4th, $6 + (6 \times 3) = 24$; etc. However, the efficacy of the spell usually *doubles* from its previous effect with each level of increase; each spell’s description includes a “Power Up?” entry that explains whether the spell can be increased in this way, and what effect such an increase brings with it.

Thus, a 1st-level Wizard with an Intelligence of 15 could cast TTYF (without a staff) for 6 points of WIZ, doing 15 points of damage to a foe. If he increases the cost to 12 points (effectively making it a 2nd-level spell), he does 30 points of damage to the foe. At the 3rd level of efficacy, it costs 18 WIZ and does 60 points of damage. At 4th, it costs 24 points and does 120 points of damage. If the caster were a Combat Mage Specialist, he would reduce the WIZ cost of each spell level by half, yet deal the same damage!

However, to cast spells at increased efficacy in this way also requires higher INT and

DEX attribute scores (see "The Spellbooks," starting on p. 132). For example, a minimum Intelligence and Dexterity of 15 are required to cast any 3rd-level spell, such as the 3rd-level version of TTYF noted above (base cost 18 WIZ).

Wizards have developed a great many tools to help with spell-casting since Khazan first established the Wizards' Guild in 400 A.K. This equipment is dealt with separately starting in the **Special Edition Monsters & Magic Book** .

Wizards may use a focusing device such as a staff, a wand, a ring, or the like to channel their thoughts and reduce the cost of a spell. A 1st-level wizard reduces the spell cost by 1 point, second level gets 2 points off, third level gets 3 points off, and so forth. Thus, you would think that a 10th level wizard could cast all first level spells for free, but there is a limiting factor. No spell will take effect unless one whole point of magical energy is poured into it. In fact, it is that minimum amount of energy needed to energize

any spell that defines what a point of *kremm* represents. Paragons and Specialist Mages can also use focusing devices, though Rogues cannot – they were never trained for it, and such training is one of the most difficult things that true Wizards learn. Rogues cannot cast spells at higher levels, nor do they reduce the spell-casting cost when casting at lower levels.

Kremm Resistance

The major obstacle in spell-casting is that higher *kremm* levels resist change by lower *kremm* levels. In effect, this means that a character with a lower Wizardry score can't normally cast spells directly upon beings with higher Wizardry scores. If they wish to try it, they automatically get a "**Bad Feeling**" (which allows them to abort their casting without penalty and try some other action or target instead); if they cast anyway, they simply lose the WIZ cost and the spell doesn't take effect.

The casting does, however, reduce the WIZ score of the target by the number of WIZ points used in casting the spell. In the case of ties in WIZ ratings, both spells go off, assuming both Wizards make their INT Saving Rolls.

It should be understood that when we talk about WIZ scores, we are always talking about *current* scores. If Abb and Costel have maximum WIZ scores of 24 and 17, respectively, but Abb's current WIZ is 9 while Costel's current WIZ is 13, then Abb gets a Bad Feeling about casting a spell on Costel, while Costel has no problem casting on Abb. Thus, a team of lower-level Wizards might take down a higher-level Wizard by casting enough spells to deplete the superior Wizard's *kremm* to the point where he couldn't resist anymore. Got it? Good!

You might wonder, then, how beneficial spells can be cast on oneself, or on beings of higher magical aptitude. In the first place, there is no resistance to casting spells on yourself, ever! A Wizard doesn't have to over-



come his own *kremm* power to cast a spell on himself. In the case of other beings of higher power, though, you have to find a way to temporarily reduce or suppress the higher *kremm*. There are potions, spells, and amulets for such things.

Oddly enough, Warrior societies and guilds understand this fact about spell-users. In order to counterbalance magical power, in fact, they deliberately train the ability to visualize psychic patterns out of their students (i.e., choosing those with relatively low INT), while on the other hand training them to build up as much *kremm* energy as they can (a high WIZ score is a good thing for anyone!). Without the ability to cast spells but with natural resistance to magic, they can be fairly effective against Wizards and other spell-casters.

Of course, there are all sorts of ways around the problem of attacking people who have higher WIZ attributes. One strategy is to be indirect – have the spell attack their clothing, or weapon, or a companion, or the ground under their feet. Another strategy is to first deplete the enemy's *kremm*. There are spells designed specifically to drain away attributes, whether STR, LK, WIZ, or otherwise. Get an object enchanted with such a spell into the hands of a foe, and he might

be weakened to the point of vulnerability. That is why magical items are so commonly available, and so often sold to Warriors. It's all part of the power struggle between the various guilds and factions.

Kremm resistance is easy enough to handle in a game when all the combatants have attribute values, but for quick play, most monsters simply have a Monster Rating (see 90). Thus, you don't really know if that ogre has a WIZ rating of 1 or 101.

Rule of thumb: The WIZ rating of a monster always equals 1/10th of its MR, rounded up.

We use this rule on the rationalization that if the monster were really worthwhile and powerful, the Game Master would have given it attributes and personality, and if the GM doesn't do this, then it's a run-of-the-mill, "cannon fodder"-style of monster without a great deal of *kremm* to protect it from sorcery. Thus, a goblin with a MR of 30 would have only 3 points of WIZ for the purpose of *kremm*

resistance. So blast away, all ye Wizards, Rogues, and Paragons.

Of course, this also means that a dragon with a MR of 500 would have 50 points of WIZ, and thus be quite a challenge for most wizards. Remember, GMs must tell players when they get a Bad Feeling.

The Spellbooks

The spells listed here are not the only ones available in Trollworld. GMs and players are both encouraged to make up their own interesting and useful cantrips. Some spells listed below reveal the creator's name; if you create a masterpiece of magic, you may someday find your name noted in a spell's description!

Wizards, Rogues, and Paragons who wish to concentrate their expertise within a particular School of Magic are advised to simply buy most of their spells within that discipline. If you want to make your character a Combat Wizard, then buy only combat spells as you acquire the ability to cast them. Paragons

are treated as wizards for the purpose of spell acquisition. Rogues and Citizens cannot normally purchase spells from the Wizards' Guild. They need to find other Guilds willing to instruct them, or turn to the Black Market. Anyone can buy officially licensed amulets, talismans, and magical doodads of all sorts sold in Wizards' Guild shops.

Specialist Mages do not have to buy the spells within their specialty. As they gain the ability to cast the spells, they learn their magic automatically and inherently, yet only within one school.

Some spells listed herein, particularly those with lengthy names, have an abbreviation given in parentheses beside their names, which may be used for ease of reference.

All spells are valued at 1000 gold pieces per level; thus, it costs 4000 GP to buy a 4th-level spell.

FIRST-LEVEL SPELLS (INT and DEX 10)

This collection of spells is the common heritage of all starting wizards in the Empire of Khazan. Mastery of these spells is the minimum requirement for graduation from the rank of apprentice to journeyman (or -woman) within the Wizards' Guild.

Call Flame (Conjuring)

WIZ Cost: 7

Range: Touch

Duration: Instantaneous

Power Up?: Yes. Deals 1 extra die of damage with each level increase.

Description: This spell summons an extremely brief blast of flame that does 1D6 points of fire damage to its target. This spell is also highly suitable for lighting candles, torches, and campfires, or igniting other flammable substances.

Call Water (Conjuring)

WIZ Cost: 8

Range: Touch

Duration: Instantaneous

Power Up?: Yes. Deals 1 extra die of damage with each level increase.

Description: This spell briefly summons a blast of water into this world that will do 1D6 of water damage to its target. This spell is also highly suitable for dousing candles, torches, and campfires, or for creating enough water to wash your face before dinner.



Crème de la Kremm (CdK) [Cosmic]

(Tmuwo)

WIZ Cost: See below

Range: Touch

Duration: Instantaneous

Power Up?: No

Description: This spell allows the caster to grant WIZ to another creature. For every 2 WIZ the caster sacrifices, the recipient gains 1 temporary WIZ; this granted WIZ dissipates after 1 hour, and the caster must recover his own WIZ normally. By the very nature of its purpose, this spell is immune to *kremm* resistance (see 129). The casting cost of this spell is 1 WIZ. Thus, if a Wizard wishes to transfer 5 WIZ to an ally, the total cost of casting is 11 WIZ: i.e., 1 WIZ to initiate the transfer, and then 10 WIZ that is transferred into the 5 WIZ for the recipient.

Dem Bones Gonna Rise (DBGR) [Conjuring]

(Gimor Ironfang)

WIZ Cost: 10

Range: 10 feet

Duration: 2 combat turns

Power Up?: Yes. Double no. of skeletons or duration for each

level increase.

Description: A skeleton rises up from the ground and obeys the caster's simple commands. It has a Monster Rating equal to the sum of the caster's STR + CON. The spell has duration of 2 rounds, after which time the skeleton crumbles into dust.

Note: This spell must have bare, relatively loose earth to work upon; it does not work where the surface is stone, water, or pavement of any kind. The skeletons need not take human form, but may resemble beasts whose bones may be beneath the soil.

Detect Magic [Cosmic]

WIZ Cost: 1

Range: 10 feet per caster level

Duration: 1 combat round

Power Up?: No.

Description: Detects the presence of magic being used or stored by objects (but not beings) and the basic nature of the magic: Combat, Metabolic, Conjuring, or Cosmic.

Hocus Focus [Cosmic]

WIZ Cost: 5

Range: Touch

Duration: See below

Power Up?: Yes. Double the number of WIZ points that can be channeled through focus for each level increase.

Description: This spell enchants any non-magical item into a magical focus (see the **Monsters & Magic Items** book) capable of channeling a number of WIZ points equal to the caster's combined Intelligence and Dexterity. When a focus has been used up completely, it crumbles away to dust.

Hold That Pose (HTP) [Conjuring]

WIZ Cost: 4

Range: 50 feet

Duration: 1 combat turn

Power Up?: Yes. Double duration for each level increase.

Description: Makes the subject forget what he's doing, which makes him completely helpless in combat (and outside combat also) — no attacks, though armor absorbs hits normally.

Knock Knock [Cosmic]

WIZ Cost: 3

Range: Touch

Duration: Instantaneous

Power Up?: No.

Description: Unlocks any Level One mechanical or magical lock.

Know Your Foe [Cosmic]

WIZ Cost: 5

Range: 20 feet per caster level

Duration: Instantaneous

Power Up?: No.

Description: Allows the caster to determine either the MR or the attribute total of any one target.

Lock Tight [Cosmic]

WIZ Cost: 3

Range: Touch

Duration: 1 combat turn

Power Up?: Yes. Double level and duration for each level increase.

Description: Creates a Level One magical lock that holds a door shut for 1 combat round. If this spell is cast upon a mechanical lock of any type, the mechanical lock is also engaged.

Oh Go Away (OGA) [Conjuring]

WIZ Cost: 5



Range: 50 feet

Duration: 1 combat turn

Power Up?: No.

Description: Caster totals his or her Intelligence, Luck, and Charisma scores. If the target has an MR less than this amount, it is driven to flee at top speed from the caster for 1 combat turn. If the spell fails (because INT + LK + CHR is not high enough), the target concentrates its attack solely upon the caster for 1 round.

Oh There It Is (OTh) [Cosmic]

WIZ Cost: 4

Range: 50 feet

Duration: 1 combat turn

Power Up?: Yes. Double range and duration for each level increase.

Description: Causes all invisible items, doors, and beings within range to glow with a soft purple radiance for 1 combat turn. This spell does not need to be aimed, and it has no effect on things that would normally be visible but that are either too small to be seen or are simply not being noticed (i.e., that are hiding successfully).

Sparkle (Conjuring)

WIZ Cost: 1

Range: 10 feet

Duration: 1 combat turn

Power Up?: Yes. Double range and duration for each level increase.

Description: Creates a rainbow glow on an object that sparkles for 1 round. Doesn't do anything useful, but looks very magical.

Suppress Kremm [Metabolic]

(Gimor Ironfang)

WIZ Cost: See text

Range: Touch

Duration: 1 combat turn

Power Up?: No.

Description: This cooperative spell gives a the target an effective WIZ score of 0 for 1 combat turn. The caster and recipient must be in physical contact and the recipient must be willing. This spell is meant for healing purposes, and is only known to the Healers' Guild, although the Thieves' Guild sells a version to its members for only 10,000 gold pieces....

The cost to cast this spell is 3 WIZ from the caster and 3 from the recipient.

Take That You Fiend! (TTYF) [Combat]

WIZ Cost: 6

Range: Line of sight up to 100 feet.

Duration: Instantaneous

Power Up?: Yes. Double previous amount of damage with each level increase.

Description: Inflicts hits on the target equal to the Intelligence score of the caster. TTYF affects only one target at a time. It has no effect on inanimate objects.



Teacher [Cosmic]

WIZ Cost: See text

Range: Touch

Duration: See text

Power Up?: No.

Description: The caster can impress another spell's pattern into the mind of any target who is a Wizard, Paragon, Rogue, or Citizen (but not a Warrior or Specialist). The target gains no true understanding of the spell, simply the mechanical ability to cast it, once, at the spell's base level. The cost of casting this spell is equal to the base cost of the spell being taught plus the base level of the spell being taught.

Wizards or Paragons who receive a spell this way may attempt a SR on INT at the level of the spell to be imprinted to see if they grasp the true nature of the spell – if they succeed, the spell is learned fully and permanently, like any other spell they might have learned.

That's a Natty Beard (TNB) [Cosmic]

(Dekhurrrio)

WIZ Cost: 4

Range: 20 feet

Duration: Permanent

Power Up?: No.

Description: The spell caster points at his victim, saying, "That's a Natty Beard." The victim sprouts a facial beard, mustache, and/or sideburns, regardless of gender. A favorite among apprentices, this spell can cause the beard to be fashioned into a goatee, a Van Dyke, a double point, or any other such style and shape, as the caster wishes. If the spell fails to take effect for some reason, it manifests instead on the face of the caster. The effect is permanent, although the beard can be manually shaved or magically dispelled.

Vorpal Blade [Combat]

WIZ Cost: 5

Range: 10 feet.

Duration: 1 combat turn

Power up?: Yes. Double duration for each level increase.

Description: Doubles the basic combat damage (but not the wielder's personal adds) for any weapon with a cutting edge. Note that it doubles the damage rolled, not the number of dice (spite damage is not increased).

Who's There? [Cosmic]

(Khayd'haik)

WIZ Cost: 5

Range: Touch

Duration: 1 hour

Power Up?: Yes. Double duration for each level increase.

Description: As he touches the recipient, the caster must specify what type of creature (i.e., Kindred or species) will subsequently trigger the spell effect. If any specimen of the specified creature type comes within 50 feet of the recipient while the spell remains in effect, the recipient experiences a jab of pain sufficient to wake him or her up (but not to cause damage), and knows the direction of the approaching creature.

Will-o-Wisp [Conjuring]

WIZ Cost: 2

Range: Touch

Duration: 10 minutes (5 combat turns)

Power Up?: Yes. Double duration and illumination for each level increase.

Description: Summons a tiny light elemental that emits one candela worth of cold blue light. The elemental flutters around the head and hands of

the caster; it cannot be attached to a permanent source. Will-o-

Wisp cannot be cast on another being.

SECOND-LEVEL SPELLS (INT and DEX 12)

Spells of 2nd level and higher cost a great deal of money to learn. In fact, this is one of the main sources of funds for the Wizards' Guild. Instead of charging membership fees, they simply charge outrageous prices for all the spells they teach. Only Wizards and Paragons may buy spells from the Wizards' Guild.

Cateyes (Cosmic)

WIZ Cost: 6

Range: Touch

Duration: 30 minutes

Power Up?: Yes. Double duration for each level increase.

Description: Allows the subject of the spell to see well in low-light conditions; this spell does not grant vision in pitch-black conditions (i.e., the total absence of light).

Ding-a-Ling (Cosmic)

(Khayd'haik)

WIZ Cost: 3

Range: Touch

Duration: 1 hour

Power Up?: Yes. Double duration for each level increase.

Description: This spell can only be cast on a doorway or archway. When any living creature at least the size of a faerie passes through the doorway, it causes a bell to sound loudly enough to be heard for 50 feet in any direction.

Note: This spell is taught by the Thieves' Guild, the Merchants' Guild, and the Wizards' Guild.

Dura-Spell Battery (Cosmic) (Verdius)

WIZ Cost: See below

Range: Touch

Duration: 1 day

Power-Up?: No

Description: The caster may store any amount of his own WIZ points (up to his normal maximum) in a "battery" object such as a talisman, gem, wand, etc. He must pay 7 WIZ to cast

this spell, and also loses whatever WIZ he wishes to place into the battery at the time of casting, but may recover his WIZ normally and may also recall the stored energy at any later time simply by holding the battery.

Find Object (Cosmic)

(Dandelion)

WIZ Cost: 4

Range: 1 mile

Duration: 1 hour

Power Up?: Yes. Double range or duration for each level increase.

Description: The caster experiences a pulling sensation that leads him or her to the object being sought. Any object with its own WIZ score or with abilities that require WIZ to activate cannot be found by this spell.

Glue You (Combat)

WIZ Cost: 8

Range: 30 feet

Duration: 5 combat turns

Power Up?: Yes. Double duration for each level increase.

Description: Impedes the speed of the victim by one-half for 10 minutes. In combat, this means that the victim may act only

every second combat round.

Hidey Hole (Cosmic)

WIZ Cost: 10

Range: 5-foot radius centered on caster

Duration: 5 combat turns

Power Up?: Yes. Double radius or duration for each level increase.

Description: Makes user and all within the radius of the spell invisible for 10 minutes. After the spell takes effect, those affected retain their invisibility even if they move out of range. However, if any of them takes even 1 hit of damage, the whole spell is broken and they all become visible. People covered by the same HH are visible to each other, but not visible to those within a second HH spell. Being invisible makes one hard to hit in combat, and has the effect of reducing enemy combat totals by 50 percent.

Little Feets (Combat)

WIZ Cost: 8

Range: Touch

Duration: 5 combat turns

Power Up?: Yes. Double duration for each level increase.

Description: Doubles subject's

speed for 10 minutes. In combat, this means that the victim may act twice every combat round.

Mirage (Cosmic)

WIZ Cost: 8

Range: 100 feet

Duration: Permanent

Power Up?: No

Description: Projects a visual, silent, unmoving image as a hallucination in the minds of the viewers. This is an excellent spell for giving the impression that there are walls, floors, etc., that are not actually present.

Physical contact with the mirage shows that it is intangible, but does not dispel the illusion. A mirage lasts forever until dispelled.

Omnipotent Eye (Cosmic)

WIZ Cost: 5

Range: Touch

Duration: Instantaneous

Power Up?: No.

Description: This spell allows the caster to assess the nature and level of any one spell or magical effect on an object or being. (The Game Master has discretion to reveal as much or as little about the spell in ques-

tion as he or she wishes, but should at least indicate whether the magic was cast with evil intentions.)

Poor Baby (Metabolic)

WIZ Cost: See below

Range: Touch

Duration: Instantaneous

Power Up?: No.

Description: This spells heals wounds or injuries. For each 2 WIZ points the caster spends, the recipient is healed of 1 CON point of damage.

Spirit Mastery (Conjuring)

WIZ Cost: 8

Range: Touch

Duration: See below

Power Up?: No.

Description: This spell enslaves its target to the caster's will for as long as the total of the caster's INT, WIZ, and CHR are greater than the combined total of those three attributes for the target. If the victim has a Monster Rating, its MR must be less than the caster's total for INT, WIZ, and CHR.

Unerring Blade [Combat]

(Khayd'haik)

WIZ Cost: 3

Range: Touch

Duration: 2 combat rounds

Power Up?: Yes. Double duration for each level increase.

Description: This spell must be cast on a sword or a dagger, which then always deals at least 1 point of spite damage in combat while the spell lasts: If none of the dice rolled for the blade come up a "6," then the attack still deals 1 point of spite damage. None of the numbers actually rolled on the dice are affected by the spell.

Unlucky Bees [Combat]

WIZ Cost: 8

Range: 50 feet

Duration: 1 combat round

Power Up?: No.

Description: This spell creates a swarm of bees composed of crackling energy that cluster around the chosen target for 1 combat round. This swarm does an amount of magical damage to the target equal to the target's Luck attribute. If the target survives the attack, his or her Luck score increases permanently by 1 point.

Monsters take damage equal to 1/8th of their MR, and their MR increases by 1 point.

Whammy [Combat]

WIZ Cost: 10

Range: Touch

Duration: 1 combat turn

Power Up?: Yes. Double duration for each level increase.

Description: Triples the weapon dice rolled for any one weapon in the combat turn during which this spell is cast. Whammy may not be applied to any magical weapon, or to a weapon that already has another spell upon it.



THIRD-LEVEL SPELLS (INT and DEX 15)

Befuddle [Conjuring]

(Gimor)

WIZ Cost: 12

Range: 50 feet

Duration: 3 combat turns

Power Up?: No

Description: Causes victim to become befuddled, immediately attacking the closest creature other than the caster, provided that the caster's INT + LK + CHR is greater than the victim's INT + LK + CHR (or its MR if it is a monster).

Blasting Power [Combat]

WIZ Cost: 9

Range: 70 feet

Duration: Instantaneous

Power Up?: Yes. Double previous damage dice with each level increase.

Description: Throws bolts of magical fire at a single foe, dealing a number of dice of fire damage equal to the caster's level, plus his or her combat adds. For example, Mad Murgatroyd, a 4th-level Wizard with personal adds of +12, casts a 3rd-level Blasting Power spell, which costs him 9 WIZ and does 4D6+12 points of damage

to his foe. If he casts it at 4th level, thus costing him 18 WIZ, he does 8D6+12 damage.

Devoted Rain Cloud (DRC) [Conjuring]

(Dandelion)

WIZ Cost: 10

Range: 30 feet

Duration: 8 hours

Power Up?: Yes. Double duration for each level increase.

Description: DRC creates a small rain cloud approximately 3 feet over the victim's head that follows the victim wherever he or she goes. The rainfall is quite heavy, about 2 inches per hour. This soaks the victim to the skin almost immediately and prevents any type of sleep except that which is magically induced. Note that paper and many fine fabrics do not react well to water.

Note: At the GM's discretion, a person or creature that remains subject to the DRC for more than an hour might have to check (perhaps via a SR vs. CON) to see if he or she has contracted a fever. If this

occurs, the target becomes ill and loses 1D6 from each of STR and CON.

Dis-Spell (Cosmic)

WIZ Cost: 11

Range: 50 feet

Duration: Instantaneous

Power Up?: No

Description: Negates and banishes magic of the same or lower level. Note that a 3rd-level Dis-Spell magic could negate a 3rd-level Fly Me spell, for example, but would have no effect on a 4th-level Fly Me.

Find Person (Cosmic)

(Dandelion)

WIZ Cost: 6

Range: 10 miles

Duration: 1 hour

Power Up? Yes. Double range and duration for each level increase.

Description: The caster experiences a pulling sensation that leads him or her to the person being sought. As this spell does not affect the state of the person being sought, it can be cast targeting characters with higher *kremm*.

Fire at Will (Combat)

(Moonwolf)

WIZ Cost: 10

Range: 10 feet

Duration: 1 combat turn/level

Power-Up? Yes. Double duration for each level increase.

Description: This spell creates a 5-foot diameter fiery sphere in front of the caster, which launches streams of fire at one target within range per round. Each stream does a number of dice of damage equal to the level of the *Fire At Will* spell.

Firestorm of Protest (FOP) (Conjuring)

(Mahrundl)

WIZ Cost: 6

Range: 20-foot radius around caster

Duration: 3 combat turns

Power Up?: No

Description: The spell prevents everyone in range from getting any real work done, as they start arguing about the best way to do things. There are miscommunications, ad hominem arguments, and perhaps even insinuations about others' parentage. It is very possible that a brawl will break out unless those affected are true pacifists (GM's option).

Fly Me [Cosmic]

WIZ Cost: 7

Range: Touch

Duration: 10 minutes

Power Up?: Yes. Double duration or flight speed for each level increase.

Description: Allows the target to fly at its normal running speed or slower, and the flyer can carry up to his own weight without being forced out of the air. This spell does not work on dead or inanimate objects.

For What It's Worth (FWIW) [Cosmic]

(Khayd'haik)

WIZ Cost: 7

Range: Touch

Duration: Instantaneous

Description: This spell determines the current market value of any one object (i.e., the GM tells you what the thing is worth). It does not tell you if the item is magical or not, but that fact may be obvious from the determined value when an item is worth far more than its appearance would suggest.

Note: This spell is commonly taught by the Thieves' Guild, the Merchants' Guild, and the Wizards' Guild.

Freeze Please [Combat]

WIZ Cost: 11

Range: 70 feet

Duration: Instantaneous

Power Up?: Yes. Double previous damage dice with each level increase.

Description: Throws shards of magical ice at a single foe, dealing a number of dice of cold and impact damage (half of each) equal to the caster's level, plus his or her combat adds. For example, Mad Murgatroyd, a 4th-level Wizard with personal adds of +12, casts a 3rd-level Freeze Please spell, which costs him 11 WIZ and does 4D6+12 points of damage to his foe. If he casts it at 4th level, thus costing him 22 WIZ, he does 8D6+12 damage.

Hard Stuff [Cosmic]

WIZ Cost: 15

Range: 40 feet

Duration: 2 combat turns

Power Up?: Yes. Double duration or volume affected for each level increase.

Description: This spell hardens up to 1000 cubic feet of liquid (or semi-liquid mud or sand) into a solid state. At the end of the spell, the substance reverts back to its normal

state.

This spell reverses the effects of a Slush-Yuck spell of the same level or lower.

Healing Feeling (Metabolic)

WIZ Cost: 14

Range: Touch

Duration: 1 combat turn

Power Up?: No

Description: Heals any kind of disease. The disease is cured and does no further damage, but any lost CON points are not regained through HF. (A Poor Baby spell would need to be cast to repair damaged CON.)

Rock-a-Bye (Metabolic)

WIZ Cost: 11

Range: 50 feet

Duration: 1 combat turn

Power Up?: No

Description: Causes the target to fall asleep for 10 to 60 (1D6x10) minutes if the caster's INT + WIZ + CHA exceed the target's INT + WIZ + CHA (or, if the target is a monster, its MR). This spell is often used in place of anesthetics during surgery or any other painful medical treatment.

Shield Me (Combat)

WIZ Cost: 13

Range: Touch

Duration: 10 minutes

Power Up?: Yes. Double duration for each level increase.

Description: Projects an energy shield around the target that absorbs and nullifies magical attacks such as Take That You Fiend or Blasting Power. The strength of the shield is equal in value to the recipient's INT score. For example, Mad Murgatroyd, a 4th-level Wizard, has an INT rating of 42. If he casts Shield Me on himself, he is immune to the first 42 points of damage that any hostile spell might do to him. If he casts it on his Warrior ally who has an INT of 14, it protects her only against the first 14 points of magical damage accrued.

Note: Shield Me does not stop physical attacks of any kind. Arrows, for instance, go right through it.

Slush-Yuck (Cosmic)

WIZ Cost: 15

Range: 40 feet

Duration: 2 combat turns

Power Up?: Yes. Double duration or volume affected for each level increase.

Description: This spell transmutes up to 1000 cubic feet of stone into a semi-liquid form

resembling quicksand. At the end of the spell, it reverts back to stone.

This spell reverses the effects of a Hard Stuff spell of the same

FOURTH-LEVEL SPELLS (INT and DEX 19)



level or lower.

Double-Double (Metabolic)

WIZ Cost: 18

Range: Touch

Duration: 5 combat turns

Power-Up?: Yes. Double duration for each level increase.

Description: Pick any one of the target's attributes and double it for the duration. When the spell wears off, the attribute is halved for the same number of turns that it was doubled.

Dum-Dum (Metabolic)

WIZ Cost: 8

Range: 20 feet

B: 10 minutes

Power Up?: No

Description: Reduces the target's INT rating to 3. If the spell fails for any reason, then the caster must make a SR vs. WIZ (with the SR level equal to this spell's level), or the backlash reduces the caster's own INT to

3.

Protective Pentagram [Combat]

WIZ Cost: 24

Range: 5-foot radius around creature touched

Duration: 2 combat turns

Power-Up?: Yes. Double radius for each level increase.

Description: Creates a protective energy barrier around the creature touched. Neither spell nor weapon can penetrate this transparent wall of magical force.

Smog [Conjuring]

WIZ Cost: 11

Range: 50 feet

Duration: 1 combat turn (but see below)

Power Up?: No

Description: The caster expels a cloud of poison gas at his or her foes. If those creatures normally breathe, they are poisoned and lose half their CON points (or MR). The cloud dissipates at the end of the first combat round, but creatures affected by it remain poisoned. Characters poisoned by Smog must make a LASR on CON each subsequent round; if they make the SR, the poison is over-

come for that round, but each time they fail, they lose 1 more point of CON. Monsters do not make SRs, but simply lose 1 point of MR each subsequent round. The damage can be stopped only by casting Too Bad Toxin or a successful Dis-Spell on the victim.

Too-Bad Toxin (TBT) [Metabolic]

WIZ Cost: 7

Range: Touch

Duration: Instantaneous

Power-Up?: No

Description: Stops the harmful effects of any poison, purging the toxin from the target's system. This does not restore any lost CON points, nor does it heal wounds caused by poisoned weapons.

Upsidaisy [Cosmic]

WIZ Cost: 9

Range: Touch

Duration: 10 minutes

Power-Up?: Yes. Double duration or weight of target for each level increase.

Description: The caster may levitate an object or creature of up to his or her own weight, moving it around through the

FIFTH-LEVEL SPELLS (INT and DEX 24)

air for the spell's duration.

Breaker Breaker [Combat]

WIZ Cost: 35

Range: 50 feet

Duration: Instantaneous

Power-Up?: No

Description: Shatters a weapon or piece of armor by causing it to become as brittle as glass (though not as dangerous as glass), so that it break upon the first impact thereafter. This is a subtle spell; the victim usually doesn't feel a thing until his weapon or armor falls to pieces. This spell affects only non-magical items, and does not affect an object already having another spell upon it.

Dear Lord [Conjuring]

WIZ Cost: 30

Range: Self

Duration: See below

Power-Up?: No

Description: Summons an impressive looking spirit that will answer three "yes or no" questions truthfully. (That is, the player gets to ask the GM three questions, which must be answered as truthfully as possible; however, if a question is

asked in such a manner that it doesn't provoke a "yes/no" response, the GM need not answer at all.)

ESP [Cosmic]

WIZ Cost: 20

Range: 100 feet

Duration: 1 combat turn

Power-Up: No

Description: A form of mind-reading, ESP detects the thoughts, intentions, and feelings of a man or a monster for up to 1 combat turn. The spell will not work on creatures without living brains.

Mind Pox [Conjuring]

WIZ Cost: 39

Range: 100 feet

Duration: 3 combat turns

Power-Up: No

Description: This spell affects up to a number of thinking beings equal to the level of the caster, all of which must be within range. (*Check each target for *kremm* resistance individually.) For the spell's duration, those affected can neither attack nor defend themselves.

Resist Magic (Cosmic)

WIZ Cost: 10

Range: Touch

Duration: See below

Power Up?: No

Description: This spell enables the creature touched to resist any one spell cast directly upon him. When the next single-target spell successfully strikes the subject, he is unaffected as if he had a higher WIZ total than the caster of that spell. Resist Magic remains in force for 1 hour or until he is struck by a spell, whichever occurs first. While a person has this spell active upon him, he may not replenish WIZ points normally, although he may use *kremm* batteries (see the Dura-Spell Battery spell).

Second Sight (Cosmic)

WIZ Cost: 25

Range: Touch

Duration: 10 minutes

Power-Up: Yes. Double duration for each level increase.

Description: Enables the recipient to distinguish reality from illusion and to see things as they actually are for the spell's duration.

Trollgod's Blessing (Combat)

(Mahrundl)

WIZ Cost: 22

Range: 80 feet

Duration: 1 combat turn

Power-Up?: Yes. Double possible number of targets for each level increase.

Description: A large club appears above the head of the target and "blesses" him — that is, hits him on the head. The club does 5D6 points of damage plus the caster's personal adds. Only head armor may absorb damage from this effect. If the caster fails his INT SR when trying to cast, the Trollgod's Blessing hits the caster instead.

Zingum (Cosmic)

WIZ Cost: 36

Range: 50 feet

Duration: Instantaneous

Power-Up?: Yes. Double range or additional mass affected for each level increase.

Description: The caster may teleport himself and an additional amount of mass equal to his own body weight to any location within range.

SIXTH-LEVEL SPELLS (INT and DEX 30)

Blue Shirt of Life (BSL) **[Combat]**

(Mhegrrimm Skullcruncher)

WIZ Cost: 15

Range: 50 feet

Duration: See below

Power Up?: No

Description: The target must be wearing a red shirt (or be bleeding on the torso), and wear the shirt (or the blood) for the duration of the spell. The caster points at the target and shouts, "What? Are you color blind?! You're a blue shirt!" The target's shirt (or blood) promptly turns blue, and the target cannot die for the spell's duration (no matter how much his CON is reduced — simply treat the target as if he were unharmed while the spell lasts). When the spell ends, the blue shirt (or blood) reverts to its normal red color. If the target has a negative CON at that time, he dies as usual.

This spells lasts for a number of combat turns equal to the caster's current WIZ rating (i.e., its rating when he casts this spell).

Mystic Visions [Cosmic]

WIZ Cost: 15

Range: Indefinite

Duration: 1 combat turn

Power-Up?: No

Description: This spell allows the caster to see what is happening anywhere else in the world via a mental image; the image must be centered around a particular item, creature, or location. The caster must have some knowledge or link to the object of the mystic vision. The brief vision is much like a holographic image in the mind.

Porta-Vision [Cosmic]

WIZ Cost: 30

Range: 100 feet

Duration: 10 minutes

Power-Up?: Yes. Double duration for each level increase.

Description: This is a fully functional version of the Mirage spell, complete with motion and sound effects. The illusion cannot be touched or interacted with, and it does not vanish unless Dis-Spelled. It could easily be used to "show" a story to the viewers.

Reversal of Fortune (RoF) **[Combat]**

(Gimor Ironfang)

WIZ Cost: 30

Range: Special (see below)

Duration: 1 combat turn

Power-Up?: No

Description: When this spell is cast, a faint silvery shimmer radiates outward from the caster and touches all of his current allies and opponents. There is no immediate or obvious effect of this shimmer, and combat proceeds normally. At the end of the round, if the caster is on the victorious side, add the caster's personal adds to the spite damage total before assigning damage (double his personal adds for this calculation if the wizard is a Combat Mage Specialist) and proceed normal-

ly.

If the caster is on the losing side, however, the ghastly nature of this spell is revealed. The caster's side takes no damage, not from melee or missiles, not from magic, not from spite damage, not from anything. None! Moreover, the full combat total of the losing side is visited upon the caster's opponents as spite damage, while any normal spite damage the losers would have inflicted is lost.

Immediately after this spell takes effect, the caster loses 1 point of CON permanently.

SEVENTH-LEVEL SPELLS (INT and DEX 37)

Invisible Wall [Conjuring]

WIZ Cost: 47

Range: 50 feet

Duration: 1 hour

Power-Up?: Yes. Double duration for each level increase.

Description: Creates an invisible wall of force that extends for a height and width of 50 feet or until it encounters physical barriers such as floor and ceiling. The wall cannot be moved, nor shaped as anything other than a

plane of magical force. Light does penetrate the wall normally, however (so lasers or similar attacks or effects would go through it).

Zappathingum (ZapT) [Combat]

WIZ Cost: 24

Range: Touch

Duration: 1 hour

Power-Up?: Yes. Double base damage dice of weapon (before tripling) for each level increase.

Description: Like the Whammy spell, Zappathingum triples a weapon's damage dice, but for a much longer duration; Zappathingum may not be applied to any magical weapon, or to a weapon that already has another spell upon it.

EIGHT-LEVEL SPELLS (INT and DEX 45)

Imafrawg [Metabolic]

WIZ Cost: 40

Range: Self

Duration: 1 hour

Power-Up?: Yes. Double duration for each level increase.

Description: The caster alters his form into any shape that he desires, as long as mass is constant. (He can be a small, incredibly dense frog or a balloon-like elephant, but his mass does not change with the use of this spell.) The caster may end this spell freely before its duration has expired, at will.

Patterns of Fate (PoF) [Cosmic]

WIZ Cost: See below

Range: Touch

Duration: Permanent

Power Up?: No

Description: Enchants any item to hold the mystic pattern of a single spell. That item can then be used to cast that spell any time its wielder supplies the requisite WIZ points using the Mortal Source spell. (The power may also come from a Dura-Spell Battery). The cost to cast this spell is 8 WIZ, plus the base WIZ for the spell being implanted.

For example, a “crystal ball” is simply an orb of transparent crystal some 3 to 6 inches in diameter, enchanted with a Mystic Visions spell. Using the orb allows the wizard to cast Mystic Visions and get the picture inside the globe, but he must supply the WIZ for the spell himself (using the Mortal Source spell or a *kremm* battery).

Zapparmor (ZapA) (Combat)

WIZ Cost: 30

Range: Touch

Duration: 1D6 hours

Power-Up?: Yes. Double base absorption of armor for each level increase.

Description: Enchants any piece (or suit) of armor to absorb triple its ordinary protection value. Zapparmor can be cast on virtually anything that is conceived of as armor, but the tougher the original object, the more protection it gains. Zapparmor may not be applied to any magical armor, or to armor that already has another spell upon it.



Zombie Zonk (Conjuring)

WIZ Cost: 50

Range: 10 feet

Duration: See below

Power-Up?: No

Description: Infuses a single corpse with a lowly spirit that turns the body into an animated zombie with a MR equal to double the previous maximum STR + CON of the being (or double its previous MR). The zombie cannot be slain; it can, however, be dismembered by edged weapons or destroyed by fire. The zombie obeys the caster of the spell of the best of its (almost mindless) ability.

This spell lasts as long as the caster remains conscious. If he falls asleep or dies, the animat-

ing spirit of the zombie escapes and the body falls down dead again.

NINTH-LEVEL SPELLS (INT and DEX 54)

Death Spell #9 (DS9) [Combat]

WIZ Cost: 81

Range: 100 feet

Duration: Instantaneous

Power-Up?: Yes. Raise Luck SR level by 1 for each level increase.

Description: The target of the spell must make a L9SR on Luck or have all bodily functions cease at once, resulting in instant death for any living being. (DS9 doesn't work on the undead or on non-living, magically animated beings.) This spell can target only one being at a time.

If the caster fumbles his INT Saving Roll when cast this spell (i.e., rolling a 3 on 2D6), he becomes the target of his own spell, and must make a Luck SR accordingly.

Medusa [Metabolic]

WIZ Cost: 66

Range: 40 feet

Duration: Permanent

Power-Up?: No

Description: Changes living flesh to unliving stone. The being changed is not dead, but in a kind of stasis; the effect is permanent, but the creature can be restored to its normal state via a successful Pygmalion spell or a Dis-Spell. Statues thus formed have a "hardness" equal to the sum of the affected character's attributes (or to a creature's MR) and cannot be damaged unless hit by a force greater than that number. They register as enchanted statues and are immune to any spells of 6th level or lower, and to higher-level spells that affect only living creatures.

Mortal Source (Conjuring)

WIZ Cost: See below

Range: Touch

Duration: See below

Power Up?: No

Description: This spell allows the caster to use a spell imbedded into an item by the Patterns of Fate spell (q.v.). The cost is 1 WIZ + the standard cost of the imbedded spell.

Pygmalion (Metabolic)

WIZ Cost: 99

Range: Touch

Duration: Instantaneous

Power-Up?: No

Description: Changes unliving stone into living flesh. If the being so changed was originally flesh, such as by a Medusa

spell, it simply reverts to its living form. If the being was only a statue to begin with, it gains attributes as decided by the caster: Add up the caster's total attribute value, and divide by 1D6+1; the caster may distribute the remaining amount as desired among the new creature's attributes.

Yerafrawg (Metabolic)

WIZ Cost: 60

Range: Touch

Duration: 1 hour

Power-Up?: Yes. Double duration for each level increase.

Description: As Imafrawg, but affects any one creature touched.

TENTH-LEVEL SPELLS (INT and DEX 64)

Blow me to... (Conjuring)

WIZ Cost: 28

Range: See below

Duration: Instantaneous

Power-Up: Yes. Double additional weight for each level increase.

Description: The caster teleports himself, along with up to 2000 pounds of inanimate mate-

rial, to any other location on the planet. The location must be one that the caster has either visited before, or at least seen in some fashion.

Hellbomb Burst (HB) (Combat)

WIZ Cost: 100

Range: 100 feet

Duration: Instantaneous
Power-Up?: Yes. Double previous amount of damage with each level increase.

Description: HB does disintegration damage to the target equal to $10 \times$ the caster's combined INT + DEX.

Smaller is Smarter (Metabolic)

WIZ Cost: 50

Range: 50 feet

Duration: Permanent

Power-Up?: No

Description: This spell greatly reduces the size of any one creature or object. The target's height and weight are divided by a factor of $1D6+1$. If the target is a sentient being, also

divide its STR and CON by that number; if it's a monster, divide its MR by that amount; if it's an object of value, divide its worth by that amount.

Wizard Speech (Cosmic)

WIZ Cost: 99

Range: 100 feet

Duration: 1 hour

Power-Up?: Yes. Double duration for each level increase.

Description: The target of the spell can understand and speak all languages, as drawn directly from the mind of anyone with whom he or she wishes to communicate. This is a form of telepathy, although it does not allow communication directly from mind to mind.

ELEVENTH-LEVEL SPELLS (INT and DEX 75)

Bigger is Better (Metabolic)

WIZ Cost: 75

Range: 50 feet

Duration: Permanent

Power-Up?: No

Description: This spell greatly increases the size of any one creature or object. The target's

height and weight are multiplied by a factor of $1D6+1$. If the target is a sentient being, also multiply its STR and CON by that number; if it's a monster, multiply its MR by that amount; if it's an object of value, multiply its worth by that amount.

Blow You To... (Conjuring)

WIZ Cost: 42

Range: Touch (see below)

Duration: Instantaneous

Power-Up: Yes. Double additional weight for each level increase.

Description: The caster teleports the creature touched, along with up to 2000 pounds of inanimate material, to any other location on the planet. The location must be one that the caster has either visited before, or at least seen in some fashion.

Cut the Cord (Cosmic)

WIZ Cost: 50

Range: Line of sight

Duration: Instantaneous

Power-Up?: No

Description: This spell forms an astral knife that cuts the silver cord binding an astral body (such as the one produced by a Ghostly Going spell) to its physical form. If the connection is severed, the victim's astral form becomes a ghost, and its body slowly withers and dies.



Ghostly Going (Cosmic)

WIZ Cost: 45

Range: Touch

Duration: 1 day

Power-Up?: No

Description: The caster sends forth the astral body of the being touched. The astral body may pass freely through all physical barriers and see the world in its astral form (which is usually indistinguishable from its physical form). It remains connected to its physi-

cal form by an infinitely extendable silver thread, and may reel itself back into its body almost instantaneously whenever it wishes. (Once the astral form has returned to its body, though, it requires another Ghostly Going spell to release it again.) When the target is not the same as the caster, and is not a being that knows the spell, it remains in its astral form for one full day unless the caster allows it to return.

TWELFTH-LEVEL SPELLS (INT and DEX 87)

Banishing (Conjuring)

WIZ Cost: See below

Range: 50 feet

Duration: Instantaneous

Power-Up?: No

Description: This spell sends a single demon back to its home plane. The casting cost of this spell is an amount of WIZ equal to $60 + (20 \times \text{the level of the fiend})$. Thus, to banish a Level 7 demon, the caster would need to pay 200 WIZ.

Invisible Fiend (Conjuring)

WIZ Cost: See below

Range: 10 feet

Duration: See below

Power-Up?: Yes. Double demon's MR for each level increase.

Description: Invokes a demon from an alternate reality to manifest (invisibly) and serve the caster. The fiend has a Monster Rating equal to the total of the summoner's attributes plus 25, and is bound indefinitely: It must complete one task for the summoner before it can return to its own

reality. When the task is done, the caster may attempt a L13SR on CHR. If he succeeds, the fiend must perform another task. If he fails, the fiend attacks him. At the completion of each task, the summoner may elect to let the fiend return to Hell without ill effect.

Casting this spell costs an amount of WIZ equal to 50 + the caster's STR + CON.

Nefarious Necromancy (Metabolic)

WIZ Cost: 60

Range: 100 feet

Duration: See below

Power-Up?: Yes. Double duration for each level increase.

Description: This spell temporarily revives a slain character or monster for a number of combat turns equal to 5 x the caster's Luck rating. When the time runs out, the target reverts to death.

Omniflex (Metabolic)

WIZ Cost: 186

Range: Touch

Duration: Permanent

Power-Up?: No

Description: This spell permits

the caster to rearrange the target's attributes into any other configuration that retains the same number of total points. No attribute may be reduced to 0. The spell is permanent unless Dis-Spelled.

Summoning (Conjuring)

WIZ Cost: See below

Range: 10 feet

Duration: Permanent

Power-Up?: No

Description: This spell allows the caster to summon and control a demon of any level, with the demon gaining a Monster Rating of 100 for each level of this spell. The casting cost of this spell is an amount of WIZ equal to 50 + (20 x the level of the fiend). For example, a Level 7 demon would cost 190 WIZ to summon and would have a monster rating of 700. Demons summoned via this spell are also spell-casters with knowledge of spells up to their own level and minimum attributes sufficient to cast such spells.

Demons summoned in this way remain in Trollworld until either banished or destroyed in combat. They may take any

physical form that the caster wishes them to have, from looking like a kitten to a beautiful

woman to a red-skinned fire demon to an elephant-headed alien.



THIRTEENTH-LEVEL SPELLS (INT and DEX 87)

Born Again (Cosmic)

WIZ Cost: 208

Range: Touch

Duration: Permanent

Power-Up?: No

Description: This spell must be cast before the target actually dies. Upon the target's death, he magically reappears in a youthful (but adult) version of his or her own body, with attributes identical to those at the time of death, in the sanctuary of the closest Wizards' Guild building.

Fourteenth-Level Spells and Beyond

Spells of 14th level and higher are not sold by the Wizards' Guild in the Empire of Khazan. There are rumors that they can be learned from the Nagas, but they are generally considered to be god-level magic and should be distributed only at the discretion of the GM.

Trollworld Chronology

100,000 B.K. Trolls are the only sentient life form on the planet. They have their own 'Stone Age' civilization, complete with a city. Organic life (not stone/magic-based) has been on the world for some 10,000 years, and dimension-spanning gates exist in several parts of the world.

99,000 B.K. Elves, pursued by Dragons, enter the world. The Elves seek shelter in the deep forests; the Dragons claim the high mountains as their domain.

97,000 B.K. The death of GRUND Time-Keeper precipitates the Troll-Dragon War, which lasts for 5000 years. With Trolls and Dragons fighting each other, the Elves gain a necessary respite, spread into all corners of the Dragon Continent, and begin to learn to use magic.

92,100 B.K. Trolls and Dragons get tired of the fight and come to a peace agreement in which both sides agree not to eat the other. The Trolls gain "The Right" to watch the stars and calibrate their calendar from the Dragon-held mountaintops.

92,000 B.K. The Elven-Trollish Wars begin. For thousands of years when Elf meets Troll, the Troll prevails. But gradually, as Elves master the forces of magic and build up a high technology, the Trolls begin to lose battles and territories.

70,000 B.K. Wizards of enormous power, almost gods, discover the gates leading to Trollworld. Many of them come to this magic-rich world and establish their own kingdoms. Many bring subject races with them. (This is how both Humans and Dwarves enter Trollworld.) In time, the Wizards begin to feud with each other.

57,000 B.K. The last Trollish city—known as Kharg to the Elves and Und-RASP-Der'rule to the Trolls—is overrun and destroyed by Elves serving under the Wizard Nin-durjiel-Nin. (Nin-durjiel-Nin is the earliest Wizard whose name survives in history.) Trolls retreat to underground caverns and high mountain wastes. Despite a concerted effort by the Elves to exterminate them, they are never completely eradicated. (Nin-durjiel-Nin refused or was unable to use great magic underground against the Trolls.)

50,000 B.K. The Wizard Wars begin. Magic gives power to whoever can master it. Wizards struggle with each other, striving to amass ever more power at the expense of their foes. Wars of unbelievable fury and scope are fought in all corners of the planet. The land and sea are devastated. Many life forms retreat underground to survive. Old islands and continents sink below the seas, and new ones are raised. Many species and races die out entirely. New races are introduced to the world as servant races for the warring Wizards.

48,017 B.K. The Goblin race is created by a magical explosion in the Feentrean Marsh on the Great Sump. Goblins live as a kind of smart amphibian animal for over 7000 years, until some are domesticated by Uruks, and prove capable of learning to use language and weapons.

46,000 B.K. Loopo the Mad Mage breeds the first Uruks from magically mutated Elves. The new creatures have a fast metabolism, grotesque appearance, innate savagery, and rapid reproduction. Using them for armies, Loopo rapidly annoys many of the other Great Wizards and spreads them to all corners of Trollworld.

45,900 B.K. Nin-durjiel-Nin, greatest of the Elven Wizards, defeats and banishes Loopo the Mad Mage from Trollworld. However, he cannot rid the world of the tens of thousands of Uruks that Loopo has unleashed.

38,257 B.K. to 37,802 B.K. The southern continent of Glar-Ank-Shau-Vuun is devastated and destroyed in a 500-year battle between Nin-durjiel-Nin (with several allies) and Zjgr the Alien (of whom nothing but his name remains). Most of the continent is destroyed, sinking beneath the seas and leaving only several archipelagoes remaining in that part of the world.

35,000 B.K. Dwarves come to Trollworld as servants of a Wizard now known as Gristlegrim.

15,000 B.K. Humans come to Trollworld as servants of the Wizard Kalban Adamto. They rapidly spread through most lands and discover a natural aptitude for magic.

12,000 B.K. The Dragon Mage whose short-form name is Shangingshangshingshing seals the eastern lands on the Dragon Continent away from the rest of the world and withdraws from the Wizard Wars. This event marks the beginning of the end for the wars—though they will drag on for many thousands of years still.

8500 B.K. Gristlegrim banishes Nin-durjiel-Nin from Trollworld, making it impossible for him to ever return. It is the last great victory in the Wizard Wars, and culminates a thousand years of fighting, mostly of Dwarves against Elves. Both sides had allies, but the Dwarves had more, and though Nin-durjiel-Nin was the older Wizard, in the end he proved weaker than Gristlegrim. Setting a precedent that Khazan would repeat thousands of years later, Nin-durjiel-Nin agrees to the banishment in order to save his people—the Elves—from annihilation. Animosity persists between Elves and Dwarves, but open war is curtailed for millennia.

5244 B.K. The Wizard Wars end. Eight hundred and twenty-nine Great Wizards—beings of such power that they find themselves unable to be harmed by their colleagues—still inhabit Trollworld. In a great assembly, the godlike Wizards agree to retreat to their own limited domains and no longer strive to dominate Trollworld—subject races are thus cut loose to seek their own destinies. Some of these Great Ones are worshipped as gods for millennia; others depart from Trollworld entirely. (No one currently knows how many god-wizards remain, though there are thought to be at least five hundred.)

1233 B.K. The Dwarven-Elven War begins, as ancient animosities flare into full-scale combat. Dwarves burn hundreds of square miles of forest in the Misty Wood area in 1212 B.K. In 1181 B.K., Elves cause an earthquake that destroys the Dwarven City of Drndr (Dwarven names have no vowel sounds in them at this time).

1104 B.K. Khazan-ohtariel-Khazan is born to the Elves of the Old Forest. Among non-Elves, he will come to be known only by the short form of his name.

943 B.K. Khazan's parents and hundreds of other Elves are slain by Dwarven raiders riding small fire-drakes in a firebomb attack that burns the ancient Elven city of Yanthreel. At that time, the Dwarves have an alliance with several dozen dragons in which the Dwarves supply metal for the Dragons' hoards and the Dragons aid the Dwarves in war. Khazan is studying magic with a Naga Wizard hundreds of miles east of his home forest; he doesn't learn of the loss of his home city and kin for 45 years.

899 B.K. SS'rraa, the first ten-towered Naga city, begins construction in the heart of the central jungles. Khazan leaves his Naga master and returns to his ancient home.

898 B.K. Khazan swears vengeance on Dwarves and Dragons and non-Elven races.

872 B.K. Khazan and a party of adventurers invade Gristlegrim's Dungeon seeking magical power and wealth. The party is slain, and Khazan is captured. To his surprise, Khazan is neither slain nor tortured by Gristlegrim—he is simply imprisoned in a pocket universe. In time, he becomes an apprentice to Gristlegrim, and begins to learn magics greater than any taught on Trollworld.

710 B.K. With both Elves and Dwarves in hiding, as they continue their 500-year war, human cities rise and become dominant. The small village of Herome on the edge of the sea and the river known as the Dragon's Throat builds docks and becomes a seaport. From this time on it will grow in wealth and power.

599 B.K. Gristlegrim releases Khazan, but makes him vow to spend 100 years living among Men and another 100 years living among Dwarves. Khazan takes human form and moves to the city of Herome.

499 B.K. Khazan begins his century with the Dwarves, disguised as a Dwarven Wizard called Koh-mowgl. From long contact with Humans, Dwarven names now include vowels.

487 B.K. Koh-mowgl's magic defeats the Frost-Bear Uruks when they try to invade and conquer the Dwarven city-cave of Gllekk. Grateful Dwarves raise a monument to him. Khazan begins to wonder why Elves and Dwarves hate each other so much.

444 B.K. An Urukish population explosion begins. Led by magical shamans, many tribes of Uruks break out of their wasteland homes and loot and pillage into human lands. Pursuing a policy of killing everything that isn't Urukish, they begin a reign of terror in human lands and even on the fringes of the Elven forests. Uruk populations expand by a factor of 20.

429 B.K. The Ogre city of Tharothar is destroyed during a week of rioting when Ogres are unable to agree whether to join the marauding Uruks or not. Ogres never get organized enough to have their own city again.

399 B.K. Khazan returns to the Elves. After hundreds of years of absence, he has a hard time gaining acceptance among his own people. He is the greatest living Elven wizard, and slowly gains prestige and power among the Elves.

393 B.K. Khazan repeats his success by destroying an Urukish horde that was invading and burning parts of the Old Forest. The Black-Fang Uruk people are exterminated.

382 B.K. The city of Herome is sacked and burned by an alliance of Uruks and Ogres. Nine tenths of the population is slain. The remaining tenth is rescued by Dwarves who admit them into the nearby underground citadel of Thrindol.

380 B.K. Dwarves and Humans work together to rebuild Herome—this time with strong walls guarding all land approaches.

379 B.K. Khazan sends a contingent of Elves to help with the rebuilding of Herome.

360 B.K. Uruks and Centaurs sack Herome again. This time more of the population survives by fleeing out to sea and by taking refuge in Thrindol. Thrindol nearly falls, but Khazan leads an army of Elves to its relief, and the Uruk and Centaur forces are broken and driven into retreat.

360 B.K. Elves, Men, and Dwarves form a triple alliance to combat Uruks and other so-called monsters. Khazan is named commander in chief of all alliance forces.

359 B.K. to 297 B.K. The Urukish Wars—the entire western part of the Continent burns with combat for 62 years, as armies of Uruks, Ogres, Centaurs, and Dragons fight Dwarves, Men, Elves, and Hobs. Where Khazan goes, the "good" kindred prevail. But in many other places, the monster kindred triumph by dint of superior numbers and innate savagery. Dragons are able to match the best of the lesser Wizards spell for spell.

313 B.K. On the Eagle Continent, a human child named Khara Khang is born. He will eventually become the greatest living human Wizard.

296 B.K. The monster kindred are defeated and in retreat—not as the result of one battle, but by decades of attrition, as they continually lose warriors faster than they can reproduce.

295 B.K. Khazan conceives the idea of uniting the "good" kindred into one diversified people and destroying the monster kindred forever. Despite his prestige among the three races, this idea is harder to sell than he anticipates, as many people simply want to rebuild their lives and their civilization.

294 B.K. to 0 B.K. The Monster Wars. The "good" kindred continually persecute and destroy "monster" peoples whenever they meet. Many monsters retreat underground. Uruks and Ogres contact Trolls and make alliances with them. The Great Wizards intervene surreptitiously to defend their old subject peoples by hiding them in great subterranean, aerial, or undersea dungeon complexes.

260 B.K. The minor race of Leprechauns petitions to join the "good" kindred. They are accepted.

200 B.K. Fairies join the "good" kindred.

150 B.K. An army of Elves and Humans co-led by Berienber Elvenking and Thor Urukslayer carry their anti-monster crusade into the eastern jungles with intentions to free all the slave humans of the Naga Realm. Khazan warns against it and refuses to participate. The human/Elven army—60,000 strong—is destroyed and defeated by the land, by the Naga Wizards, and by the very humans they sought to rescue. Naga slaves don't want rescuing—they consider themselves privileged to belong to the Serpent Lords that they worship. Only seven warriors return to tell of the disaster. Berienber Elvenking dies in a Wizard's duel with N'sstasa the Naga. Thor Urukslayer and his six companions vow that no human army will ever again invade the Naga jungles.

148 B.K. Khazan loses popularity as a consequence of his refusal to aid Berienber Elvenking and Thor Urukslayer in their campaign against the Nagas.

147 B.K. Khazan leaves the Dragon Continent to explore the rest of Trollworld.

114 B.K. Khazan meets Khara Khang, who challenges him to a Wizard's duel somewhere on the Eagle Continent. Impressed by the courage and sheer power of the black human Wizard, Khazan takes him as his apprentice.

103 B.K. Khazan and Khara Khang meet an alien god called Zweetz on a desert island where Uruks worship this strange Bird/Serpent thing with incredibly bloody rites. They flee back to the Dragon Continent, barely able to escape with their lives.

95 B.K. A huge armada of Urukish ships and flying serpents attack the west coast of the Dragon Isle. Part of the fleet sails into the Dragon's mouth with the intention of destroying and conquering the city of Herome. On the southern coast, the human city of Khorror falls. Khazan and Khara Khang find themselves in a sorcerous battle of wills with the alien god Zweetz. In his extremity of need, Khazan sends his human protégé, Khara Khang, as an ambassador to the Nagas to seek their help in battle.

94 B.K. The Battle of Herome takes place. 200,000 sea Uruks and 40,000 flying serpents attack Herome. Less than 100,000 Men, Elves, and Dwarves try to defend the city walls. At the darkest moment, when the walls have been breached and Khazan is on the point of death from the spells of Zweetz, Khara Khang returns with seven Naga mages who suborn the flying serpents and cause a great hurricane that sinks the invading fleet. With the Naga's help, Zweetz, who is not present in person, is driven from Khazan's mind and back to his own land. The sea Uruk invasion fails. A remnant of the invading force is cast ashore on the island of Garr (establishing a stronghold there) and most of the rest (those not destroyed in the waters near Herome) return to their own land with considerable plunder. The city is in ruins, and will require many years to rebuild.

0 A.K. The Last Council of Herome. Oddin Thorsson, the human king of Herome, dies in a great water-pout without leaving a legitimate heir. Civil war breaks out in the city as various factions try to seize power. At the plea of the Dwarves of Thrindol, which is now located within the expanding city's walls, Khazan returns from the Elven forests, puts down the contending factions, and takes the throne as a caretaker until the Council of Herome can choose a new ruler. To his surprise, the Council elects him as King of Herome, and changes the city's name to Khazan in his honor. They also agree to start a new calendar named after Khazan, and change the date from Herome Year 727 to 0 A.K.

1 A.K. All the old city names in Herome now have the new name. Khazan, located at the confluence of the Dragon's Mouth and the Dragon's Throat River is the greatest city on the western part of the Dragon Continent.

43 A.K. The Dragon's Throat River becomes known as the Khazan River.

50 A.K. Khazan issues the Monster Decree, making it a crime punishable by death for any member of monster kindred to enter any Human, Dwarven, or Elven city.

100 A.K. Khara Khang leaves Khazan to study magic with the Naga Mages. He is gone for a hundred years.

100 A.K. to 500 A.K. The Golden Age. Khazan rules the entire western coast of the Dragon Continent. Humans, Elves, Dwarves, Hobs, Fairies, and Leprechauns all increase in population. Monster kindred are hunted to the verge of extinction. New cities are founded. Arts, Sciences, and Magic flourish.

300 A.K. Khara Khang witnesses the massacre of a peaceful village of bull-men, Minotaurs, by a band of malicious Elves. It doesn't seem fair to him, but he doesn't interfere. He begins to think about what makes one sentient a "monster" and others not.

301 A.K. Khara Khang sounds out Khazan about incorporating other races into the Great Alliance of the "good" kindred. Khazan is dead set against it. Khara Khang reminds the old Elf that he only overcame his prejudice against Dwarves by living as one of them for a hundred years. He suggests that Khazan leave the government to him, and go live as an Uruk for a hundred years. Khazan sees the suggestion as a power grab, repudiates it, and tells Khara Khang to conduct the experiment himself if he thinks it's worthwhile. Khara Khang says he will, but he makes Khazan promise to call off the vendetta on Uruks for a century—he doesn't want to be accidentally killed by his own master while pretending to be an Uruk.

302 A.K. to 402 A.K. Khara Khang changes his form into Uruk shape and goes to live with the Uruks for a century. He wanders from one tribe to another as a traveling shaman. He learns Urukish magic, which is vastly different from Human, Elven, or Naga magic. He helps one tribe of desert Uruks to domesticate the horse for riding. He helps mountain Uruks to domesticate Dire Wolves. He becomes known among Uruks as the great Beast Tamer. His Urukish name is Arahk Gnahk, which makes it easy for Khazan to keep track of him.

380 A.K. The Magic Plague. The cities of the Dragon Continent experience a great upsurge in crime, with most of it committed by criminals using magic powers. Increasing populations and diminishing returns cause hard times in some cities. Magical criminals scoff at non-magical law enforcement forces. Things continue to deteriorate until Khazan decides to intervene directly. Realizing that stopping criminals piecemeal is not the answer, he decides that Wizards should have training, ethics, and someone to be responsible to.

400 A.K. Khazan founds the Wizards Guild, an organization for the training and betterment of Wizards everywhere. The Guild offers, at its own expense, to train and care for any child with magical abilities. Along with the sorcerous training, the Guild also tries to impart ethical training and a universal allegiance to Khazan the Great as the world's top-ranking Wizard. It takes nearly a century for the idea to gain much force. Many children don't get the Guild's training, but enough do so that the Magic Plague abates to bearable proportions. Many young Wizards find themselves working with the city guards, and the trained Wizards almost always beat the untrained ones. Those children who, although not getting the Guild's training, somehow learn some magic are known as Rogue Wizards—in time, their will be known by the shortened title of Rogues.

402 A.K. Khara Khang returns from his hundred years as an Uruk. He has aided the Uruk tribes considerably in the form of domesticated animals and better weaponry (teaching them archery and the use of the scimitar and shield in battle). He tells Khazan that Uruks aren't so bad—they tend to be cruel, but their hard lives cause that. Among themselves, they show loyalty, family love, self-sacrifice, and humor. He makes the surprising claim that Uruks may once have been Elves or akin to Elves many thousands of years ago. Khazan doesn't want to hear it. He is engrossed in the starting of the Wizards Guild, and angry that he has had to suspend his vendetta against the Uruks for a hundred years. He orders renewed persecution of Uruks and other monsters despite Khara Khang's arguments.

450 A.K. Unable to persuade Khazan that the monster races should be brought into the Great Alliance, Khara Khang leaves and returns to his own land. Becoming immersed in local events on the Eagle Continent, he remains far from Khazan and Dragon Continent events for the next 200 years.

500 A.K. The Wizards Guild is now well established. There will always be Rogues, but they will never be the threat to civilization that the unregulated Wizards of the past had been.

590 A.K. An Urukish shaman named Ro'tra'h'h of the Black Wolf tribe begins to see visions of his future life in campfire flames. He dreams of begetting a champion that will rescue his people from the brink of extinction, a champion as great as the legendary Arahk Gnahnk of years gone by.

595 A.K. The Black Wolf tribe of Uruks, led by their shaman Ro'tra'h'h, ambushes an Elven wedding party deep in the Srynx Forest, slays all the guards and abducts La-fhrinja-La, a princess daughter of the Wizard Har-Ennion-Har, one of the Great Wizards of the north. In the fight, Har-Ennion-Har is slain, so there is no one to come to La-fhrinja-La's rescue.

596 A.K. During the next year, Ro'tra'h'h repeatedly tries to impregnate La-fhrinja-La. The process is distasteful to him, but horrible and mind shattering to her—she goes insane with the pain and horror of it. Finally, with the aid of Uruk spirit magic, he succeeds.

597 A.K. Lerotra'h'h (daughter of Ro'tra'h'h) is born. The Elven princess dies in childbirth and the shaman has to cut the baby out of the womb. He is disappointed that the child is a girl, but realizes that he isn't going to get another chance. He shape-changes the infant into a wolf cub and lets her grow through babyhood as one of a litter of wolves.

600 A.K. One night under a full moon, Lerotra'h'h spontaneously reverts to Urukish form and clumsily joins the children's fire dance. Ro'tra'h'h realizes she has strong innate magical abilities and takes over her training. In the next ten years, she learns all he can teach her, while the other children fear and hate her. The only things she loves are the old wolf bitch that suckled her, and her father, the shaman.

610 A.K. Khazan visits a remote Elven clan in the Srynx forest to establish a local Wizards Guild's chapter. There, he hears about the Urukish attack and massacre of 13 years earlier that cost them their greatest mage, Har-Ennion-Har. Enraged that Uruks would dare attack his people in their own forest, Khazan scries the scene to learn what really happened. He is horrified to see the princess La-fhrinja-La carried off alive, and even more repulsed as he witnesses her subsequent rape, childbirth, and bloody death. Goaded past reason by what he has seen, Khazan cuts short the mystic visions of the past, and does not see enough to identify Lerotra'h'h. When he can think again, Khazan scries the identity of the Urukish tribe that perpetrated such horror, and gets the name and current location of the Black Wolf tribe. With a handpicked band of Elvish warriors he teleports into the heart of the Urukish home encampment and begins to slaughter the whole tribe with swords and sorcery. The Elves with him are most happy to gain revenge for the bygone massacre—they slay every Uruk, woman and child that they can find, including their beasts, and carry off what little loot is available, returning to the Srynx Woods well satisfied with the day's work. Khazan, thinking that the matter is ended, returns to his city and spreads the tale of the death of the Black Wolf tribe. However, Lerotra'h'h is not at the camp when the Elves attack—she is far away on a mountain crag searching for dragon eggs. When she returns a few days later, she finds everyone dead—except for a few other children who had also been in the wilds rummaging—and plenty of evidence that Elves were the slayers. The loss of her father engenders a fierce hatred of Elves and everything Elven that will always stay with her.

615 A.K. Aside from a pack of wolves and three Uruk children, Lerotra'h'h gains her first real follower when she finds an Ogre with two broken legs trapped under a pile of rocks. An avalanche, caused by his own mighty shouting, had fallen on him, shattering both of his legs. After a few days of starving, Barg-Noorguut the Ogre is resigned to die, but Lerotra'h'h brings him food instead, and gets his promise not to attack her and to join her band. She then levitates the boulders off his crushed legs and heals his wounds by magic. Barg-Noorguut thinks she must be a goddess to do such feats and becomes her greatest supporter.

615 A.K. to 640 A.K. Lerotra'h'h gains strength and allies in the far northeast of the Dragon Continent. Among her companions is a Wyvvern named Strongtalons, and she now rules and leads another Uruk tribe, the Snow Demon tribe. In 640 A.K., she formally declares war on the Elves by leading all her allies on a daring raid against the Elves of the Srynx Wood. When it seems that Lerotra'h'h must win the battle, one Elven Wizard changes to bird form and flees toward Khazan to get help.

640 A.K. Khazan learns of the demise of the Srynx Elves from the one Wizard who fled the attack. Scrying the scene, he learns of the existence of Lerotra'h'h. This once, he takes time to scry out her entire history—

though he doesn't have 43 years to watch her moment by moment—and ultimately decides to slay her. However, he can't find her by magical means—she has learned to shield herself from wizardly searches. Instead, Khazan posts a great reward for her death or capture, and dispatches an elite company of warriors to the Sryn timer Woods in hopes of trapping her. They have a communication crystal to use in calling him, if they can just locate her.

643 A.K. After slaying the Sryn timer Elves, Lerotra'h timer travels westward through the high mountains of the Dragonfires Range seeking a dragon. She finds the ancient dragon mage Vvvarrr, and in exchange for binding herself to him as a servant for seven years, she learns a great deal of dragon magic. Since she feeds him well, and greatly increases the size of his dragonhoard by raiding Dwarf cities in the foothills, Vvvarrr grows fond of her, and gives her three drops of his blood. Lerotra'h timer, who had been growing old, is rejuvenated by the dragon blood, and her raw power is increased by a factor of twelve.

647 A.K. Va'harkh, chieftain of the Half-Uruk Clan Vaarah timer, dragonfriend of Vvvarrr, saves Lerotra'h timer's life during a raid on the Dwarven city of Hael'ku. The two have a short romance, and later Va'harkh is the first Half-Uruk leader to join Lerotra'h timer's Army of Liberation.

650 A.K. Vvvarrr, wiser and immeasurably older than Lerotra'h timer, convinces her that she can never prevail against Khazan and the "good" kindred so long as she is basically working alone. She must unite many monster kindreds and fight for all of them if she hopes to avoid death at Khazan's hands. This advice fits well with some prophetic dreams that Lerotra'h timer has been having, and she promises to do so. Vvvarrr pledges dragon aid if she can secure enough allies to match the dragons in power.

651 A.K. Worried by a series of increasingly worse omens, Khazan travels to the Eagle Continent to regain the aid of his one-time apprentice Khara Khang. There he finds a society where men and monsters dwell together in peace under the benevolent rule of Khara Khang. The human Wizard tells his old Elven mentor that this is what he should have done with the many races on the Dragon Continent. Inflamed with anger, Khazan curses Khara Khang and returns to his homeland alone. Meanwhile, Khara Khang decides that Khazan is old and senile, and that he must return to the Dragon Continent for the good of all concerned.

647 A.K. Khazan and Khara Khang quarrel over what to do about the growing monster rebellion. Khara Khang still thinks the monster races should be integrated into the whole society; Khazan still refuses the idea. The monsters are fighting a guerilla war, striking and retreating before the more massive forces of Khazan can retaliate. Khara Khang decides to go underground as the legendary Uruk Arahk Gn timer to find Lerotra'h timer.

654 A.K. Arahk Gn timer leads 20,000 Uruks from the southern parts of the Dragon Continent's north to join with Lerotra'h timer's forces, more than doubling her strength. When the two finally meet, Lerotra'h timer realizes that she needs this legendary Urukish Wizard, with his proven ability to live for centuries, and rally all the Urukish peoples to a single banner. Meanwhile, Khara Khang thinks he can use Lerotra'h timer to overthrow the tyranny of Khazan and create a just society for all races.

655 A.K. Centaurs and Ogres besiege the city of Khazan, raiding only by night, but cutting the city off from the rest of the world by land. At the same time, Lerotra'h timer's vast Urukish army destroys the ancient Elven stronghold of Shancinar in the Great Forest. When Khazan learns that Shancinar is about to fall and that much of the Forest has been destroyed, he teleports there along with the greatest human Wizards of the Empire, but only to fall into a magical trap that Khara Khang has prepared for him. The black Wizard lures Khazan into a parley, and then hits him with a Dimensional Gate spell that hurls Khazan and his friends into an alternate universe where time runs one hundred times slower than it does on Trollworld. Although only a tenth of a year passes in the new universe before Khazan learns to recreate Khara Khang's spell and return to Trollworld, ten years rush by in the Empire of Khazan.

660 A.K. Lerotra'h timer gains alliance with the Trolls—no easy task, as they are scattered and living underground. With her crusade against their ancient enemies—the Elves—the Trolls realize that it would be folly not to join her. The addition of Trolls gives her armies a raw power that nothing else could match, and the dragons also come in on her side. Meanwhile, the defense of the "good" kindred falters without Khazan to coordinate it. City after city, stronghold after stronghold, fall to Lerotra'h timer's forces.

661 A.K. Ellehra, a female Elfin Warrior-Wizard, transforms herself into were-cougar form to be a more effective fighter against the monster forces. She becomes one of the few Elves actually feared by them, and leads the most effective resistance in the old great forests around Shancinar.

663 A.K. The Battle of the Cliffs—Elves learn that they can't kill Trolls by driving them off cliffs when they fall into a mushy swamp. Muddy Trolls meet Goblins for the first time, and recruit them into Lerotra'h's army. Goblins promise to hold the swamps for Lerotra'h against all the "good" kindred.

664 A.K. Lerotra'h and Khara Khang go cat hunting. In order to capture Ellehra, whose daring raids have been thwarting all Urukish efforts to overrun the central forests, Lerotra'h and Khara Khang put to sleep one hundred square miles of forest and search it foot by foot until Ellehra is located. Lerotra'h first sees Ellehra in her "monstrous" cat form, and as such conceives a liking for her. Thus instead of killing her immediately, Lerotra'h offers Ellehra a choice: to join Lerotra'h and live, or to refuse her and die. Ellehra betrays her Elven heritage and joins the Death Goddess, but she is locked into her were-cougar form to make it impossible to betray Lerotra'h and return to the Elves.

665 A.K. Khazan and his coterie of Wizards returns to Trollworld, only to find that every human city north of the Dragon's Claws has fallen to the monster forces. Also, every known Elven stronghold in the forests of the west has been completely destroyed. The last defenders of the "good" kindred have gathered within the city of Khazan to try to hold out. They are really glad when Khazan reappears in their midst.

666 A.K. Khazan appeals to his old allies, the Nagas, for help against Lerotra'h, but Khara Khang, too, has appealed to them for help, in his case, against Khazan. The Nagas stay neutral, turning down both of their former protégés. Soon, Khazan realizes that the "good" kindred are on the verge of total extinction. He contacts Khara Khang and tells him that he will pull the three moons from the sky and crash them into the Dragon Continent, destroying everyone, if Lerotra'h's monsters continue with their plan to exterminate all Elves, Humans, and Dwarves. Khara Khang convinces Lerotra'h that a negotiated peace would be best. Khazan surrenders and goes into voluntary exile as a sleeper in an island tomb that drifts through time, appearing in Trollworld only one day of the year. He issues a prophecy that he will return if the monster kindred ever threaten to destroy the "good" kindred completely. Lerotra'h and her consort, Khara Khang, rule in the city of Khazan. Monsters everywhere rejoice.

700 A.K. Human adventurers—down on their luck and unable to find much work in the monster-dominated Empire of Khazan—begin to invade the dungeon complexes of the Great Wizards. This proves to be relatively entertaining for those timeless demigods, so they allow some of the smarter, tougher, luckier ones to survive and get out with some treasure. Adventuring becomes a major profession for the "good" kindred.

780 A.K. Ellehra, no longer sane after more than a century of service to the Death Goddess, begins to develop an alternate religion for were-creatures. The new religion is based around the idea of Spirits of the Forest. These spirits are actually manifestations of her own considerable powers as a Wizard, but she doesn't know that. Many of the less sophisticated Weres follow her, and a new religion is born.

832 A. K. to 842 A.K. Lerotra'h, Khara Khang, and Strongtalons shape-change into L'zshan lizard men and spend ten years as L'zshan pirates in the eastern oceans. There the Death Goddess is known as Ler'rah (Mammal Slayer), the greatest fighting sea captain the lizard folk have ever known. Though Lerotra'h has an alliance with the L'zshan, she also takes steps to see that they never invade her Empire.

876 A.K. The city of Khosht is founded on the Khosht River by a human trader whose animals all died. With no means of transportation except his own two feet, but finding himself in a rich and fertile river valley, he settled down, and soon found himself doing better as a trader by staying in one place than he ever did as a wandering merchant.

888 A.K. Lerotra'h builds and opens the Arena of Khazan, the greatest site of gladiatorial games in the known world. She becomes the patroness of the Arena.

979 A.K. Lerotra'h gradually loses some of her hatred for Humans and Dwarves. She allows them to own property and live within the walls of Khazan for the first time in three centuries.

- 1001 A.K. A large monster attack is driven back by the citizens of Khosht.
- 1002 A.K. An even larger monster attack on the city of Khosht causes the burning of more than half the city. The monsters establish their right to enter and leave the city whenever they wish.
- 1003 A.K. The city of Khosht is rebuilt, and it expands to encompass both sides of the river.
- 1005 A.K. Berengaria the Great becomes Overlord of the City of Khosht.
- 1049 A.K. The Cult of the Bear God rises up in rebellion against the Death Goddess. Unable to muster much popular support—except among Werebears—the Bear God religion remains an underground movement. Lerotra'hh doesn't consider it to be a serious threat to her reign, and her standing order for any Bear Cultists caught is to either throw them into the Arena of Khazan or sign them up to serve in a Death Horde.
- 1097 A.K. Rufus the Half-Uruk escapes from the Naked Doom Gauntlet of Retribution and starts the new religion of Blackflame, High God of the Deep Caverns.
- 1099 A.K. Monster forces overrun the human city of Khorror. Once the humans have been defeated and driven out, the monsters begin to fight among themselves.
- 1100 A.K. Lerotra'hh dispatches a Death Horde of monsters to Khosht to collect tribute—now more than twenty years late. An emissary arrives from the Land of Zweetz offering alliance with the Death Goddess, but secretly spying out the land to see if another invasion could succeed. Lerotra'hh is unsure of what to do, but Khara Khang is worried.
- 1107 A.K. Khayd'haik, the Trolf (half troll, half elf, with trollish ancestry predominant) wizard explains his new understanding of how to use kremm, and within a few years, the new understanding of magic fills the world. No longer is Strength used to power spells. The new attribute of Wizardry has been identified and isolated from Strength, and spells are now powered by WIZ.
- 1310 A.K. L'zshan Wizards penetrate the wards surrounding the Dragon Continent. They establish bases along the Dragon's Back, which brings them into conflict with the Nagas, and along the Dragon's Neck. Lizardmen ship captains sail completely beyond the Dragon's Head and establish small colonies on some islands in the western ocean. Lizardmen plan to invade the Dragon Continent in force in the near future.
- 1312 A.K. Lerotra'hh and Khara Khang (disguised as Arahk Gnahk, the legendary Urukish shaman) establish an elite corps of agents to deal with problems in the Empire and to organize a defense against the invading Lizardmen.
- 1313 A.K. The forces of Zweetz, immensely aided by 12-legged spider aliens from the stars, attack, conquer and destroy the City of Khazan. Lerotra'hh and Khara Khang flee into exile, organizing a resistance in the Dragon Continent's hinterlands. An ancient prophecy saying that the Death Goddess's Empire would end in 1313 A.K. is fulfilled.
- 1313 A.K. to 1492 A.K. The War against Zweetz and the Lizardmen. Large battles are rare, but small guerrilla struggles are almost continuous during this period. The Empire's cities are all destroyed, or turned into military fortresses for the forces of Zweetz.
- 1366 A.K. An expedition to Khazan's island fails to penetrate its defenses and to wake the sleeping Wizard.
- 1466 A.K. A second expedition to Khazan's island—they can only be mounted on one day every century—and this time led by Khara Khang, succeeds in breaching Khazan's Tomb and awakening the sleeping Wizard. Convinced that the people need him again, Khazan leaves his tomb to discover what the world is really like. But he resists allying himself with Khara Khang and Lerotra'hh, because he still hates them.
- 1467 A.K. Khazan finds that his land has been devastated. The ancient civilization of the Nagas has fallen at the hands of the invading L'zshan Lizardmen. Populations of Humans, Dwarves, and Elves have fallen

to extremely low numbers, and the survivors hide in the remotest corners of the empire—the high mountains, the deep forests, etc. Khazan rejoins the Elves and begins to build his own resistance force. He decides he may have to recruit on other continents, or perhaps in other worlds, to get the numbers of Wizards and Warriors he will need to oppose Zweetz. He does not consider an alliance with Lerotra'h'h and Khara Khang—he means to destroy them as well.

1470 A.K. Unable to muster enough strength to drive Zweetz out of Trollworld, Lerotra'h'h and Khara Khang go to the stars—in a magic-powered starship of their own design—looking for allies against the deadly Spiders. In 1480 A.K., they find a galactic empire of humanoid races, and finally begin to get the technology and allies they will need to prevail.

1485 A.K. Lerotra'h'h returns to Trollworld with a vast armada of space ships. The final struggle against Zweetz and the Spiders begins. The job is complicated because Lerotra'h'h is unwilling to destroy the planet from space.

1491 A.K. Khazan and Lerotra'h'h ultimately make peace to fight their common foe. Khazan has built the greatest magical army the world has seen since the Wizard Wars. He has even gained the assistance of Gristlegrim and several of the other god-like Great Wizards that still live on Trollworld. Unfortunately, Zweetz has also gained alliances with several of them.

1492 A.K. Zweetz and his forces are finally defeated. The Serpent-Bird god is driven completely out of the multiverse, beyond space and time in any known dimension. The Spider aliens are defeated by the space allies that Lerotra'h'h brought back from her trip to the stars. Great sections of the world are charred badly and become wastelands for the next thousand years by both weapons and magic of unbelievable power. The planet itself is severely harmed in the struggle, and the production of planetary mana/magic begins to increase slowly.

1493 A.K. to 1600 A.K. Dozens of alien races set up ports and enclaves on Trollworld. Some come to colonize, some come to proselytize, some come to trade, and others come to rebuild the devastated planet. The alien allies wish to deal with a single planetary ruler. Both Lerotra'h'h and Khazan are nominated for the honor. Neither will allow the other to have it. Years of political struggle and increasing acrimony between the two begin to polarize Trollworld toward another great war.

1500 A.K. to 1600 A.K.—(This is the time frame of Tunnels and Trolls 7.5, although players may feel free to set their own adventures any time after 1100 A.K.)

1601 A.K. The great dragon Shangingshing-shingingshang, who rules the Eastern Empire, rises from his slumber, determines the situation, and declares himself the planetary ruler. This solution is fine with the aliens. Though now they are both powerful enough to destroy worlds, neither Lerotra'h'h nor Khazan can match the dragon in sheer magical potency. Shangingshing-shingingshang banishes them from Trollworld. Khazan returns to his time-traveling island tomb, and Lerotra'h'h and Khara Khang take a ship and head out for the stars.

1700 A.K. The dragon steers Trollworld back toward a lower technological level. He limits the alien presence on the world to a single port city on each of the three continents, and a fourth on Zweetz.

1701 A.K. to 1999 A.K. Trollworld stabilizes once more at about a 17th century level of technical development. Planetary magic stabilizes at a new, lower level. The one major change is that the Wizards Guild now knows how to build magic-powered interstellar ships, and a number of those ships now ply the void—some in trading missions, others for the sheer joy of exploration.

1799 A.K. The great magical catastrophe ends the world of Tunnels and Trolls. There are survivors, but magic is now gone from the world, and Trollworld (Kaball) evolves into the world found in the Power Trip game.

Here ends the actual recorded chronology.

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Frequently Asked Questions

There is a lot more that could be said about Trollworld, roleplaying, and Tunnels and Trolls. If you have a question about how things work, make up your own house rules to cover it when you are the G.M. Remember, the Game Master controls the game-he/she is not controlled by it. It's your world, your adventure. Go forth! Do great things! Have fun!

For discussion and clarification of the rules, join the longtime T&T fanbase at Ken St. Andre's personal T&T site: www.trollhalla.com.

A few answers:

Q. Do Rogues, Leaders and Rangers get a Talent in addition to the Type Talent that they start out with?

A. No. Starting characters get one Talent only - in the case of Rogues ("Roguary"), Leaders ("Leadership") and Rangers ("Missile Mastery") - these talents are pre-determined. These characters can select a second Talent when they advance to their next level.

Q. Do Rogues add 1d6 to their attribute score for their Roguary Talent?

A. Yes, Rogues add 1d6 to the highest score chosen from INT, LK and CHA to form the basis for their Roguary Talent.

Q. How fast do delvers heal?

A. Delver's heal no CON during an adventure - unless magical aid is used. All natural CON healing takes place while the delvers recover in town between adventures. Other attributes (including STR and WIZ) are recovered at a rate of 1 point per 10 minutes of rest.

Q. What is a delver's normal movement rate?

A. Depends entirely on the conditions. Movement rate is whatever seems reasonable to GM and players. In dark and difficult conditions, movement can be assumed to be very slow. If you are using the character and creature tokens that came with this Special Edition, let's use something simple like 4 spaces for running, 3 for trotting, 2 for walking, 1 for cautious exploration. (that's for humans, elves, dwarves, etc.) Big creatures cover more ground at the GM's discretion.

TUNNELS & TROLLS

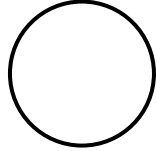
CHARACTER RECORD SHEET

NAME

KINDRED

TYPE

LEVEL



ATTRIBUTES

STRENGTH	
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CONSTITUTION	
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DEXTERITY	
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SPEED	
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INTELLIGENCE	
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WIZARDRY	
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LUCK	
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CHARISMA	
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COMBAT

COMBAT ADDS	
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ARMOR		HITS	
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SHIELD		HITS	
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OTHER		HITS	
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WEALTH

GP	SP	CP

OTHER VALUABLES

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CHARACTER INFORMATION

HEIGHT		WEIGHT	
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EYES		HAIR	
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WEIGHT POSSIBLE		WEIGHT CARRIED	
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ADVENTURE POINTS		LANGUAGES	
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