

MONSTERS! MONSTERS!

A fantasy game
providing equal time for the monsters

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With Jim "Bear" Peters (monster glossary and Woodsedge Inn design)

Liz Danforth again

Denise Burgess (awful thing on page 17)

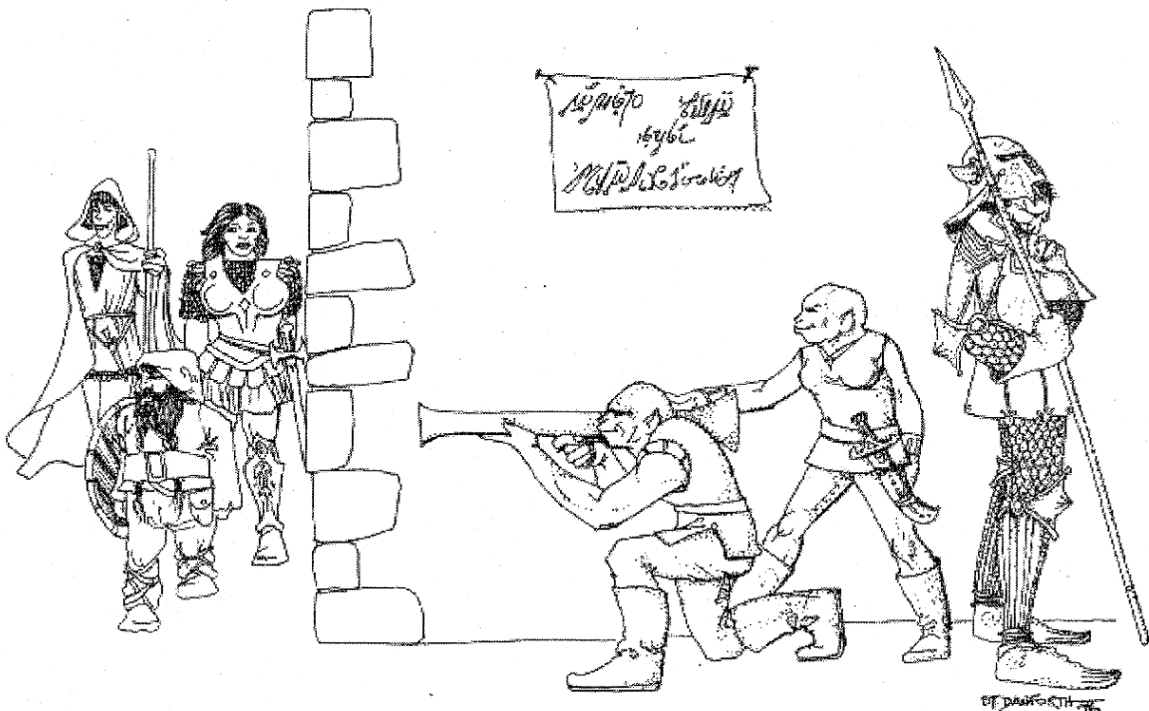
David Pileggi (wyvern on page 10)

Howard Thompson

Reprint Edition

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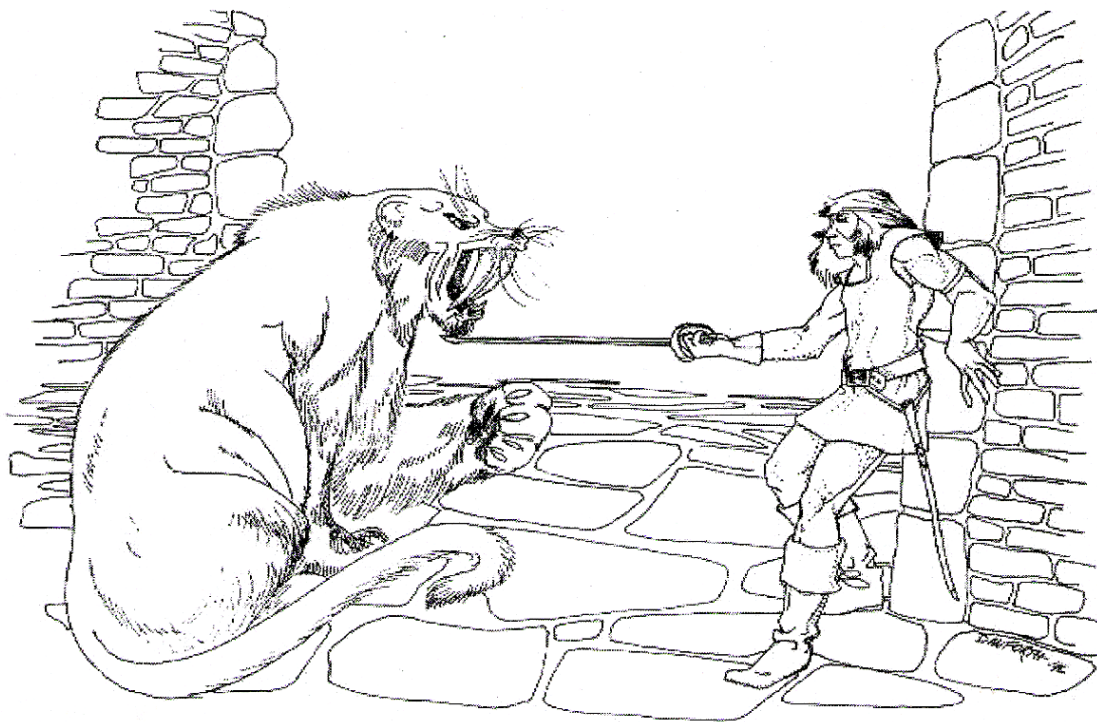
EDITOR'S NOTE

Wargaming is an ancient and honorable pastime. The game you are holding, however, is an example of a relatively new type of wargame - the "fantasy role-playing" variety. In a fantasy game, the players command no armies and set no strategy. Each controls one character, or, at the most, a small band. The emphasis is not on meticulous detail-planning, but on creativity, and (let's face it) escapism. Although role-playing games are an offshoot of conflict simulation, they appeal most strongly to those who enjoy the literature of fantasy and science fiction. But reading is a solitary escape. A fantasy game can take a whole group away together - to the world as it once was, or should have been, or may someday be.

Necessarily, then, fantasy games are complicated without being precise. If you like games where everything is spelled out, this won't be for you and if you like your games quick and simple, put this one down now. Fantasy games are open-ended; the rulebook is only the skeleton. The Game Master provides the flesh, and the players breathe life into it.

PUBLISHERS NOTE:

After Metagaming went out of business, Ken St Andre offered to let Flying Buffalo republish *Monsters! Monsters!* We came out with a small print run of the same book just retyped. But I always wanted to publish an "updated" version with new rules and improvements. Unfortunately, although many years have passed, I never got around to doing that. Many people have asked me when *M!M!* was going to be reprinted, and I have even heard a rumor that there is a current fad for "retro" RPGs, so I decided to just reprint the original book for now. Herewith the game almost exactly as it was printed 34 years ago. And I may yet publish an "updated" version - keep an eye on our webpage for news. www.flyingbuffalo.com



MONSTERS! MONSTERS!
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The eight center pages, containing maps of Woodsedge Inn and the surrounding countryside (together with lists of their inhabitants) may be removed to form a separate booklet for the Game Master's use.

INTRODUCTION

Welcome to the world of monsters!

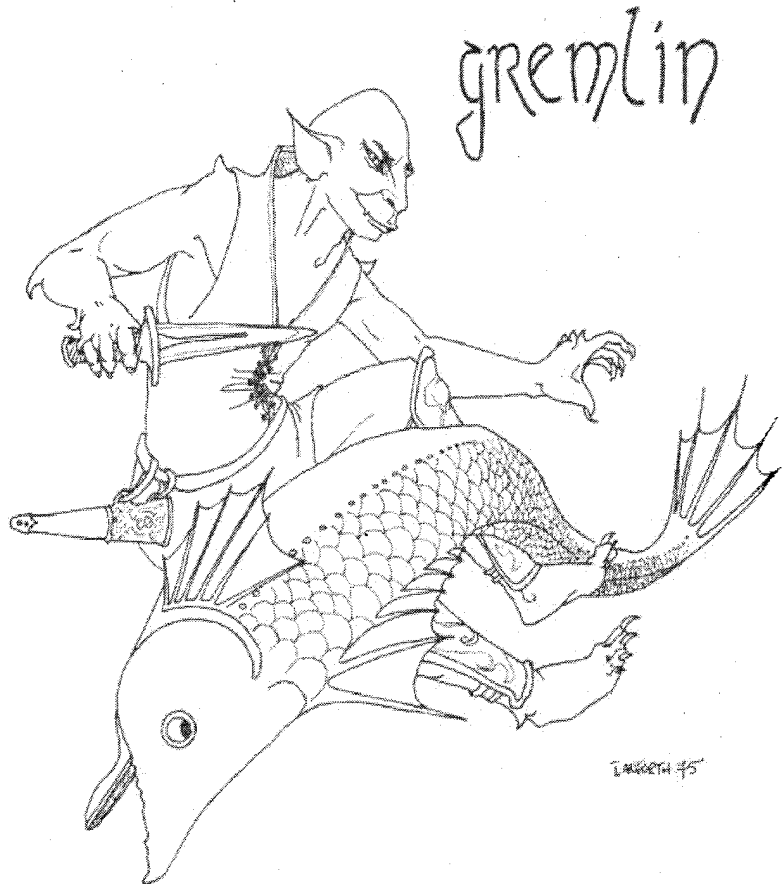
In the wonderful desert city of Phoenix, where Tunnels and Trolls first made its appearance as the poor man's alternative to Dungeons and Dragons, an interesting phenomenon soon appeared. After a few promising characters had gone down to defeat beneath the bludgeon blows of giants, trolls, ogres, orcs, and malignant stone statues—after dragons, Balrogs, and salamanders had incinerated a few rash adventurers—after that green puddle on the floor turned out to be a highly corrosive slime amoeba—it reached the point where, at the least sign of trouble, people would bolt for the exits shrieking "Monsters! Monsters!" Not long after that, the same catchy battle-cry of "Monsters! Monsters!" began to be heard at any undesirable situation (such as my arrival at a science-fiction club meeting, or upon entering the kitchen and encountering the last fortnight's dirty dishes).

So it was only natural that eventually the monsters should come out of their tunnels and dungeons to strike back at the smug world of the Men, Elves, Dwarves, Hobbits, etc., who had been so greedily despoiling their homes and treasures. This turning of the tables, to play monsters as protagonists, has proven to be even more hilarious than the original games. A monster lives by a completely different code of ethics, affording a splendid opportunity to get rid of the impure and perverted impulses which affect most of us—impulses it's hard to express while playing a hero. Monsters get experience points for wanton cruelty and destruction above and beyond the call of duty.

"Monsters! Monsters!" is, of course, the frightened shriek of human victims when the monsters appear. This game is similar to Tunnels and Trolls or Dungeons and Dragons. You don't need the rules for either of those games in order to play this one, since everything you will need is explained. However, you may find the Tunnels and Trolls rules and supplement(1) useful, as they do contain detailed tables of weapons, high-level magic, provisions, etc., that are not included in this variant.

This is dedicated to Cathy St. Andre and her cat Redford (who is a first-class monster himself) for their months of suffering while Monsters! Monsters! was in production.

- Ken St. Andre



1. Plug, plug. - KStA.

II. BACKGROUND

The Game Master

MONSTERS! MONSTERS! is a fantasy game, and the Game Master is the creator of the fantasy. The GM maps a little piece of another world and populates it with characters. Although the players' own characters may enter the fantasy world, the players themselves can participate only through the GM. The more imaginative, articulate, and painstaking the GM is, the more convincing his/her world will be and the more involved everyone will become.

The players cannot see the fantasy world; they shouldn't even see the GM's map. Every step of the way, then, the GM must tell them what they encounter or what encounters them. The GM controls the characters he has created, mediates disputes between players, solves ambiguities by executive fiat, and plays, as the game may require, the roles of Blind Justice, Dumb Luck, and Malevolent Fate. In a sense, the GM is the game. A successful GM will have as much fun as any player. It works both ways, too; the cleverer the players are, and the more skilled they become in using the opportunities that the rules and the GM give them, the more exciting will be the interactions between their characters and the GM's world, and the better time the GM will have.

Setting Up The Map

Before the game can begin, then, the GM must familiarize himself with the rules and make some preparations - chief among these being the preparation of the human environment which the monsters will invade(1). For this game, though, the legendary Jim "Bear" Peters(2) has created a country inn as a ready-made target. You can remove the maps and character lists for Woodsedge Inn from the center of the book without harming the game itself.

You will, however, enjoy creating your own town, city, castle, plantation, or whatever for the monsters to rampage around in. Get some graph paper and a pencil. Study whatever reference books are appropriate. Choose a scale (i.e., 1 graph-paper square to 10 feet.) Now draw the floor plan(s). If you don't like the results, erase and redraw(3). When you are through, you will want to number the points of interest and record them as a key (i.e., #32 Headsman's Block in the Town Square, a chunk of heavy wood, rather battered and badly bloodstained). This map is for your eyes only - don't show it to the players whose characters will be raiding it. This preserves the element of surprise. As the players' characters enter a given locale, you, as GM, will describe to them what they see, hear, smell, or otherwise sense about the area. The players may ask questions for any fine details they wish. If a player is patient and foresighted enough to map the territory as he explores it, he will soon know it nearly as well as you do.

Remember - you are creating a whole world when you draw and populate your map, and this world will have its own logic. A poor old peasant farmer is not likely to have either much in the way of weapons or much treasure for the monsters to loot - unless he's a lot more than he appears to be.

1. I, myself, created a whole city for monsters to attack... - KStA.

2. Foremost proponent of monsters' rights and last known living example of Pithecanthropus Prognathus Erectus.

3. That's why you're using a pencil.

III. CHARACTER CREATION

Character Cards and Discussion of Attributes

There is a pattern to character creation which, once mastered, will let you invent dozens of human or monster characters quite quickly. You will need 3 six-sided dice, a pencil, and some type of paper. 3 by 5 cards are good.

For each character, make a blank card like this:

NAME _____	TYPE _____	SIZE _____	WEIGHT _____
STRENGTH _____	INTELLIGENCE _____	LUCK _____	COMBAT ADDS _____
CONSTITUTION _____	DEXTERITY _____	CHARISMA _____	
WEIGHT POSSIBLE _____	WEIGHT CARRIED _____	EXPERIENCE POINTS _____	
WEAPONS: _____			
ARMOR: _____			
LANGUAGES: _____			

First, decide what type of monster you will play. You may, of course, choose any kind you like - but, if you want to be sporting, take a deck of ordinary playing cards and pick one at random. Consult the 'Card' column of the MONSTER TABLE (pages 9-10) to see what you will be. Will you get the lordly dragon or the lowly snollygoster? It adds a little more challenge if you have to play with a puny monster, and a game where everyone is a ten-foot troll can be rather boring.

Next, choose a name(1). Choice of names is entirely up to the person playing the character - have fun.

Consulting the SIZE AND WEIGHT TABLE (page 8), roll the dice to see how big and heavy you are.

The next six blanks are the character's 'prime attributes.' They determine its abilities - what weapons it can use well (Note that certain monsters don't use weapons. A dragon swordwielder, for example, is ridiculous and impossible. Dragons simply fry and/or swallow their foes.), how many languages it speaks, how tough it is, how likeable it is, etc. Roll 3 dice for each attribute.

STRENGTH is a relative measure of strength(2). Multiply strength by 100 to determine how much weight a character can carry. The basic unit of weight (and money) is the gold piece(3). Ten gold pieces equal about a pound. Strength is also necessary to wield heavy weapons (see WEAPONS) or cast spells (see MAGIC).

INTELLIGENCE refers to a character's general braininess and learning ability. A minimum IQ of 10 is required for first-level magic spells. The IQ requirement goes up as the level of spells increases. Magic-users have to be smart. Also, for each IQ point over 12, the character knows another language. Men start out speaking Common Tongue, orcs Orcish, etc.-You can't talk to someone if you don't speak their language.

1. Unless you want to go by "Hey, you" the whole game. - SJ.
2. Where are you, Gertrude Stein? - SJ.
3. Abbreviated g. p. Silver pieces (s. p.) are worth 1/10 g.p.; copper pieces (c.p.) are worth 1/10 s.p. Each weights 1 g.p., as does a jewel.

LUCK is used primarily to calculate what a character's SAVING ROLL (q.v.) is, and whether he would find hidden objects.

CONSTITUTION is physical condition - not the same thing as strength. When a character is wounded, his constitution number drops. When constitution reaches zero, the character is dead. Constitution points are recovered at the rate of one per turn after combat is over - if you survive.

DEXTERITY means skill, grace, agility, and craft. Low-dexterity players are clumsy. High dexterity improves your chances of using MISSILE WEAPONS (q.v.) and magic, and, no doubt, of not spilling food in your lap.

CHARISMA serves the dual purpose of indicating a character's physical beauty or charm and indicating his leadership ability. Most monsters don't have human-type charisma. For them, a code indicates the general feeling they inspire in humans. (!) means terror; (+) means awe or liking; (°) means some fear, and (?) indicates contempt, disgust, or disbelief. Other effects are explained in the REACTION TABLE (page 35).

Each of the prime attributes is determined by rolling three dice. This will give an attribute number between 3 and 18. Now consult the MONSTER TABLE, and multiply each attribute number by the multiplier given for your monster type, rounding up. For instance, an ogre's strength and constitution would be twice the numbers rolled, while the other attributes would be unchanged. The ogre's charisma is ° - more or less fearsome - so you don't need to roll for charisma at all, unless you hope it will be beautiful. All prime attributes should be noted in pencil on the character card, as they may change - especially strength and constitution, which will fluctuate whenever combat occurs.

The COMBAT ADDS are figured from the prime attributes. These are the bonus that a character receives in combat. A character gets one add for each strength, luck, and dexterity point over 12, and loses one for every such point under 9. In the example below, Ignatz got 14 adds for his prodigious strength, but lost one for his luck, which is pretty bad. His dexterity was average, and so does not affect his fighting ability either way. Adds are more fully explained in COMBAT.

Your character card should now look something like this:

NAME: Ignatz Despoiler-of-Maidens					
TYPE: Ogre					
SIZE: 15' 6"	WEIGHT: 350 lbs.				
STRENGTH: 26	IQ: 7	LUCK: 8	CON: 32	DEX: 9	CHARISMA: °
COMBAT ADDS: 13					
WT. POSS. 2600 gold pieces WT. CARRIED					
EXPERIENCE POINTS					
WEAPONS: Bludgeon (4 dice)					
ARMOR: None					
LANGUAGES: Ogre - and lower class; with an IQ of 7 he can't speak his own language too well.					

On the back of the card, you will note all the equipment the character is carrying at any given time (as well as treasure, captives, etc.) Human characters start with a little gold in most games, and buy what they need. We dispense with that here and assume that monsters bring whatever they want (within reason - see PROVISIONS AND SUPPLIES, p. 40). Larger, less couth monsters tend to start without armor or weird weapons. Humans need to keep track of the weight they're carrying. Monsters are hard to overload, but if the GM thinks you've done it, he'll say so. On the card above, WT. CARRIED is blank; actually, a big bludgeon would weigh maybe 40 g.p. No problem.

Of course, EXPERIENCE POINTS is blank at the beginning of an adventure. See that section for further information. E.p. will increase after each successful raid (defined as one which the character survives). Gathering experience points is the true object of the game, as it lets a character increase his prime attributes and become even more formidable.

TYPE of character refers to species only, for monsters. However, human characters fall into one of three categories: warrior, magic-user, and rogue. (Ordinary humans are treated for game purposes as incompetent warriors.) Warriors are modeled after Conan; magic-users after Gandalf; rogues after Cugel the Clever. You may make your human characters whatever you please, but remember: warriors never use magic spells, and magic-users can use no weapons except their daggers. Rogues may use both weapons and spells, but, unlike magic-users, they have to learn each of their spells individually, within the game, from a magic-user who knows that spell. Humanoid characters, such as elves, hobbits, orcs, trolls, and dwarves, may follow any of these three professions if their players wish.

You may wish to record SPEED on your cards as well. This is a rough index, given for each type of monster by the last column in the MONSTER TABLE. A "F" in this column means the monster can run faster than a normal human; "N" means its speed is normal, and "S" means a human can outrun it. This is normally only important in pursuit. (This is ground speed. Flight, of course, is much faster - see MOVEMENT AND SPEED. A Harpy couldn't catch you if it were walking but, if it can fly after you, you're in trouble.)

Size and Weight Table

This chart was developed for determining the size and weight of human characters. Roll 3 dice (as for prime attributes) and consult the chart for height and weight. If your character is a monster, adjust the numbers rolled by the multipliers in the MONSTER TABLE. If you get a ridiculous combination of height and weight, like a character 7 feet tall and 75 lbs., try again.

Dice Roll	Size (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

Master's use.

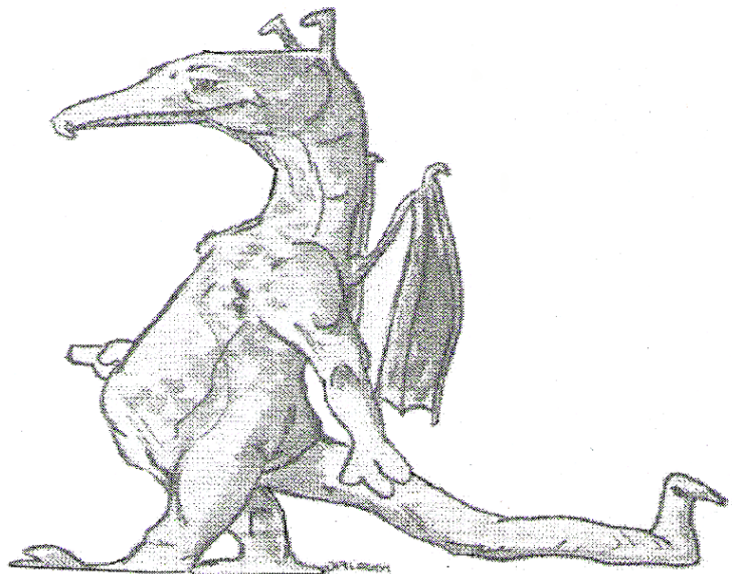
Monster Table

Monster	Card	Str.*	IQ	Luck	Con.	Dex.	Chr.	Wt.	Ht.	Speed
Dragon(1)	AS	25	5	1/2	50	3	!	50	--	F
Goblin	KS	3/4	1	1	3/4	3/2	?	3/4	3/4	N
Ogre	QS	2	1	1	2	1	°	2	3/2	N
Shadowjack(2)	JS	1	3/2	1/2	1	1	3/2	1/2	1	N
Orc	10S	1	1	1	1	1	°	1	1	N
Troll	9S	3	1	1	3	1	!	4	2	N
Witch / Warlock	8S	1	1	1	1	1	1	1	1	N
Giant	7S	5	1/2	1	5	1	!	10	5	F
Werewolf(3)	6S	5/2	1/2	2/3	3	<u>3</u>	!	1	--	F
Black Hobbit	5S	1/2	1	1	2	3/2	1	1/2	1/2	S
Demon	4S	9/2	2	1/4	9/2	3/2	!	2	3/2	F
Half-Orc	3S	3/2	1	1	3/2	1	1	3/2	3/2	F
Vampire(3)	2S	5/2	3/2	3/2	1	1	1	1	1	N
Dwarf	AH	2	1	1	2	1	1	1	2/3	S
Gremlin	KH	1/2	1	3/2	1/2	1	?	1/3	1/3	N
Lamia	QH	5/2	1	1/2	2	1	2	3/2	1	F
Living Statue	JH	2	1	1	10	1/3	!	10	1	S
Ghoul	10H	3	1/4	1/2	3	1	!	1	2/3	S
Gorgon	9H	1	1	3/4	5/4	3/2	°	1	1	N
Harpy	8H	3/2	2/3	1	3/2	<u>3</u>	°	1/2	1	S
Snollygoster	7H	2	3/2	1	1	<u>3</u>	?	1	1	F
Mummy(4)	6H	2	3	<u>10</u>	3	<u>3</u>	°	1	1	S
Yeti	5H	4	<u>5</u>	2	4	1	°	2	3/2	N
Sphinx(5)	4H	3/2	2	1	1	3	°	2	1	N
Zombie	3H	2	<u>3</u>	1/4	3	<u>3</u>	°	1	1	N
Slime-mutant	2H	2	1/2	1/2	4	1	°	1	1	S
Minotaur	AD	5/2	3/4	1	5/2	3/4	!	3/2	5/4	F
Balrog	KD	10	2	1	7	2	!	4	3	F
Ghost(6)	QD	--	1	2	1	--	!	--	1	N
Centaur	JD	3	1	1	3	1	1	3	3/2	F
Livingskeleton	10D	1	1	1	1	1	1	1	1	N
Merperson	9D	3/2	5/4	1	1	3/2	1	1	1	S
Night-gaunt	8D	3	<u>3</u>	<u>7</u>	3	<u>3</u>	?	1	1	N

Monster	Card	Str.*	IQ	Luck	Con.	Dex.	Chr.	Wt.	Ht.	Speed
Giant slug	7D	2	<u>3</u>	1/4	10	<u>3</u>	?	10	2	S
Shoggoth	6D	20	<u>5</u>	1	50	1	!	10	5	N
Worm(1)	5D	15	<u>5</u>	1/2	25	<u>3</u>	!	25	--	F
Snark	4D	Can become any monster with strength multiplier of 3 or under.								
Chimera	3D	4	6/5	1/4	3	<u>3</u>	!	9/2	4/3	F
Basilisk	2D	1/4	2	1	1/4	2/3	?	1/10	1/10	N
Gorilla	AC	3	<u>4</u>	1	3	1	°	3/2	1	F
Warg	KC	5/2	3/4	1	5/2	<u>3</u>	°	3/2	--	F
Unicorn	QC	2	1	3/2	3	<u>3</u>	+	2	1	F
Wyvern(1)	JC	3	3	1/2	5	<u>3</u>	!	2	3/2	F
Giant spider	10C	2	1	1/2	1	2	!	1/2	1	F
Hydra	9C	15	<u>9</u>	1	1	<u>3</u>	!	3	2	N
Griffin	8C	10	1	1	10	<u>3</u>	+	9	3/2	F
Elemental(7)	7C	2	1/2	2	1	1	+	see note 7		F
Dark elf	6C	1	3/2	3/2	1	3/2	2	1	1	F
Chinese Fox	5C	1	1	1	1	1	1	1	1	F
Rock person	4C	2	1	1	2	1	1	5	1	S
Tsathogua	3C	1/2	1/4	1	2	<u>3</u>	?	1/4	1/4	N
Human scum	2C	1	1	1	1	1	1	1	1	N

* The Strength multiplier also represents the number of hit dice the monster rolls in unarmed combat (q.v.). Round fractional multipliers upward.

If a number on this chart is underlined, it is not a multiplier. Instead, it is the absolute limit to the range of that attribute for that monster. For example, 3 in the Dexterity column means that such a monster's dexterity - generally because it lacks hands - will never be more than 3. This will also give that monster a negative add, or 'subtract,' of 6 in combat; see COMBAT ADDS, page 7. At no other time does the low dexterity rating affect the monster, unless it is trying to do something ridiculous or clever with its nose or something.



Footnotes to Monster Table

1. Every dragon or dragon-type beast must have at least one soft spot somewhere on its external body. (Remember Smaug, from The Hobbit, had that one scale missing on his breast.) Any dragon struck by a weapon on its soft spot dies. A player playing a dragon must tell the GM where his soft spot is located. It is assumed that the vulnerable spot will be small and located in a fairly well-protected spot (i.e., under the wing). Soft spots are generally only found by (1) magic, (2) close observation of the Dragon over a long period of time (dangerous...) or (3) pure chance. If a dragon has more than 100 weapons directed at it at one time, the GM will order the dragon to make his first level saving roll, to see if something got through his defenses and killed him.

The Dragon's fiery breath accounts for 15 of his 25 hit dice in close combat (so if his fire goes out, he only has 10). Dragon fire may be used as a long-distance weapon (up to 100') but is worth only 1/5 the dragon's dice.

2. The shadowjack is a very magical creature - sort of a wizard gone bad. He can disappear into any shadow (see MONSTER GLOSSARY for more on this). All constitution hits are repaired while he is in shadow - but he may only appear and disappear between combat turns if combat is taking place.
3. These creatures have an amazingly tough, self-repairing Constitution. After each regular turn (but not during combat) the monster's Con. repairs itself by the same number of hits as the monster's luck. It will not repair itself beyond its original rating, of course - and if constitution is reduced to zero at any time, the monster dies like anyone else.
4. The Mummy is very tough against ordinary weapons, but if it is exposed to fire and fails to make its saving roll, it will be burned to ash.
5. The Sphinx has a very high IQ, but is vulnerable to riddles, and will stop to engage in a riddling contest with any human or monster brave enough to attempt it. If the Sphinx loses, it must do the will (one time only) of whoever out-riddled it. If the Sphinx wins, the other is at its mercy.
6. Ghosts are non-material and are not vulnerable to material weapons. They are, however, susceptible to magic, and are likely to be magic-users themselves. Humans who meet ghosts must make their saving roll to avoid panic, which reduces both IQ and Dex. by half for the rest of the encounter.
7. Elementals are of four types: earth (kobolds), fire (salamanders), air (sylphs), and water (nymphs). They may change their appearance at will, but their essential nature is always visible; thus, a salamander may appear as a moving spark of flame or in human shape, but could never be mistaken for a real human. A kobold could pass for a dwarf, though, or a nymph as a merperson; a very lucky sylph might imitate an elf.

Monster Glossary
(By Jim Peters, with additions by KStA)

This is a compendium of monsters - creatures that for quite apparent reasons have set upon man or been set upon by him. If you presume to become one of these creatures for the purposes of this game, you should become acquainted with some of their more salient characteristics, strengths, weaknesses, and peculiarities.

DRAGONS For those of you who were raised in a barrel and only just released, the dragon is a large lizard, usually with batlike wings, and possessed of 2, 4, or 6 sets of claws. Some have long necks; others resemble alligators. They breathe fire and are nearly indestructible, save for one vulnerable spot. Dragons are extremely intelligent, almost always evil, have a great love for treasure and human virgins, and are immune to spells cast by anyone with an IQ lower than their own.

GOBLINS They are manlike, but slightly undersized. Goblins use all manner of human weapons, and display an insatiable craving for fish. They are usually green and scaly, though some have tough leathery hides. They also sport pointy ears and teeth.

OGRES Large, brutish beings, twice the size of a man or larger, they can wield human weapons but prefer crude bludgeons. They are always ugly, featuring such adornments as prominent warts and blemishes. Ogres may have a number of heads, not always with a mere 2 eyes apiece. Usually sullen and stupid, they are distressingly enthusiastic about mutton.

SHADOWJACKS Based on a character created by Roger Zelazny, these beings can melt into any shadow - and reappear from any connected shadow. Furthermore, if the shadowjack's own shadow lies across you, none of your magic can affect him. A second-level shadowjack can use all first-level human magic, a third-level shadowjack second-level magic, etc. However, although powerful, they are rather noble villains; they are kind to women, only kill in fair fight, etc. However, if you make a personal enemy of a shadowjack, his revenge will be fiendish.

ORCS If you want an army of monsters, orcs are the customary cannon-fodder. They were best described by Tolkien as the troops of Mordor. They prefer long, cruelly-curved scimitars. Sunlight hurts and blinds them, but they function well on cloudy days. They often wear armor, and rarely use magic.

TROLLS Basically rock spirits in human form, trolls are twice human size and much more massive; they are often handsome, in a craggy sort of way. Adept with most weaponry, they prefer maces, warhammers, and clubs. Trolls are not always dumb, though few need cultivate strategy in view of their great strength. Their favorite foods are beef and long pig. If struck by direct sunlight, they will turn to stone or gold. However, if they are not smashed or melted down before midnight, they come alive again.

WITCHES and WARLOCKS These are humans who are either too ugly to associate with ordinary people or who have forsaken humanity for perverse reasons of their own. They control the same spells as other magic-users, but they are invariably evil, and someone or something usually has a lien on their souls.

GIANTS Five times the height and ten times the weight of a man, giants are the most feared of all humanoid monsters. Usually considered loners, they may sometimes be found as heavy support in large armies. They live in tumble-down castles, and are usually rather dull-witted, although a few clever ones have turned up. Smart giants use any and all weapons, generally with devastating effect – dull ones prefer uprooted trees.

WEREWOLVES and other SHAPESHIFTERS This covers a lot; there are a number of were-creatures about. In their human guise these creatures are quite normal, but in their beast forms they gain superhuman strength and near-invulnerability at the cost of half their intelligence and nearly all their dexterity. Silver is deadly to them, but ordinary wounds heal with amazing swiftness. Were-creatures range from the conventional wolves, tigers, and bears to chickens, frogs, and occasional hamsters.

BLACK HOBBITS This does not refer to their skin tone, but rather to their political affiliations. They are physically the same as regular hobbits, but are not nice people. (In case you haven't read Tolkien, hobbits are small sturdy humanoids with large hairy feet and potbellies, who live in holes in the ground.) Unlike normal Tolkien hobbits, black hobbits' hair is black and wiry, and they are fully bearded (like Dwarves), which is unusual indeed for Hobbits.

DEMONS For this game, the prototype demon is De Camp's The Fallible Fiend. Four times the strength of a man, with vaguely reptilian physiognomy, demons come from a different dimension and control powerful magic. To reach our world, demons must be summoned across the dimensional barrier by a mage. A demon may be subdued if it is trapped within a pentagram. Demons may have various individual powers, depending on what the GM will let you get away with.

HALF-ORCS In Tolkien's works, the half-orc is described as a hybrid of orc and human. They are orcish in appearance and behavior, but are unaffected by sunlight. Those with sufficient intelligence are strongly drawn to magic.

VAMPIRES These classic monsters fear holy things, especially silver crosses. Garlic and sunlight do not go down well with them, either. They cannot cross running water under their own power, nor enter a house without once being invited in by a resident. They cannot be permanently killed except by sunlight or a stake through the heart. Special abilities of vampires include the ability to change into either bats or mist and the power to hypnotize any one person at a time of a lower IQ. A vampire's victims, if slain, become vampires themselves, and are the servants of the original vampire.

DWARVES To make a dwarf evil you need only show him enough gold. Dwarves have always been neutrals in faery wars, with individuals found on both sides. Dwarves are shorter than men, and much stronger than most. They generally have a gnarled and rugged appearance. At home in caves and tunnels, they dislike open spaces, but fear nothing but dragons; this distaste is mutual, since dwarves and dragons war constantly for gold.

GREMLINS The smallest of humanoid monsters, gremlins have green, scaly skin, tall pointed ears, bulging yellow eyes, and a great fondness for malicious pranks. They are magic-users, albeit of limited power. Their favorite foods are chickens, fish, and ladyfingers.

LAMIAE These beautiful maidens have a peculiar affliction - from the waist down they are huge serpents. They could be called Daughters of Set, but actually resemble more closely the Nagas of Hindu mythology. They may or may not be evil, but tend toward cold-bloodedness.

LIVING STATUES Just what the name implies: animated stone or metal figures. Chop at them with a sword, and the sword chips. Rather hard to deal with.

GHOULS Vaguely humanoid in appearance, but pallid and shambling, these inhabitants of another plane are famous for their diet of putrefying corpses. They do not use weapons, but rend their victims limb from limb. Ghouls wear no clothing; they have baboonish faces with immense canines and peculiar tufts of hair.

GORGONS Remember Medusa? Snakes for hair, turns people into stone - yeah, that's the one. Typical gorgon. Gorgons can only team up effectively with living statues and rock people; other monsters also tend to petrify.

HARPIES No, not your mother-in-law. Harpies have female heads and torsoes, but the bodies and talons of large, ferocious birds. They are always hungry.

SNOLLYGOSTERS Picture a cross between a large, cross-eyed dog and a truncated crocodile. Snollygosters are extremely clever, and devote themselves to causing trouble and abducting children. They make excellent mounts for gremlins, with whom they get along famously.

MUMMIES Wrapped in mouldering linen, filled with malignant purpose, these beings rise from the dead to plague mankind with their superhuman strength. They overcome the superstitious and fear naught save the lighted match.

YETIS These may be Ramapithecus Gigantus or only wandering snow apes, but they are vested with extraordinary luck, being about the only monsters still on active duty even in the real world.

SPHINXES Human heads, shoulders, and chests - but no arms - these creatures have the bodies of lions. They are twice as smart as most men, and are addicted to riddles, but do not use magic.

ZOMBIES Undead bodies animated by magic, exceptionally hard to destroy, these serve as servants in the nether world. They cannot think for themselves or use weapons. They have bad luck; if they didn't, they wouldn't be zombies. They can only be re-slain by putting salt on their tongues, but may be effectively destroyed by hacking them into small pieces. Large pieces will continue to obey their last order. Zombies cannot change masters in midgame.

SLIME-MUTANTS Sinister clumps of primordial ooze. These are virtually indestructible, though they become immobile if dried out. They prefer the swamps, which is why sensible folk avoid the murkier parts of Florida (except for developers, which are even more fearsome).

MINOTAURS Picture a bovine head on the body of a powerful man or woman. They are flesh-eaters, with bad tempers. Not too bright, but as strong as a bull.

BALROGS Once again we draw from Tolkien. Imagine a tall black shadow in the shape of a man, wreathed in flames and swinging a whip. They are both magic-users and fighters, and extremely gruesome in their personal habits. Balrogs can command the obedience of dwarves, orcs, half-orcs, and goblins.

GHOSTS Disembodied spirits of once-living beings. Instead of passing on to the afterlife, they remain in this world, driven by some purpose so desperate they cannot rest (although sometimes they, themselves, have forgotten it.) They are immune to material attack, but not to magic.

CENTAURS The bodies of horses, with the heads, arms, and torsos of men. Lusty by nature, centaurs are overfond of alcoholic beverages. When sober, they have the gift of healing (a natural Poor baby spell) but are otherwise not usually magicians. Their favorite weapons are spears.

LIVING SKELETONS These are drawn from Fritz Leiber. They are human, but their flesh and internal organs are perfectly transparent - only their bones show. Anthropophagy is one of their less disgusting customs.

MERPERSONS Covered with scales, possessing gills, with webbed fingers and toes. They can breathe air, but must remain damp. They throw spears and knives.

NIGHT-GAUNTS One of Lovecraft's favorite creations, these creatures are roughly the size of a small eagle, with dead-black rubbery bodies, feature-less heads, and long prehensile toes. All this gangly silliness is borne by leathery wings. They prefer to attack en masse, flying off with their prey.

GIANT SLUGS or other molluscs What can you say about a hungry mound of protoplasm with no central nervous system? Unless you have a vast quantity of salt (which dehydrates them), you're in a heap of trouble.

SHOGGOTHS Part of Lovecraft's background. Apparently huge, blind, hairy creatures, nearly mindless as we understand the term. Possibly they lead out their strange lives underground, dancing ponderously to the tune of strange piccolos, except when they venture to the surface in search of treasure or new piccolo players.

WORMS Imagine a dragon without wings and fire, but just as tough, and you have a worm. It is believed that these saurians metamorphose into dragons; however, since their life-span must be in the thousands of years, nobody has yet caught one changing. This is the type of 'dragon' St. George fought. Except for the lack of fire, they have the same abilities and limitations.

SHARK Lewis Carroll's hunters never caught him - because this cop-out can take the shape and abilities of any other monster on this list with a strength multiplier of 3 or less. It can only change shape once per turn.

CHIMERA The classic Greek compendia of horrors - lion's head, goat's body, serpent's tail, and wolf's claws. It breathes either fire or poison, and lurks in caves, coming out only to devour sheep and maidens.

BASILISKS Not fighters, they are still the most poisonous things in the world. Their venomous blood will run up the weapon that pierces them and cause instant mortification, and to look one in the eye will turn you to stone. However, if you see the basilisk before it sees you, it will be so angry it will turn to stone itself. A basilisk is a small lizard, hatched from a rooster's egg and raised by a toad on a dungheap, which explains its perversity.

GORILLAS You might think we were running out of monsters, but KStA is a Tarzan fan, and wanted to sneak the Great Apes in somewhere. These were large, strong, hairy sub-humans, who wouldn't attack unless provoked. Lousy monsters, but excellent pack animals.

WARGS Large, malevolently intelligent wolves who made the grade. Goblins sometimes ride them into battle – but only if the wargs want to cooperate.

UNICORNS Beautiful, goat-hooved horses with one spiraled horn. Fierce and wild, they are immortal but susceptible to weapons - their own weapon is the spearlike horn. However, they can be tamed and controlled by a virgin, since they have a self-destructive urge to lay their heads in said virgin's lap.

WYVERNS The "lesser dragons." Imagine an eagle with lizards for parents, standing on large hind legs. They do not breathe fire, but enjoy fighting, and are sometimes found as servants or familiars of powerful magic-users.

GIANT SPIDERS or other **CRAWLIES** Bigger than regular spiders. Much bigger...

HYDRAS Serpents with seven to nine heads. Cut one off, and two take its place, unless the stumps are burned quickly. One head is immortal, too.

GRIFFINS The most beautiful of all Greek monsters - not so much evil as above human judgment. A griffin has the head of an eagle, the body of a lion, and magnificent wings. It is four times the size of a lion.

ELEMENTALS The spirits of the basic forms of matter - earth, air, fire, and water. They control their own element and may be countered by their opposite elements - earth to air, fire to water. They are shape-changers and may be vulnerable to weapons if in human or near-human form. Not always evil.

DARK ELVES Just elves who sold out. The Schwarz-alven possess all elvish powers, but work for the other side.

CHINESE FOXES They look like foxes in their own form, but speak to humans, luring them into a trap. A fox will take the shape and knowledge of its victim, and often his/her place in society. The Chinese fox seldom kills its victim, but instead screws up his/her life before letting the human return to face the music.

ROCK PEOPLE Living stone beings with a silicon metabolism, somewhere between the Yiddish golem and the ever-lovin, blue-eyed Thing. They are immune to most ordinary weapons and Slush-yuch spells, but have musical inclinations.

TSATHOGUAS A Clark Ashton Smith favorite, these bat-winged, venomous toads are descended from the patron of evil for which they are named.

HUMAN SCUM Human scum.

Monster Prey

In this game, we have provided a country inn and small village for the edification of marauding monsters. If and when you make up your own target areas, outlining buildings, castles, parks, etc., won't be difficult - but peopling them might be a problem. Especially if you find yourself needing a crowd of 400 citizens or a squadron of city guardsmen.

Ordinary mobs can be created easily. The majority of a fantasy (or any other) world's population are not at all distinguished in brains, brawn, or beauty. They are on the zero level of experience, and will never rise. You can assign them eights in all their prime attributes and forget them. When you need a more outstanding character to throw against the monsters, you can make him/her up on the spot. The GM can create elves, dwarves, hobbits, etc., as well as humans, for good characters. Tame dragons, good trolls, friendly elementals, etc., are considerably less likely - but if your imagination is perverse enough to pit monsters against other monsters, go right ahead.

So far, we have discussed creating zero and first level humans as monster fodder. If the monsters are really tearing things up, you may wish to let them encounter some higher-level opposition. Create a high-level human just as you would any other important character. First, go through the die-rolling routine to get his basic attributes; then consult the section on EXPERIENCE POINTS and give the character his/her level bonuses until he/she reaches whatever level you wish. Note: in over six months of play of Tunnels and Trolls in the Phoenix area, no human character has reached even eighth level; a few extraordinary heroes have barely reached seventh. Therefore, it is obviously not cricket for the GM to bombard the monster players with great hordes of high-level wizards and warriors(1).

Don't worry about details in equipping the humans you create. Just be reasonable. A peasant would be dressed in rags or a tunic, and armed with a scythe or pitchfork - he wouldn't have chain mail or a magic sword. Guards on a city wall might be expected to wear light mail and to be armed with swords, spears, polearms, or various types of crossbows(2).

1. In my city of Khosht, which has a population of 20,000, the most advanced character in the whole city is only 5th level. - KStA.

2. After monsters had made a few attacks on Khosht, I put catapults on the towers and armed some of the guards with arbalests. That came in handy when we had to fight a giant—twenty (7 dice) crossbow bolts can stop the biggest of giants. - KStA.



IV. EXPERIENCE POINTS

Gaining Experience

The real point of playing a game like Monsters! Monsters! is not to accumulate gold or treasure, but to pile up "experience points" (analogous to victory points in other games). The more experience points a character gains, the more powerful it becomes, and the more interesting are its adventures. Also, the higher levels your character reaches, the more you (the real person out there, reading this) will be respected by your fellow players. As long as you can keep your characters alive and gaining experience, you are winning. When you overextend yourself and a character dies, that is your loss. Of course, these games let you play a number of characters - so some of them should continue to survive and advance, and everyone wins in the 1 long run.

Experience points for monsters work very much like e.p. in other, human-oriented games - that is, they are granted for various praiseworthy or daring deeds. However, monsters are evil - so you can fulfill all your most perverted desires in the persona of your monster, and be rewarded for it. Experience points are gained for:

COMBAT Any character who participates in combat (and lives) gains experience. The combat must result in the foe being slain or captured. No e.p. for foes that run away. You may capture a foe whenever he/she is clearly overwhelmed in battle, and your monster is not in danger from other enemies. However, the prisoner will escape at the first opportunity. You lose face, but not e. p.

Ordinary (zero-level) characters are only worth 10 e.p. each. Characters of first level or higher, when slain or conquered, are worth the total of their strength, IQ, and Con. times their level number. Points won in conflict are added to a character's total at once.

TREASURE One e.p. will be awarded for each gold piece's worth of loot carried off by monsters when raiding human territory. These points are granted only at the end of an adventure, for the loot the monsters actually get home.

USING MAGIC Whenever any character casts a spell- which diminishes their strength (see **MAGIC**), that character immediately gets twice as many e.p. as he/she expended in strength points.

FOUND MAGIC Magical items found or captured are also worth experience points. The GM will decide how much such objects are worth. (Characters, when you get turned into a frog by that last emerald you picked up, be sure to ask the GM how many e.p. it is worth to you.) These e.p. accrue at adventure's end.

SAVING ROLLS (q.v.) Since saving rolls can be the only thing between a character and horrible death, they should be worth something. A saving roll successfully made is worth the number needed for the roll times the level of the saving roll. A character who misses his saving roll but still survives gets the number of hits taken, times the number needed for the missed roll, in e.p. Since these lessons take time to sink in, such points also accrue when the adventure is over. See **SAVING ROLLS** for more information.

SATING YOURSELF Monsters have great appetites. Whenever a monster can satisfy its hunger, it gets half its strength points in e.p., immediately. Ghosts; etc, don't eat (tough luck), but to a

hungry ghouls, trolls, or dragons, this rule is delicious and a great help. To gorge itself, a monster must spend at least two turns wreaking havoc among a suitable food supply. 'Suitable' depends on the monster; one swallow doth not a dragon sate. A gorged monster fights at 1/2 strength for 3 turns.

VALUABLE CAPTIVES 100 e.p., over and above e.p. earned in combat, for each prisoner of the opposite sex who is rated as at least attractive (charisma 12 or over). 500 e.p. for each captive rated gorgeous or very handsome (charisma 17 or 18). Only 50 e.p. for a captive that got away before you got them home to the dungeon. No points for ugly people. These points accrue at the end of the adventure.

DESTRUCTIVENESS The GM will award extra e.p. at the end of the game for acts of unusual daring, wanton cruelty, or general rottenness committed by monsters(1).

Character Levels

As has been noted, the true object of this game is to accumulate as many experience points as possible and thus advance the ordinary first-level monster you started with to the super-monster it could ultimately become. This is a game of growth as well as destruction (or, perhaps, growth by destruction), and it is hoped that, as your paper alter egos grow in power and wisdom, so, too, will you.

Below are listed the experience points required to attain each level. Obviously, a character will have to go through a number of adventures (defined as an attack on human territory followed by a safe return to its own lair) before it can reach the higher levels. Note, too, that a character may not advance more than one level per adventure. If, on its first adventure, a monster earns 10,000 e.p. it is only credited with 2,999 - one short of the number that would have raised it two levels.

<u>Level</u>	<u>E.p. needed</u>	<u>Level</u>	<u>E.p. needed</u>	<u>Level</u>	<u>E.p. needed</u>
1	0	7	40,000	13	200,000
2	1,000	8	60,000	14	300,000
3	3,000	9	80,000	15	500,000
4	7,000	10	100,000	16	750,000
5	15,000	11	125,000	17	1,000,000
6	25,000	12	150,000	18	and up - another 1,000,000/level.

Characters who advance to a higher level may exercise any one of the following options to improve their prime attributes. Monsters with a strength multiplier of 1 or below use the first formula; monsters with a greater strength multiplier use the second formula (in parentheses).

1. When some monsters with a grudge against the beggars of Khosht came in with an elaborate plan and raided and destroyed the whole Beggars' Quarter, as well as doing considerable damage to the rest of the city, I felt I had to hand out e.p. by the thousands to properly reward them for the incredible havoc they wrought. - KStA.

STRENGTH Add the new level number to the strength factor (Multiply the new level number by 10 and add to the strength factor). Example: a shadowjack moving from first to second level could add 2 to his strength; a dragon moving from first to second level could add 20.

INTELLIGENCE Add half of the new level number to IQ. (Same for all monsters, except those with an absolute limit on their IQ may not exceed that limit.)

LUCK Add twice the new level number to the luck factor. (Same as above; absolute limits may not be exceeded.)

CONSTITUTION Add the new level number to the constitution factor. (Multiply the new level number by 5 and add to constitution.)

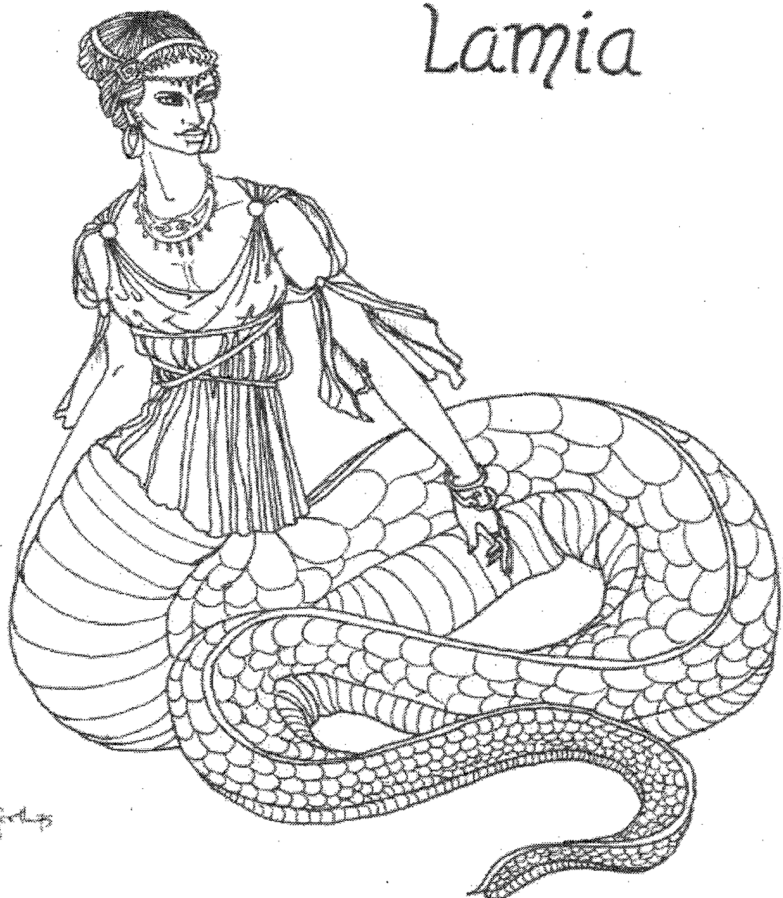
CHARISMA Monsters with a numerical charisma may add half of the new level number to their charisma. Monsters with symbolic charisma may not.

DEXTERITY Add half of the new level number to the dexterity factor. (Again, an absolute limit to dexterity may not be exceeded.)

STRENGTH AND CONSTITUTION Add half of the new level number to strength, and half to constitution. (Multiply new level by 5 for strength and 2 for constitution, then add.)

Strength and/or Constitution may only be increased at the end of an adventure, after the monster has returned home. The other factors may be increased during an adventure, if the monster accumulates enough e.p. to cross a level boundary.

Any monster of 7th level or higher may choose to ignore any of the restrictions noted in parentheses above, but may utilize any of the advantages. He/she may also combine increases in basic attributes in different ways, with the GM's consent. For example, the points resulting from a rise to 8th level might be split equally between dexterity and charisma.



WOODSEGE INN

The little village of Woodsedge, two days' travel from the metropolis of Khosht, is little more than a collection of farmers' cottages. Lying at a juncture of the River Khaj and the Great Road to Khosht, it does enjoy some local repute. This is mainly due to a nearby magic-user (the sullen but basically benign Witch of Woodsedge), to the quality of the local grapes, and to Woodsedge Inn, a relatively new and commodious hostelry. With few exceptions, the people of Woodsedge - which includes the inn, a dozen nearby cottages, and some twenty other dwellings within a half-mile or so(1) - are peaceful, simple folk.

Woodsedge Inn is owned and operated by Olger "One More" Rounde. A fourth-level rogue, Rounde is a rather formidable character. His prime attributes are strength 21, IQ 13, luck 21, constitution 16, dexterity 12, and charisma 15; he thus has a combat add of +18. Having spent a number of years as a soldier of fortune in various lands, Rounde knows a variety of spells, and keeps some rather exotic weapons as 'souvenirs' in his (rather luxurious) quarters(2). He is not a healthy character to tangle with.

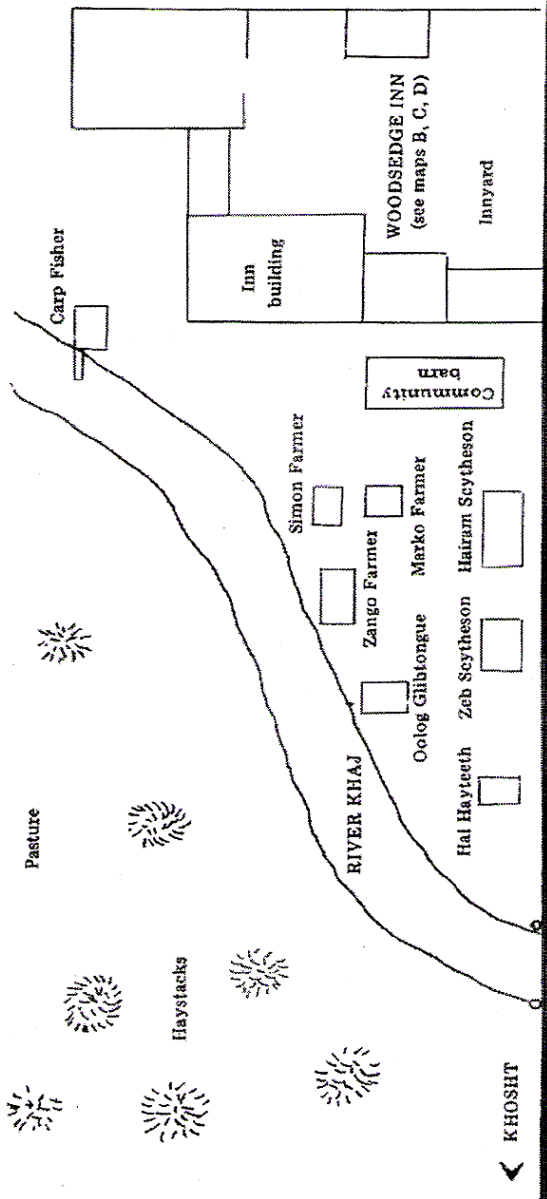
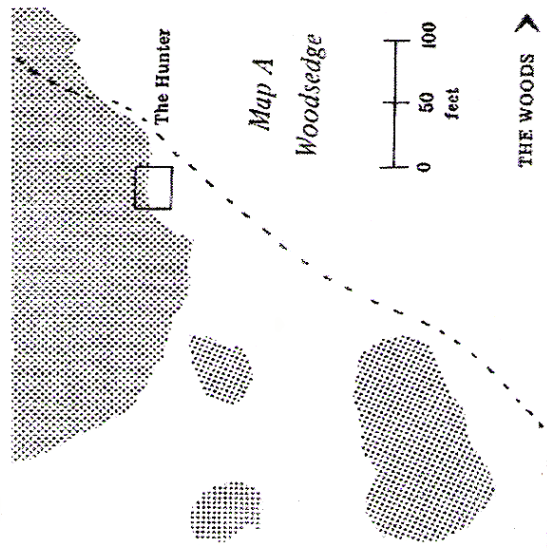
A dark-haired, somewhat heavy-set man of medium height, Rounde looks and moves like a man in his early thirties. However, his actual age must be considerably greater, since the foot-long scar across his left arm and shoulder came from the Rokhite-Smaar conflict - which ended some forty years ago.

Rounde cheerfully admits that his inn's strongbox is well-filled. He laughingly denies the village rumors that he possesses a substantial hoard of treasure - and few actually believe the stories, simply because Rounde, though somewhat mysterious, is cheerful and open-handed (for an innkeeper). He seems much less interested in travelers' money than in the information and entertainment they provide. As a result, Woodsedge Inn is the most popular hostelry on its segment of the Great Road.

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The eight center pages of this booklet, comprising four maps and four pages of text, may be removed and used by the GM. Simply loosen the staples and remove the pages; then replace the staples. If the removed pages are also stapled together to form a mini-booklet, you will find that each map will face the list of characters thereon, for easy reference. The only character who begins on Map B is Olger Rounde himself - unless the GM decides to change things around a little...

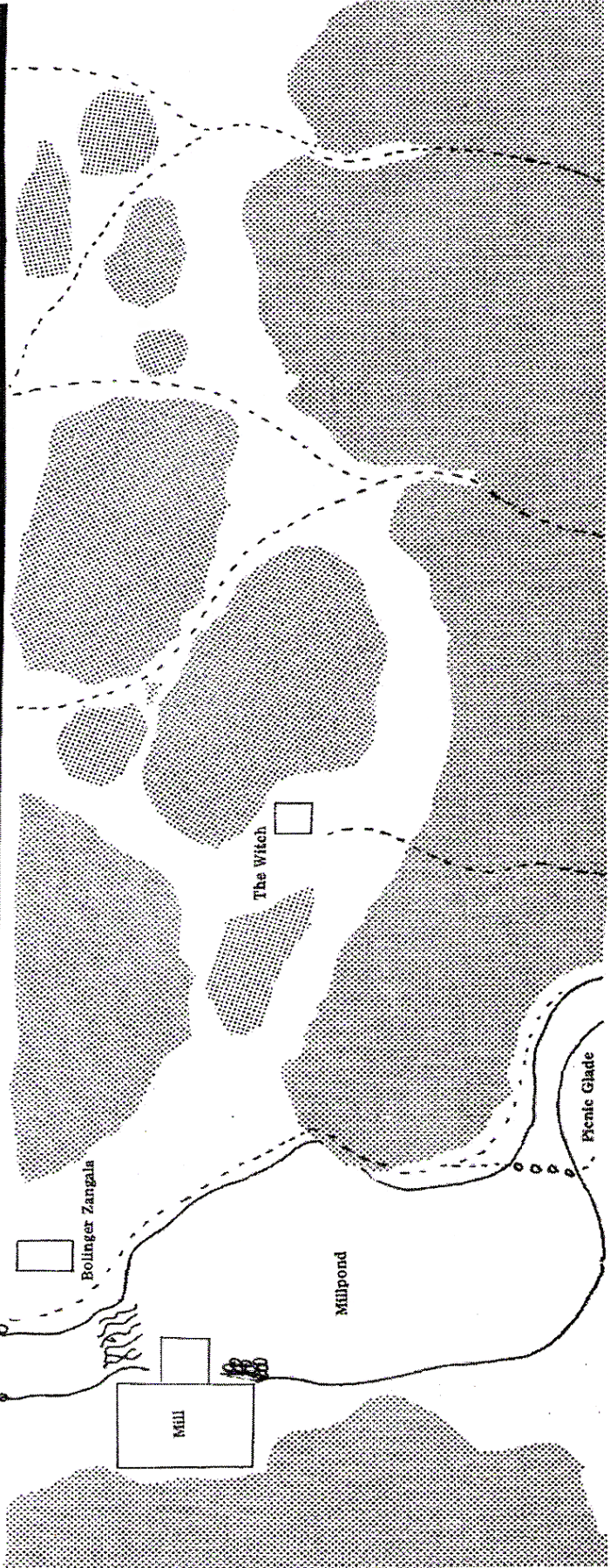
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1. The outlying cottages are not shown on these maps - you may wish to add them yourself.
 2. The specific weapons, spells, etc., which Rounde commands are left to the Game Master to determine.



← KHOSHT

THE GREAT ROAD

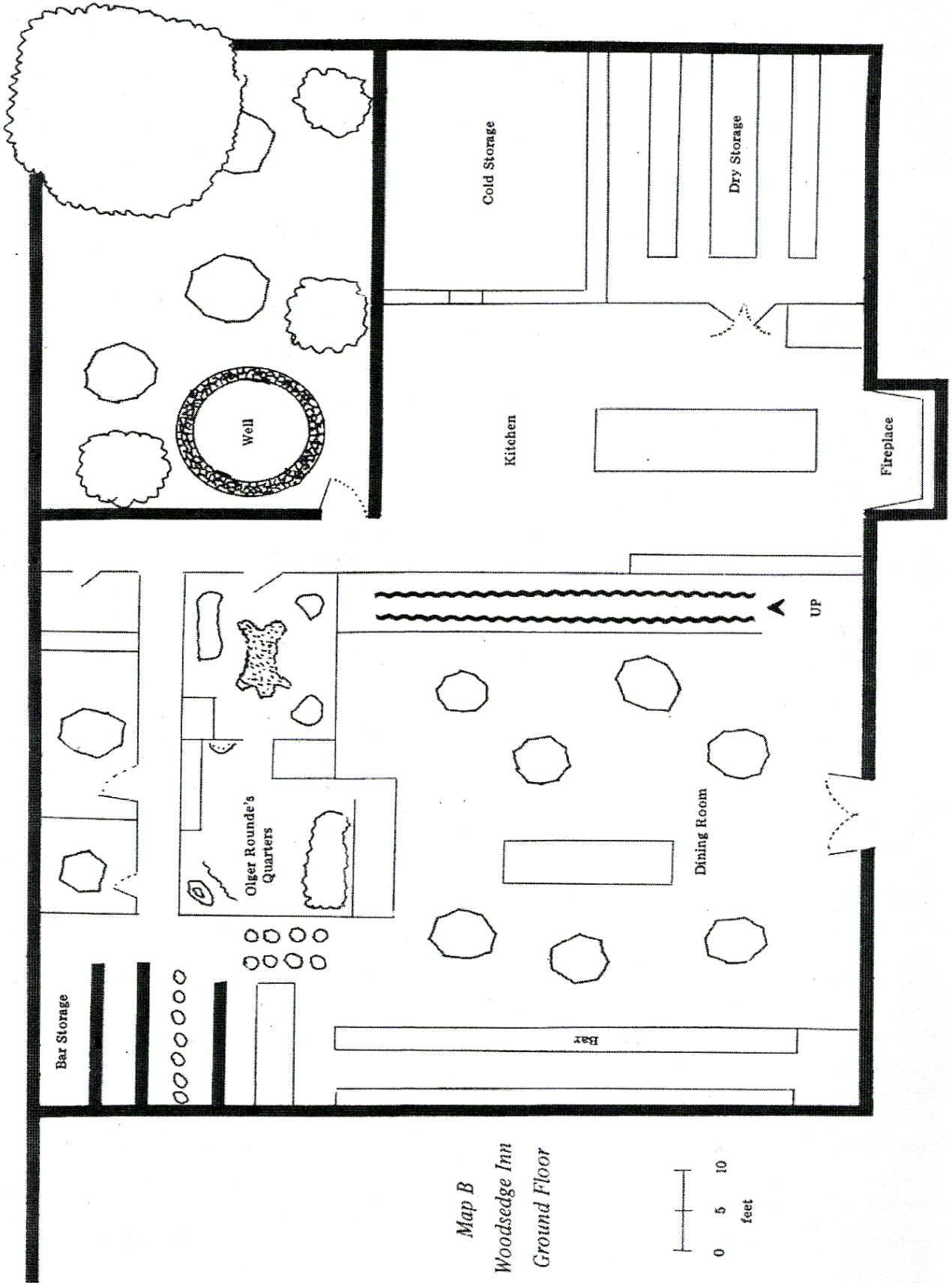
THE WOODS →



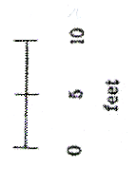
MAP A

CHARACTER	STR.	IQ	LUCK	CON.	DEX.	CHR.	ADDS	LEVEL
Durrin Dustybreeks (miller)	20	16	15	15	12	10	+11	3
Hob (apprentice)	15	10	10	15	12	10	+3	1
Hal Hayteeth	13	10	11	10	10	11	+1	1
Hilda Hayteeth (his wife)	10	12	13	10	12	11	+1	1
Able Hayteeth (their son, age 10)	9	10	12	6	10	13	0	0
Hairam Scytheson	17	10	17	16	12	13	+10	3
Anne Scytheson (his wife)	10	12	16	15	16	15	+8	2
Neal Scytheson (son, age 19)	15	11	13	14	10	14	+4	1
Rafe Scytheson (son, age 15)	15	6	11	14	12	8	+3	1
Sam Scytheson (son, age 14)	11	17	10	10	15	16	+3	0
Lynn Scytheson (daughter, age 13)	9	10	16	11	8	17	+3	0
Mike Scytheson (son, age 11)	11	10	6	16	7	11	-5	0
Jill Scytheson (daughter, age 8)	8	8	15	11	12	12	+2	0
Lill Scytheson (daughter, age 6)	6	8	14	9	9	14	+1	0
Zeb Scytheson (Hairam's eldest son)	17	11	15	14	10	15	+8	2
Nina Scytheson (his wife)	10	11	14	7	14	14	+4	1
Daffadil Scytheson (daughter, age 2)	2	4	8	2	2	9	-15	0
Marrygold Scytheson (daughter, 1)	1	2	6	3	2	8	-18	0
Hairam Scytheson II (son, 1 month)	0	0	4	1	0	6	-21	0
Oolog Glibtongue	8	14	14	13	12	10	+1	1
Gort Glibtongue (his brother)	4	13	15	12	13	10	-1	1
Simon "Gramps" Farmer (age 88)	10	6	16	10	6	17	+1	1
Rod Farmer (his son - grown)	16	5	12	11	9	14	+4	1
Sal Farmer (Rod's wife)(1)	12	17	10	15	15	12	+3	1
Sally -Farmer (their daughter, age 9)	7	12	9	10	9	12	-2	1
Nick Farmer (son, age 6)	6	10	9	11	13	9	-2	0
Zango Farmer (Simon's nephew)	15	10	11	11	11	13	+3	1
Willenda Farmer (his wife)	10	13	17	11	12	14	+5	1
Necco Farmer (son, age 25)	11	13	17	15	9	13	+5	0
Sil Farmer (Necco's wife)	15	11	10	10	12	9	+3	0
Lugo Farmer (their son, age 6)	3	5	3	7	5	5	-16	0
Woods Farmer (son, age 4)	3	4	6	7	5	5	-13	0
Bolinger Zangala (Mayor, bookkeeper, justice of the peace, lay priest, agent of the king, etc., etc ...)	10	18	17	10	8	13	+4	2
Marko Farmer (Simon's son)	16	10	10	11	6	12	+1	1
Linda Farmer (his wife - pregnant)	8	11	9	9	8	10	-2	0
Annabel Farmer (daughter - preg.)	7	6	3	11	8	13	-9	0
Waldo Farmer (son, age 22)	18	9	13	11	10	10	+7	1
Carp Fisher	14	10	11	11	11	11	+2	1
Goldie Fisher (his wife)	12	12	14	10	10	9	+2	1
Tad Fisher (son, age 19)	14	9	16	11	10	10	+6	1
Silver Fisher (daughter, age 16)	9	11	11	12	16	14	+4	1
The Hunter	21	10	19	12	10	11	+16	2
The Witch	10	22	12	16	14	7	+2	4

1. Sal Farmer is a magic-user; she knows all the first-level spells, and will achieve the second level of experience very shortly. Her husband Rod does not know this - but, then, he doesn't know much of anything else, either.

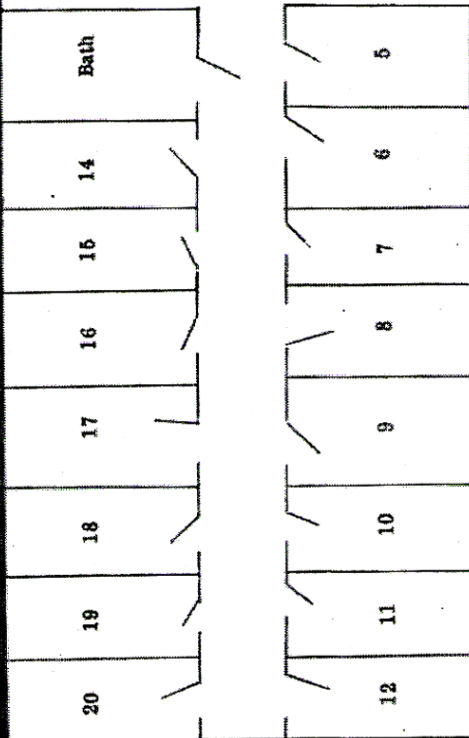


Map B
 Woodsedge Inn
 Ground Floor

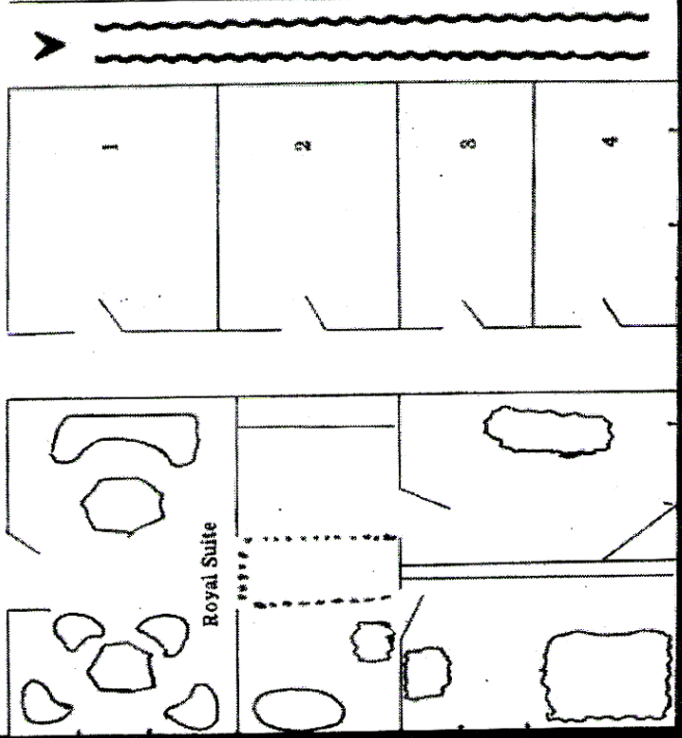


Brick wall - 16 feet

Spiked wall - 9 feet



DOWN



Bath

Porter
Porter

Tiny Steiner

Shar Steward
and family

Shela

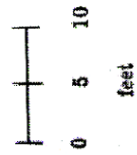
Tilly

Alvina

Sandy
Tara

Eard
Bastowell

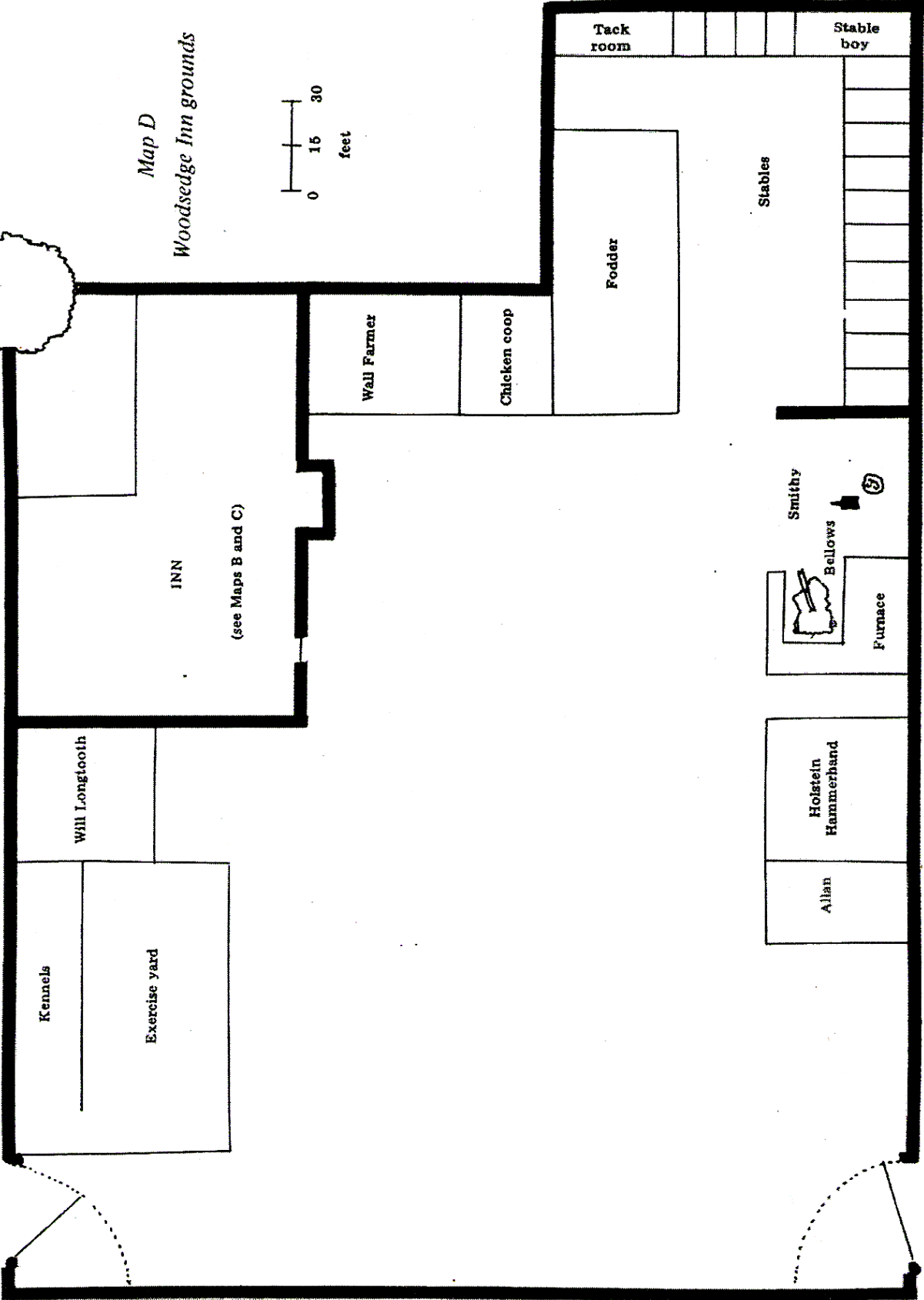
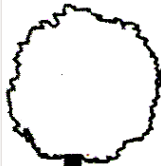
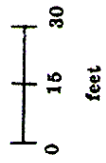
Map C
Woodledge Inn
Second Floor



MAPC

CHARACTER	STR.	IQ	LUCK	CON.	DEX.	CHR.	ADDS	LEVEL
Shar Steward (cook)	16	10	10	10	13	14	+5	1
Sherry Steward (his wife)	8	9	11	7	14	13	+1	0
Pepper Steward (son, age 10)	8	9	10	9	12	9	-1	0
Flower Steward (daughter, age 8)	7	11	11	8	13	14	-1	0
Bard Bastewell (cook's helper)	14	10	11	12	10	11	+2	1
Porter Porter (porter)	14	11	10	14	12	8	+2	1
Bob "Tiny" Steiner (barkeep)	21	11	19	14	10	10	+16	3
Tilly (serving wench)	9	9	10	8	12	12	0	0
Shela "	8	10	11	9	13	13	0	0
Sandy "	9	9	8	9	11	15	-2	0
Tara " (Sandy's sister)	10	11	10	9	14	18	+2	0
Ahvina (maid)	13	10	11	11	13	14	+2	1
Lord Rampant Trollroller	15	6	21	15	12	14	+12	3
Sir Crolf le Carte (his aide) (both in Royal Suite)	13	14	15	14	13	17	+5	2
Sven Hellthrasher (room 2)	12	6	15	12	13	13	+4	2
Rath Spearwielder (room 4)	15	9	14	14	13	17	+6	2
Hanson Troublehart (room 7)	7	10	16	9	11	14	+1	1
Mountrambler (room 9)	10	13	11	16	9	10	0	1
Morbun Rumswiller (room 12)	8	8	11	7	7	12	-3	0
Desmond Mudminder (room 14)	7	5	15	9	11	11	+1	0
Mirv "B. T." Zventi (room 15)	9	5	6	8	14	10	-1	0
Ranque Tanque (room 15)	11	12	10	9	11	10	0	1

Map D
Woodsedge Inn grounds



MAP D

CHARACTER	STR.	IQ	LUCK	CON.	DEX.	CHR.	ADDS	LEVEL
Will Longtooth (Hound Master)	19	12	19	16	12	11	+14	2
Lea Longtooth (his wife - pregnant)	8	11	10	8	8	13	-2	0
3 boys, each under 6 years old	4	4	8	4	4	9	-11	0
Holstein Hammerhand (smith)	25	12	11	16	11	11	+13	3
Allan (apprentice smith)	15	10	12	11	12	16	+3	1
"Boy" (stable boy)	12	6	11	18	11	8	0	1
Wall Farmer (groundskeeper)	16	12	11	16	12	10	+4	1
Mary Farmer (his wife - lame)	7	12	14	6	12	17	0	0
Tim "Rooster" Farmer (age 9)	10	12	11	14	10	16	0	1
Mary "little Mary" Farmer (age 5)	3	4	8	3	4	10	-12	0



V. SEQUENCE OF PLAY

General Explanation

Monsters! Monsters! is played in turns, usually representing about five minutes each of 'real' time. During each turn, all players and the Game Master move their respective characters, and the characters interact; they may travel, fight, flee, loot, search for treasure, or just sit around. Random factors are accounted for by the roll of the dice and the omnipotent GM. Strategy is determined by the players' cleverness or lack thereof.

Below are the speed tables and sequences of events for general play and combat. These seem complicated because they are. However, once mastered, they will result in a realistic simulation of complicated behavior and combat.

Read over the sequences once; then go on to the rest of the rules. You should then understand what is going on well enough to begin play, with occasional references to specific rules. At first, you will spend more time flipping through the booklet than you will controlling your characters, but the mechanical details will quickly become automatic and your play will grow faster and more interesting.

Movement and Speed

Each turn, the characters will travel a certain distance on the map. Obviously, this will depend both on terrain and the manner of travel. A lot of this has to be left to the GM's discretion, but here is a guide:

WALKING: 200 feet per minute
 RUNNING: 600 feet per minute
 FLYING: 1,000 feet per minute

Forest or rough ground will cut speed by half; heavy forest or swamp will reduce it to 1/3. Darkness reduces speed by half; this is halved again if you have no torches. (For nocturnal monsters, such as night-gaunts and orcs, this is reversed; daylight, if it can be tolerated at all, halves speed.)

Flight is slowed by darkness (or light), but not by the nature of the ground below, except that forest, water, etc., prevent takeoff and landing.

Aquatic creatures swim at walking speed.

When humans are fleeing from monsters, or vice versa, check the SPEED column of the MONSTER TABLE to determine whether the monsters can outrun the humans. When fleeing from something faster, a character must make his saving roll to escape, or turn and fight.

A combat turn should be considered one minute long. Game turns may be considered five minutes long - ten minutes may work better in large outdoor adventures.

The whole question of speed and movement is highly subjective. Game masters should strive for playability rather than realism, should the two considerations conflict.

Turn Sequence

This sequence determines what happens to the characters each turn.

- I. **MOVEMENT/ACTION.** The characters tell the game master what direction they go, what actions they take, etc. As they progress, the GM tells them what they see, hear, or otherwise sense. The characters may question the GM if they want more detail. (You may find it convenient to have one player act as Caller for the whole group of monsters, at least until combat starts.) This phase continues until the GM determines that one turn's worth of movement has occurred (see **MOVEMENT AND SPEED**).
- II. **WANDERING ENEMIES.** After the turn's movement is completed, the GM rolls to see whether any men or beasts happen on the party, and, if so, how the wanderers react. (See **WANDERING ENEMIES TABLE** and **REACTION TABLE**).
- III. **COMBAT.** This has its own sequence, which will be covered in the next subsection, but is mentioned here because it is likely to start either during movement (when the monsters catch a victim) or when a wandering enemy appears. When combat is joined, start the **COMBAT TURN SEQUENCE** (q.v.) and continue until combat ends due to death, capture, or flight of one party. When combat ends, or if there is no combat, go to Phase IV.
- IV. **RECOVERY.** Normal characters regain lost strength and/or constitution at one point per turn; some monsters recover constitution even faster. This recovery occurs here. Note that no recovery takes place during **COMBAT SEQUENCING**, and that healing spells, etc., are not used during this phase, but during Phase I. Record the recovered strength and/or constitution on the character cards. Go to Phase I of the next turn.

Combat Turn Sequence

Combat sequencing begins as soon as one side opens hostilities. A combat turn is assumed to last one minute, so figure distance traveled during flight, etc., accordingly. When combat ends, resume regular sequencing at Phase IV recovery. You may need it.

- A. The players specify any magic their characters will use; the GM does the same for the enemies he is managing. You may want to do this simultaneously, in writing, to achieve mutual surprise.
- B. The players specify which characters will oppose what foes, and with what weapons. If the GM feels that combat could not occur this way, he may overrule the players. Example: one ogre might be willing to stand off the whole city guard to let his buddies get away, but unless he's blocking off a very small alleyway, some of those guardsmen will get by him and go after the others.
- C. **Combat occurs.** Determine the effects of magic and missile weapons first, as these may take some fighters out of action. (Note that magic and missiles must have specific targets - see phase G.) Then determine the results of conventional combat. You may roll for each character separately, or make one roll for each side, as follows:

1. Dice-roll score for magic, if any. (See MAGIC)
 2. Dice-roll score for missile weapons, if any. (See MISSILE WEAPONS)
 3. Dice-roll score for survivors' conventional weapons. (See WEAPONS)
 4. Adds or subtracts for strength, luck, and dexterity. (See COMBAT ADDS)
 5. Adds and subtracts for weapons and poison. (See WEAPONS)
- D. Total the scores - dice and adds - for each side. (If there are two or more fights going on rather than a general melee, treat each separately.) Compare total scores; the side with the higher total wins that round.
- E. Figure hits. The difference in the scores is the number of 'hits' taken by the losing side. The characters on that side (if there are more than one) divide these hits equally between them. Example: Four orcs battle four men; the orcs' combat score was 75, the men's was 60. The 15 hits the men took must be divided as equally as possible between them: 4-4-4-3. If one of the men is a magician, he takes the smallest amount of hits (magic-users always get hit last); otherwise, the players may decide who gets the 3 hits.
- F. Figure effects of hits. Hits represent physical damage. Shields and armor protect their user by absorbing a given number of hits per turn (see SHIELDS and ARMOR). A magic amulet might also protect against physical attack. Those hits that are not somehow deflected count against the constitution of the victim. When your constitution reaches zero, you die.
- G. Hits from magic and missile weapons. Unlike ordinary weapons, missiles and magic can inflict hits on a member of the WINNING side. The scores from magic and missiles are used, along with those from regular weapons, in determining who won a combat round. However, characters struck by magic or missiles always take those hits themselves. If they are on the winning side, they are hit anyway; if they are on the losing side, they do not share those hits with the others on their side. Example: In the above conflict, one of the men was a magic-user, and threw a take-that-you-fiend spell which made up 20 of the men's 60 points. Even though the Orcs 'won' that combat turn, they had no defense against magic, and took 5 hits each. Note the rationale: magic cannot be stopped by ordinary defenses. Countercharms, etc., can defend against magic, just as shields can stop blows.
- H. Determine the changes in Constitution and Strength for all characters. Subtract all undeflected hits from Constitution as outlined above. Magic-users and rogues lose strength for casting spells (see MAGIC); rogues and warriors lose strength for fighting with oversized weapons (see WEAPONS). Note the new Constitution and Strength values on the character cards. A character is out of the conflict if he/she dies (constitution falls to zero) or collapses from exhaustion (strength falls to 5 or below).

If both sides still want to fight, begin a new Combat Turn. Otherwise, start regular sequencing at Phase IV. The GM may introduce more fighters, drawn by the sound of combat, if he had some in the area.

Note: One feature of combat not mentioned in the above-sequences is the Saving Roll. This can be called for at any time, and represents a character's chance of escaping some very unlucky event, such as getting hit by a thrown spear, falling into a mantrap, being killed by poison in the food those sneaky humans left lying around, etc. The Game Master will tell you when you need to try for a saving roll; he will try for saving rolls when his own characters are in trouble. See the SAVING ROLL subsection (page 29) for a full explanation.

VI. COMBAT

General Discussion and Example

Combat between men and monsters is the heart of this fantasy game. Every combat will be individual and different; you can't just roll dice and read your result on a chart. Combat scores depend on what weapons are used, plus the adds obtained for superior strength, luck, or dexterity.

Combat in Monsters! Monsters! is conducted by rolling dice for each of the combative parties and comparing the totals. Whether individuals or whole gangs are fighting, the player or group with the lower total must absorb 'hits' against their constitution before any further action. The conflict dice totals are modified by 'adds' (see COMBAT ADDS, page 7). Adds take into consideration those attributes that would most affect the outcome of a fight: strength, luck, and dexterity. Intelligence, constitution, and charisma would have few overt effects on a hand-to-hand struggle.

Clearly, the harder you can hit somebody, the more you can hurt them; that's why you get adds for strength. If you happen to hit them in a vital spot, that will do much more damage; that's why you get adds for luck. And if you are skillful enough to deliberately hit your foe where it hurts the most, you can do still more damage; that's why you get adds for dexterity.

A character adds one point to the dice total of each combat score for each strength, luck, or dexterity point over 12. The number 12 was chosen because it represents the high end of the average roll for 3 dice (which is what you rolled in the first place to determine basic attributes.) A human character with any attributes higher than 12 is obviously superior in this attribute and deserves a bonus. Now, a troll (for instance) averages between 27 and 36 in strength - three times a man - but his adds are still calculated by subtracting 12 from his strength rating. Even an average troll is far more powerful than an average man, and when his blows land they will do far more damage.

Remember, too, that a specially made trollish weapon will be worth three times the number of dice that a similar human weapon would be. A 2-die scimitar, blown up to 3 times its normal size and swung by a troll, is a 6-die weapon.

There are also negative adds - 'subtracts.' The low average for rolling three dice is 9. Therefore, a character with strength, luck, or dexterity less than 9 has the difference subtracted from his combat total each round, to compensate for general puniness, misfortune, and/or clumsiness. Gremlins and hobbits have 1/2 the strength of a man, so they may well have strength ratings under 9 and be required to subtract the difference from their combat total every time they fight.

There are some exceptions to the general principles outlined above. One has to do with the use of missile weapons - spears, daggers, slings, and especially various types of arrows. In archery, dexterity is vital. Therefore, archers with a dexterity over 12 (if they hit their chosen target - see MISSILE WEAPONS) get two adds for each dexterity point over twelve - likewise, two subtracts for each dexterity point under 9. (Remember that any character struck by a missile weapon (or magic) has to take those hits, even though they might have been on the winning side of the overall combat.)

This may not be too clear at this point, but a short session going through the motions with dice, pencil, and paper will help clear it up. An example (on a small scale) of how combat works, and how the numbers interact:

* * *

This is the story of Gil the Mad Hobbit, who met two ferocious ogres in the tunnels and had to fight them. Gil, who is crazy enough to wander around by himself, has a strength of 4, IQ of 8, luck of 8, constitution of 26 (he is little, but very tough), dexterity of 15, and charisma of 7. He is wearing a steel cap and a hauberk of tough leather, which armor has the ability to absorb 3 hits whenever he is on the losing end of a fight. He carries a bola, with which he is very good at entangling foes, and a jambiya (a vicious variety of hollow-bladed dagger from India) which is worth 1 die plus 4 adds - it is also poisoned with dragon venom, which quadruples its effectiveness. His adversaries are two ogre brothers named G'Knarsh and Grunnj, who wear no armor - just some smelly wolfskins around their lopsided loins - and are armed with bludgeons (little ones, for ogres - only 2 dice each). Their ratings are, respectively, 28, 6, 11, 22, 9, 9, and 24, 6, 8, 22, 14, and 15. (Grunnj has a smile that would knock your eyes out(I).) Due to his lack of strength and poor luck, Gil has a subtract of 3. G'Knarsh has a combat add of 16 for his strength alone, and Grunnj has an add of 13. (Figure these out for yourself.)

"Hey, look," said Grunnj. "I see a hobbit. Let's eat it."

"Yummy," answered G'Knarsh. Without another word, the two ogres lumbered toward the pop-eyed hobbit.

Any sane creature would have turned and run, but, as we have already said, Gil is cuckoo. Instead of running, he whipped out his bola and sent it whirling toward the legs of the foremost ogre. G'Knarsh went down with a crash, his two hairy, flea-bitten legs tied together tighter than Siamese twins. Failing to make his saving roll, G'Knarsh struck his head on the stone floor and KO'd himself.

Then, with a blood-curdling scream of rage, Gil hurled himself toward the somewhat amazed Grunnj, who was attempting to flatten the little boulder with his club. Here we make the combat roll for both contestants. Grunnj rolled a 6; his combat adds bring his total to 19. Gil rolled a 6; +4, and quadrupled because of the poison to 40; his subtracts bring the final total to 37. This is absolutely the best Gil could do. Grunnj found himself flailing at the air, with a maddened hobbit clinging to his belly hair and stabbing him repeatedly. In the first turn he took 18 hits, which are subtracted from his constitution of 22, leaving him nearly dead with a new constitution of 4.

Grunnj dropped his club and tried to grapple with the quick little creature, who kept right on hacking. G'Knarsh came to (good constitution) looked at his staggering and badly bleeding brother, and immediately began to tear with long, dirty fingernails at the rope around his feet. Ogres roll 2 dice for unarmed combat. On this turn Grunnj rolled a 7 for a total of 20. Gil only rolled a 1; +4 is 5; quadrupled is 20, minus 3 is 17. Grunnj was not wounded, and inflicted hits on the hobbit, but Gil's body armor could take that much punishment, leaving him unhurt. The two exchanged a fierce but inconclusive flurry of blows.

By this time, the second ogre had freed himself. Seeing that he couldn't use his club without hitting his brother, he flexed his talons and joined the brawl. Gil continued to foam at the mouth and slash wildly with his poisoned dagger. The ogres scored a total of 46 while the hobbit only managed 33. Gil took 3 hits on his armor, but was also severely scratched and torn taking 10 hits to bring his constitution down to 16. The battered Gil suddenly realized that he might not win this fight after all. He began to yell - the high, wailing screech of a hobbit in trouble.

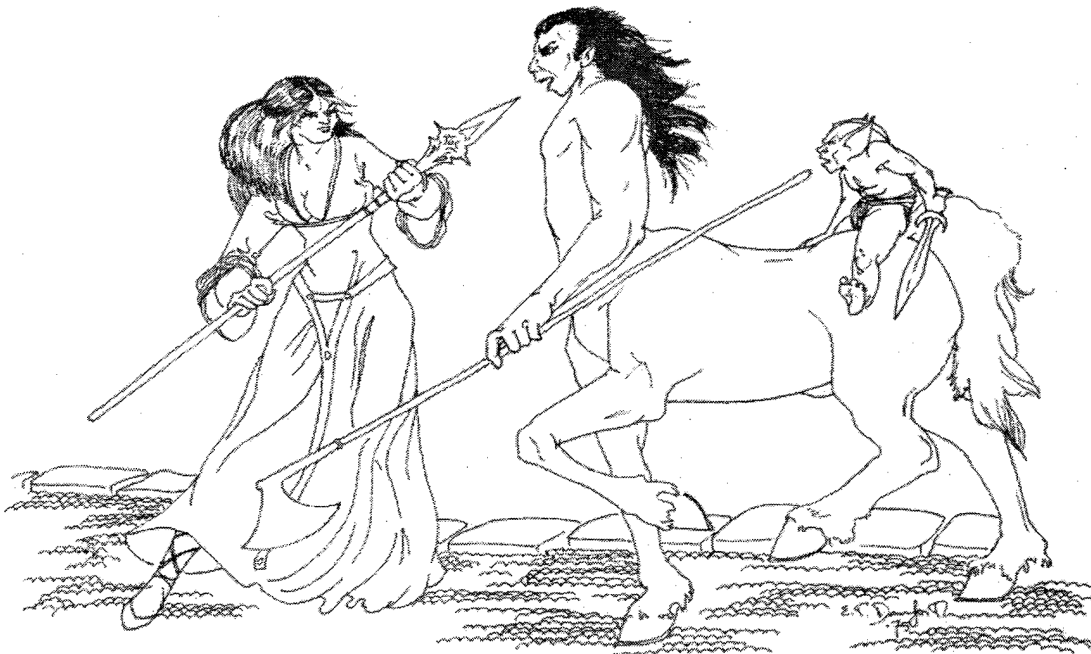
Obviously, if we continue this fight, the ogres will eventually reduce Gil's constitution to zero and kill the little idiot. As a matter of fact, they would get him the next round; the venom has worn off his dagger, so it is no longer quadrupled. Luckily for the hobbit, his screams were heard by another party of dungeon delvers, who hastened to see what was going on. When the newcomers rounded the corner, the ogres recognized the better part of valor, tossed Gil away, and ran. Gil was saved, through no merit of his own(1).

* * *

And that is a simple example of how combat works.

The MONSTER GLOSSARY tells which monsters use weapons; most manlike monsters are capable of using artificial weapons. There are a great number to choose from (see WEAPONS TABLE), each distinctive in the number of dice and adds it is worth, strength and dexterity needed to use it properly, etc. Other pertinent points will be covered in the sections on WEAPONS and MAGIC.

1. If you wonder what happened to Grunnj, who had all that dragon venom coursing malevolently through his veins - it's up to the GM. Some would say that unless he found a magician to use a healing spell, it would eventually kill him. Others would say that ogres are tough and that Grunnj would recover.



Wandering Enemies

When human characters are exploring a tunnel complex, there is always a chance they will run into a monster just wandering around. Likewise, when the monsters invade human turf, they ought to be aware that they might meet an unexpected adventure or two - a peasant who stepped outside to relieve himself, a savage watchdog (or a whole pack), a band of thieves, a squad of soldiers... During regular turn sequencing, the GM rolls 1 die after movement/action is completed. On a roll of 6, a wandering enemy from the table below appears. During combat turn sequencing, don't roll. GMs should assume that the sound of battle will scare away harmless types, but attract soldiers, etc.

Wandering Enemy Table - roll three dice

Dice roll	Character(s) encountered	Dice roll	Character(s) encountered
3	Bear (4 combat dice)	12	10 peasants
4	Small child (0 dice)	13	1 fighter
5	Cow (1 die)	14	2 fighters
6	Dog (1 die)	15	10 fighters
7	3 dogs	16	1 Level 1 magic-user
8	10 dogs	17	1 Level 2 magic-user
9	1 peasant	18	2 Level 3 fighters -
10	2 peasants		15 combat adds each,
11	4 peasants		and wearing chain mail. Good luck...

The GM may fill in whatever details of age, sex, profession, etc., are needed to conform with the environment he has established - or he can throw out this table and invent his own. Note that the TREASURE GENERATION TABLE (p. 40) may be called for after the monsters meet, defeat, beat, and/or eat someone.

Reaction Table

Not all encounters are hostile. When monsters meet men unexpectedly, the GM rolls two dice to determine the reaction to the monsters. This reaction is based on the monsters' charisma. If the monsters in a group have different charismas, use the leftmost column - that is, the most impressive monster.

Dice Roll	Charisma				Note: for monsters with a numerical charisma, convert as follows:
	!	+	o	?	
2	A	A	A	A	
3	F	F	A	A	17-18 up = + Handsome or awesome.
4	R	F	A	A	10-16 = ° More or less normal. However, a human would react to an armed band of orcs the way he/she would react to an armed band of anything else...
5	R	F	F	A	
6	R	F	F	A	
7	R	F	F	A	
8	R	F	F	F	5-9 = ? Ugly and disgusting.
9	R	F	F	F	2-4 = ! Ugly - so ugly as to be terrifying.
10	R	F	R	R	
11	R	F	R	R	
12	F	F	F	F	

A: The humans attack the monsters immediately.

F: The humans will be friendly if given the chance, but will fight if attacked.

R: The humans run away. Monsters may pursue, fire missiles, etc., if they wish.

Unusual Combat Situations

Ordinary combat occurs when one character fights another character or group, or when two groups fight in melee. Such combats are resolved by a general rolling of dice, with the adds and subtracts totaled in, and the losing party taking the difference in combat scores in 'hits,' as explained above.

An unusual combat situation may arise either at the GM's option; or when enough of the players insist that the situation is unusual. Unusual combat situations are those in which both sides in the contest will take hits, or when so many individuals are involved that it is impractical to make individual weapon rolls and compare totals.

An example of the first type might involve the attack of a troll on two humans, one of whom is a Level 1 magic-user. The troll comes up roaring and smashing to achieve a combat total of 65. The human warrior fights well with a heavy weapon, for a score of 42, and the mage throws a *Take-that-you-fiend* spell worth 16 (his IQ) to bring the human total to 58. The troll has no protection against magic, and must take 16 hits, even though the warrior's weapon never touched him. On the other hand, the humans were outfought by 7 points and must take that many hits between them. (They may take these hits on armor and shields, if they have them, and emerge unscathed or only lightly wounded.) The warrior takes 4 hits and the mage 3 (while hits are equally shared in melee combat, the magic-users are always the last to be hit). The only defense against magic is a specific counter-spell or protective charm.

Another example: if two magic-users simultaneously attacked each other with spells, both attacks would succeed. It is not a case of the stronger spell canceling the weaker one.

In any combat, the GM may declare that both characters are fighting all out on offense and attempting no defense. In such case, both fighters also try for saving rolls (q.v.). Usually a first-level roll is sufficient, but the GM may call for a higher-level roll if one character is in a really bad situation. A character making his/her saving roll only takes the amount of hits he/she is beaten by (unless he/she wins). Otherwise, win or lose, the foe's weapon does the most damage it could possibly do(1).

The other type of unusual combat occurs when you are dealing with tremendous numbers of fighters, such as a meeting of the city guard with a hundred outlaws or a mere half-dozen giants. Here is where the creativity of the Game Master must come into play. You may just settle such situations by executive fiat - perhaps a single throw of the dice. There is no hard and fast rule. Make up something reasonable; as GM, you have the absolute right to do it. Just remember - if your solutions are too often silly or illogical, the players will lose respect for you and quit. And keep in mind that every special solution sets a precedent.

1. I had a situation once in Khosht where a guard standing atop a wall with a halberd was fighting a troll with a warhammer, who was hanging onto a woven iron cable with one hand and trying to fight with the other. Neither could effectively defend himself. Both missed their saving rolls. The troll was decapitated, having already taken enough hits to slay two ordinary men in the course of his attack on the city. The guard was hit in the legs - they were smashed, and he was knocked out of the fight. - KStA.

Saving Rolls

From time to time, characters may be placed in such danger (either by a trap, by combat, by magic, or by their own clumsiness) that only pure luck can save them. This is where the 'saving roll' comes in. All important characters in this game have a luck rating - the higher the rating, the luckier the character. The saving roll needed is based on a character's luck rating.

These rolls are set up in levels of difficulty. If the peril to be avoided is something fairly ordinary, like dodging a missile or not falling into an open cesspool, only a first-level saving roll would be required. But if the peril is something tremendous, like escaping from the center of a burning, collapsing house with archers stationed on all sides to pick you off as you come out(1), a third or even fourth level saving roll might reasonably be required.

When making a saving roll, although you always use two dice, doubles add and roll over - i.e., if you roll two 4s, you may roll again, and add the 8 you already have to the new roll, whatever it is. Thus, it is possible to keep rolling and adding indefinitely, if you can keep rolling doubles, so don't despair if you find you need a saving roll of greater than 12. The following chart gives the first 4 levels of saving rolls. The progression should be clear(2).

Level	Formula	Minimum roll required	
1	20 - luck	5	In other words: subtract your luck from the appropriate number to get your saving roll - which can never be less than the minimum, no matter how lucky you are. Accidents can <u>always</u> happen.
2	25 - luck	7	
3	30 - luck	9	
4	35 - luck	11	

As a character attains higher levels, he/she will have opportunities to improve his/her luck, making the higher saving rolls easier. Also, GMs often let you run across magical treasures which improve (or worsen) your luck, so ratings of 30 or even higher are not unheard of.

When a character misses his saving roll by a narrow margin, the GM may relent and inflict a milder version of the original hazard. This will only happen with a kindly GM, especially since, for his own honor, he will want to kill as many of you attacking monsters as he can.

Saving rolls are usually used to avoid mechanical traps, dodge missiles, escape death after exposure to poison or disease, etc. They are usually not used as a defense against magic, although the GM may decree otherwise. A character in hiding may need a saving roll to avoid discovery. In general, if there is a question as to whether a player would be lucky enough to accomplish something, the 'saving roll' concept can be applied, whether or not some 'escape' is involved.

If a non-player character requires a saving roll, the GM will (try to) make it for him/her.

1. GMs, I hope this gives you ideas. - SJ.

2. Although there isn't much that could happen, short of the sun going nova, that should require a fifth-level saving roll. - SJ.

Missile Weapons

Missile weapons are treated differently from ordinary weapons. When a missile (spear, arrow, thrown ax or dagger, spitball, or whatever) is fired, it is necessary to roll (1) to see whether it was accurately fired, and (2) whether, if it was, the target was lucky enough to duck it.

Dexterity represents marksmanship. The table below shows the roll needed to hit one's target at various ranges. However, note that a character fighting at less than full strength, or while wounded, would tend to be less accurate. Therefore, if you are doing the William Tell bit while not physically up to par, subtract the missing strength or constitution points from your dexterity rating before consulting the table below.

Dexterity	Analysis	Die roll needed to hit		
		Short Range	Medium Range	Long Range
0-6	Rotten	1	miss	miss
7-9	Very bad	1-2	miss	miss
10-12	Bad	1-3	1	miss
13-15	Poor	1-4	1-2	miss
16-18	Passable	1-5	1-3	1
19-21	Fair	Hit	1-4	1-2
22-24	Good	Hit	1-5	1-3
25-27	Keen eye	Hit	Hit	1-4
28-30	Excellent	Hit	Hit	1-5
31 or better	Superlative	Don't worry. You never miss		

To use a missile weapon, find your dexterity on the chart above and roll 1 die. If you roll inside the appropriate range, or roll "hit," you got them. The damage you do depends on what kind of weapon you are using and how many adds you have. The victim absorbs all missile weapon hits himself, without sharing with his comrades, if any. For missile weapon adds, see page 24.

Subtract 5 from the archer's dexterity (for these purposes) unless he/she is specifically one of those monster types with good night vision.

Close range is 0 to 10 feet. Medium range is 10 to 100 feet. Long range is 100 feet to the weapon's range limit - see WEAPONS TABLE.

The GM may allow player characters to attempt saving rolls (q.v.) to escape being hit, if they are aware they are being shot at. There are a few people who can bat arrows out of the air, and there is always the chance of getting your shield or armor in the way, or of taking the shot in a non-vital area. To avoid damage, the character must make a first-level saving roll against an archer with a dexterity under 13, second-level against 1-3 to 21, third-level against 22 to 27, fourth level against 28 to 31... This only applies if the shooter fired well enough to hit them in the first place.

You will note that the analyses above don't rate any archer as good until he has improved his dexterity considerably beyond even the best original rating. Fine archers are rare. The Gray Mouser was good with a dagger, but he was probably eighth or ninth level, at least(1). Et cetera.

1. Strictly speaking, of course, the Mouser was a rogue, since he used a little magic now and then - and rogues can't progress beyond the seventh level. But maybe nobody had the nerve to tell the Mouser that... - SJ.

Unarmed Combat

Combat without weapons is common in this game. Many monsters don't need weapons, and the average citizen, surprised in his back yard by orcs, won't have his broadsword handy. (The average citizen doesn't have a broadsword.)

Unarmed combat is resolved by taking into consideration the physical equipment of the fighters. Each rolls a certain amount of dice to see how much bare-handed (clawed? pawed? tentacled?) damage he/she inflicted. The more formidable the character, the more combat dice he/she will roll.

An ordinary human will roll one die (plus or minus his adds or subtracts). A Level 2 human rolls 2 dice, etc. (except that magic users fighting barehanded always roll 1 die, which should encourage them to stick to their spells). Monsters' dice are based on their strength. The number of dice a monster rolls is the same as its strength multiplier from the MONSTER TABLE, rounded up. Thus, orcs, gremlins, and goblins each get 1 die, an ogre gets 2, a troll 3... a dragon 25. For each level a monster rises, it gets one more die, or 1/5 the number it already has, whichever is greater.

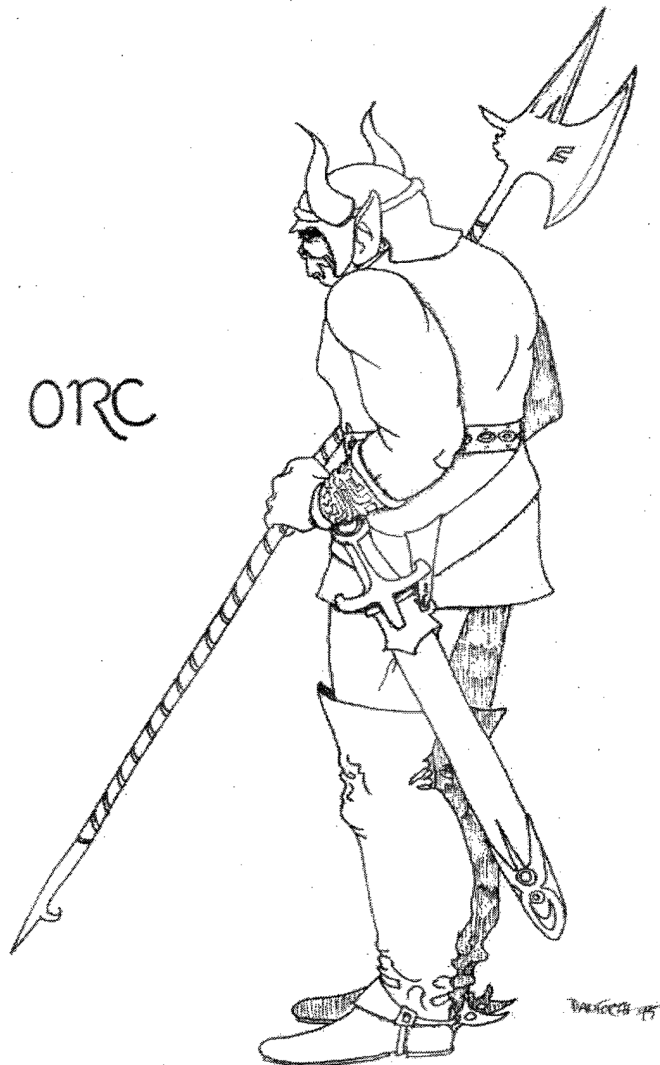
Otherwise, unarmed combat is treated like any other kind.

Weapons

Humans need to be armed if they're going to put up a fight, and some of the more manlike monsters may prefer to carry weapons to augment their already huge destructive capabilities. Therefore, on the next page is a condensed table of the more interesting weapons one might expect to find in common usage in a fantasy world.

Note that big monsters would carry big weapons. A human weapon in the grip of a troll, who is twice as tall and three times as strong as a man, would be like a butter knife as human armament. To convert a human weapon from the table to its monstrous equivalent, multiply all the qualities given by the monster's strength multiplier.

Thus, a troll's broadsword would be worth 6 dice and 9 adds and would require a minimum strength of 30 to wield it without tiring. (The dexterity numbers would not change.) Likewise, small and weak monsters, such as gremlins, might carry proportionately reduced arms.



Weapons Table

	Weapon	Dice	Adds	DN	D-	SN	Range
SWORDS	Great Sword	3	+3	-	2	15	-
	Broadsword	2	+4	-	1	10	-
	Falcion	2	+2	-	1	10	-
	Cutlass	2	-	-	1	8	-
	Sabre	2	-	-	1	8	-
	Scimitar	2	-	-	1	7	-
	Rapier	2	-2	-	1	6	-
DAGGERS	Sax	1	+5	10	-	7	15
	Dirk	1	+2	4	-	-	15
	Katar	1	+1	8	-	-	15
	Poiniard	1	-	4	-	-	25
	Stiletto	1	-2	4	-	-	15
POLE WEAPONS	Pole Ax (10')	6	-	13	4	16	-
	Halberd (8')	5	-	12	3	14	-
	Billhook (10')	3	-	8	3	13	-
	Scythe (5')	3	-2	7	2	11	-
HAFTED WEAPONS	Bec de Cervin	5	-	-	3	18	-
	Great Ax	4	+3	-	2	21	-
	Mace	4	+2	-	2	16	-
	Morning Star	4	-	12	2	17	-
	Broadax (1 blade)	3	-	-	2	17	-
	Francesca(1)	2	+2	12	1	9	20
	Bludgeon	2	-	-	2	9	-
SPEARS	Pike (10')	5	-	12	3	15	-
	Pilum (8')	4	-	8	2	12	-
	Phalanx Spear (8')	3	-	11	3	10	-
	Spear (6')	2	+1	11	2	8	20
	Javelin (6')	1	+3	7	1	5	25
MISSILE WEAPONS	Arbalest (crossbow)	7	-	9	-	15	100
	Cranequin (")	4	-	8	2	13	70
	Longbow	2	+3	12	2	12	150
	Self bow	1	+5	10	2	9	100
WEIRD WEAPONS	Sling	1	-	8	-	-	40
	Bola(2)	-	-	9	-	-	30
	Quarterstaff (6')	2	-	15	2	10	-

Dragon Venom(3) Quadruples effectiveness of edged weapons before adds.

DICE indicates the number of dice rolled for the damage the weapon does.

ADDS indicates the number added (or subtracted, if negative) from the dice roll.

DN indicates dexterity required to use weapon. Characters with insufficient dexterity must make saving roll to avoid injuring themselves.

D- is the amount by which dexterity is diminished if the weapon is carried while another weapon is being used.

SN is the strength needed to use weapon without tiring. A character with insufficient strength loses one strength point each combat turn.

RANGE is the maximum effective distance weapon fires (missile weapons only).

1. The francesca is a throwing ax. If used hand-to-hand, disregard the DN.

2. The bola will trip your foe if your dexterity is 16 or greater; otherwise, roll the dice. Roll an even number and you trip him.

3. Poison will wear off after 3 combat turns and must be reapplied.

Shields and Armor

Shields and armor will take hits for you, making you much harder to kill. (Note: Magic-users may wear only leather armor and may not carry shields.) Some types (i.e., plate armor) will last indefinitely - that is, until the GM decides they're about shot, and tells you so. Others (i.e., a cheap shield) might absorb a total of ten hits and be destroyed; you would be so informed when you acquired the shield. The number of hits per turn that each type of shield and armor will absorb are shown below.

Shield type	Hits	Armor type	Hits
Tower shield	4	Plate armor (complete)	10
Figure 8 shield	3	Ring mail (complete)	7
Knight's shield	3	Chain mail (complete)	5
Scutum	3	Scale armor (complete)	4
Target shield	2	Leather armor (complete)	2
Buckler	1	Arming doublet	1
Viking spike shield	2	Leather jerkin	1
(The Viking shield is also a weapon, doing 1 die of damage per combat turn.)		Steel cap	1
		Gauntlets	1

In certain situations, the GM may decree armor or shields to be useless. For instance, if you are hit by an arrow, and miss your saving roll, your leather armor may help you, but your little steel cap won't.

Note that the better the armor or shield, the heavier it is. We have omitted detailed consideration of various and sundry weights. The GM should simply penalize armored characters who try to move quickly. Plate armor or a big shield, for instance, would cut speed in half at the very least.

In the alternative, a GM might allow an armored character to move at full speed, but penalize him/her with the loss of one or two strength points for every turn of armored full movement. Use your own judgment.



VII. MAGIC

General Discussion

On the next three pages are listed the first four levels of the basic, human-oriented, anti-monster magic which originated with Tunnels and Trolls. These are the spells available to the good magic-users the GM creates, and to the player characters who are human or near-human magic-users (i.e., witches, half-orcs, shadowjacks, etc.). Higher magic (up to 17th level) is included in the original Tunnels and Trolls. You may also invent higher-level spells of your own, following the basic rules of magic: high-level spells take more strength, dexterity, and IQ, and cost more to learn.

Players' characters may learn any spells appropriate to their own or a lower level, simply by paying the price before an adventure starts. The GM's good characters may be endowed with whatever spells are appropriate to their levels.

In the following tables, the Cost/Strength column shows the strength points a character loses when a given spell is cast. The Range column shows the maximum distance at which a spell will work. If no range is given, the magician must be within touching distance of the object to be ensorcelled. The note after each level's spells shows the cost-to-learn and IQ necessary for that level.

Some of the following spells are marked with asterisks. This indicates that these spells may also be cast as higher-level spells. A spell doubles in power for each level above its original level, and increases in cost by its original strength expenditure per level. Thus, a first-level spell cast on the third level takes 3 times the strength, but is 4 times as powerful. The same spell cast on the fourth level would have 8 times the original power for only 4 times the original strength cost.

STAFFS. "Good" mages are almost always endowed with staffs. These sorcerous tools facilitate the casting of spells by reducing the strength expended to cast the spell by one unit for each level that the magic-user has attained. Thus, a second-level magic-user subtracts 2 from the strength cost of casting a spell when using his staff. Staffs come in three varieties - makeshift, ordinaire, and deluxe. A makeshift staff is any piece of wood picked up and used by a magic-user - trouble is, it will burn out after twice its user's IQ in spells has passed through it. The staff ordinaire is permanent but has no special properties not already mentioned. The deluxe staff is a better model. Fabricated by unemployed 17th level wizards, a deluxe staff has a name, is indestructible, and remembers any spell ever cast through it. They are also faithful to their masters, and may only be taken at the original owner's death. (An owner can give a staff away of his own free will, if the staff is agreeable.)

Staffs may look like wands, quarterstaffs, or what-have-you. A magic-user can tell if a piece of wood is a staff with the *Detect Magic* spell.

Monsters never start with staffs - the good ones are unavailable in the dungeons, and evil characters cannot create makeshift staffs(1) - but they can acquire and use staffs if they slay a human magic-user.

1. Eighth law of thermodynamics. - SJ.

Level One Spells

Name	Description	Cost/Strength	Range
Detect magic	Inherent power of magic-users. Detects good/bad magical vibes.	0	10'
Lock Tight*	Locks and holds shut any door for 3 turns, unless higher-level magic is used to open it.	2	--
Will-o-wisp	Lights up finger in lieu of torch.	1	--
Knock-knock	Opens locked doors (usually).	2	--
Oh-there-it-is	Detects invisible or concealed doors or things, but not invisible beings.	4	10'
Hidey Hole*	Makes user and party invisible (usually undetectable) for 3 turns	10	--
Take That, You Fiend! (or Foe)	Uses IQ of caster as weapon against foe. Subtract caster's IQ from victim's constitution. Only magic will protect victim.	6	20'
Vorpal blade	Doubles basic attack die roll for swords and daggers (only) for one combat round.	5	--
Oh-go-away	Combines total IQ, Luck, and Charisma of caster to drive away foe with lower total Strength, IQ, & Charisma. If spell fails, foe will chase caster, ignoring other characters.	5	20'
Teacher	May be used to teach another character any one spell the teacher knows.	3	--

First-level spells require an IQ of 10 and a dexterity of 8. They are the "basic equipment" of all human and humanlike magic-users.

Level Two Spells

Omnipotent Eye	Determines nature of spell on enchanted person or object.	5	--
Yassa-Massa	Used on an already-subdued foe, this spell will permanently enslave him/her if the victim's total strength, IQ, and charisma are lower than the magician's.	4	--

Name	Description	Cost/Strength	Range
Cateyes*	Lets one see in the dark for 3 turns.	6	--
Glue-you*	Impedes motion. Reduces speed of its target (up to 3 beings) by half.	8	20'
Little Feets...*	Doubles speed for one regular turn.	7	--
Mirage	Projects illusions. Their reality is destroyed by physical contact.	8	100'
Poor Baby	Healing spell. Does not cure diseases or injuries caused by higher magic. Works only on constitution and cannot raise it above original level.	2 for 1	--
Oh Dread	Premonition spell. Used to predict the next peril that will threaten you, but does not tell when or where.	3	--
Double Double*	Doubles any prime attribute of any character for up to 5 turns. When spell wears off, that attribute is halved for same number of turns. (As a higher-level spell, only <u>time</u> is increased.)	9	--
Whammy*	Triples dice roll of any weapon for one conflict turn.	10	--

Second-level spells require an IQ of 12 and a dexterity of 10 for successful use. They each cost a magic-user 500 g.p. to acquire.

Level Three Spells

Curses Foiled*	Removes evil spells and curses cast by lower-level magicians.	7	--
Slush-yuch*	Converts up to 1,000 cubic feet of rock to mud or quicksand for 2 turns.	9	40'
Rock-a-bye	Puts foes to sleep for 1-6 turns (roll one die for each foe) if caster's strength, IQ, & charisma exceed victim(s)' strength rating.	11	20'
Dis-spell*	Negates magic of same or lower levels.	11	50'
Blasting Power*	Throws either fire or ice at foes. This blast has same number of dice as user's level number, plus caster's combat adds.	8	40'

Name	Description	Cost/Strength	Range
Fly Me*	Allows user to fly for one turn.	7	--
Healing Feeling	Cures any kind of disease.	12	--

Third-level spells require an IQ of 14 and a dexterity of 12 for successful use. They each cost a magic-user 1,000 g.p. to acquire.

Level Four Spells

Too-bad	Toxin Cures any wound or damage done by poison.	7	--
Wink-wing*	Allows to transport yourself (only) up to 50' in the direction of your choice, without crossing space between.	14	--
Smog	Lets you project a cloud of poison gas at your enemies. If they breathe it, they lose at least half strength, and GM may decree they die.	11	50'
Dum-Dum	Reduces foe's IQ to 3 for 3 turns, or double your spell back.	8	20'
Bigger is Better	Increases size and value of any object. Roll 2 dice and multiply attributes by that number.	11	5'
Smaller is Smarter	Decreases size and value of any creature or object. Roll 2 dice and divide current attributes by that number.	11	5'
Protective Pentagram*	Creates a protective barrier 3' in diameter for 2 turns. No spell or weapon can penetrate.	12	--
Upsidaisy*	Allows one to levitate and move objects/beings up to your own weight for 1 turn.	9	--

Fourth-level spells require an IQ of 16 and a dexterity of 14 for successful use. They each cost a magic-user 1,500 g.p. to acquire.

Special Monster Magic

Dreamed up by Bear Peters

Certain types of monsters have their own magical powers, sometimes analogous to and sometimes completely different from the human magic previously discussed. These spells may not be used by any other type of monster or by humans - except, possibly, if they were used by a monster carrying a deluxe staff, which would then learn the spell, and could enable any subsequent owner to use it.

DEMONS At a strength cost of 15, demons can put Bat Wings on any monster or human. These wings last for 3 turns and allow the wearer to fly. Demons can also use all human magic up to and including fourth level.

DRAGONS, WORMS, & WYVERNS Although not usually magic-users themselves, dragons and their relatives possess a tremendously high IQ, which endows them with a great understanding of sorcery. They are immune to any spell cast by a character of an IQ lower than their own, and can, if they wish, negate any spell cast by such a character merely by touching the enchanted object.

GOBLINS Darkest Hour: This spell drains light from any natural source except the sun. The cost is two strength units each turn the light is quenched. Furthermore, the goblin casting the spell will glow with the drained light for one turn after he ceases to cast the spell.

GREMLINS Finagle's Demons: Causes anything in the vicinity that can go wrong to do so, in favor of the gremlin and his friends. The GM will determine what happens, but players are free to make suggestions. A gremlin may only use this spell once per adventure. The cost is five strength units.

Brimstone Blip: A teleport spell, worth five feet in distance for each IQ point the gremlin uses to generate it. Costs no strength but diminishes IQ of gremlin for the rest of the adventure, as each point used to generate distance is temporarily lost.

OGRES Wise Disguise: Lets ogre disguise himself or any other living thing in any human, animal, or monstrous form. The cost is ten strength units for each individual so disguised. The spell will last as long as the ogre remembers to say in a voice audible to the spirits (i.e., the GM), "wise disguise" every three turns. This spell will not fool any character with an IQ higher than that of the ogre.

TROLLS Ole Stonewall: Creates a stone wall, raised out of the earth or any other available solid, containing 100 times the troll's strength in cubic feet of granite. This wall will appear anywhere within fifty feet of the troll, and its creation will halve the troll's strength permanently.

Rock-a-bye-bye: If a character's strength, luck, and IQ total less than the troll's, this spell turns them to stone. However, should the troll attempt to use it on a character with higher totals than his own, he himself will turn to stone. This petrification is permanent in the case of other victims; if the troll is stoned by his own backlash, he will recover at midnight. This spell costs 15 strength points and has a range of 20 feet.

Reconstr-yuch-tion: Has the same effect as a human slush-yuck spell. Cost to a troll is 10 strength points.

VAMPIRES Oh boy, obey: Saps the will of any human or other manlike creature whose total IQ, strength, and dexterity, is less than the vampire's. The vampire may use this spell on only one character per turn, but anyone so enchanted will remain enslaved until the death of the vampire. (A Curses Foiled spell will nullify it, though.) Vampires unlucky or unwise enough to try this spell on characters with higher totals than their own will become the slaves of their intended victims. Costs 10 strength points.

Going Batty: Lets vampire turn into a gigantic bat, which can fly at normal flying speed but cannot fight. However, the bat can speak and cast its spells. If a vampire is attacked while in bat form, it takes only half the hits that it would otherwise, because it is so hard to hit. The vampire may reverse this spell at will, but may not use it again until the next night. This spell costs the vampire ten strength points.

Ha, Ha, Ya Mist Me: Turns vampire into a patch of mist, which cannot speak, fight, or be harmed in any way except by sunlight which kills the vampire. It travels at normal walking pace, and is not blown by the wind. This spell may not be used more than once per night, and always lasts for as many turns as the vampire specifies when he casts the spell - no changes either way. Cost: 5 strength points.

goblin



VIII. ET CETERA

Provisions and Supplies

Beast-type monsters bring no supplies or provisions on a raid into human territory - just their own natural abilities. Humanoid monsters are assumed to have outfitted themselves with any equipment they wanted before starting the expedition. Thus, if you are playing a troll, it is perfectly all right to wear plate armor and carry a troll-sized (18 dice) poleax. Your character will be rather slow and clumsy, but tougher than the world.

Then, too, your monsters (especially humans or those who can pass for humans) can always steal or (horrors) buy any extra equipment they need once they enter human territory. Note that not every game needs to be a, ravaging attack. There is plenty of room for cunning and sophistication, especially on the part of vampires, witches, warlocks, shadowjacks, dark elves, and any other monsters that can enter a human dwelling unobtrusively.

While monsters are allowed almost unlimited food, clothing, and weaponry, they may NOT bring any magic except their own natural endowments. All characters must start as first level monsters and work their way up (down?) It is definitely not cricket for monsters to bring up a wagonload of magical artifacts invented for the occasion in order to further terrorize their hapless human victims.

Treasure Generation Tables

Marauding monsters (those with pockets, anyway) may wish to loot their victims. However, the GM may not want to figure out in advance what every single human is carrying - especially those created by the Wandering Enemy dice. The tables below can be used to generate small "treasures" as needed.

Gamesmasters should use their own discretion as to choice of tables. A peasant would have at best a Type 1 loot; a fighter might have Type 2. A fat merchant would have Type 3, and probably a couple more Type 3 hoards buried in his house. Since magical items are rare, none are included here. GMs should work out in advance what items their magic-users are carrying. Of course, monsters may appropriate their victims' weapons, clothing, etc.

Table 1		Table 2		Table 3	
Die Roll	Treasure	Die Roll	Treasure	Die Roll	Treasure
1-2	nothing	1	c. p.	1	s. p.
3-5	c. p.	2-3	s.p.	2-5	g. p.
6	s.p.	4-5	g. p.	6	jewels
Roll 1 die for number of coins.		6	1 jewel	Roll 3 dice for number of coins, or	
		Roll 2 dice for number of coins. Roll		1 die for number of jewels. Roll 3 dice	
		3 dice for the value (in g. p.) of the jewel.		for value of each jewel.	

For larger treasures, GMs may multiply the above tables by an appropriate number, or use the detailed Treasure Generation Table from Tunnels and Trolls.