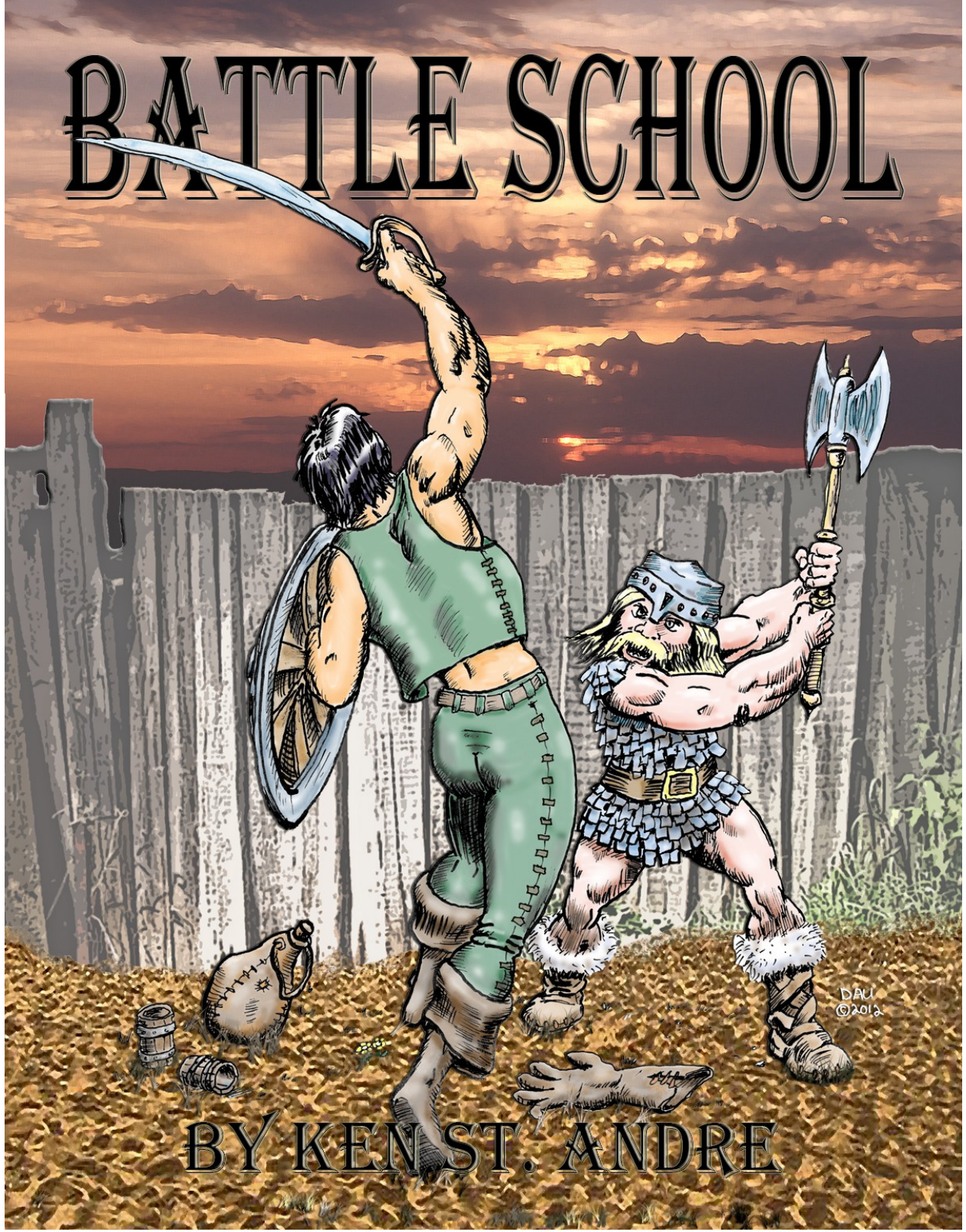


# BATTLE SCHOOL



BY KEN ST. ANDRE

**Coming Soon**

**Rescue mission**



A new Agent of the Death Goddess solo adventure by Ken St. Andre

# Battle School

**ATHLETICALLY IMAGINED AND  
WRITTEN BY**

**KEN ST. ANDRE**

**ARTISTICALLY PORTRAYED AND  
ILLUSTRATED BY**

**DAVID ULLERY**



**TROLLHALLA PRESS**



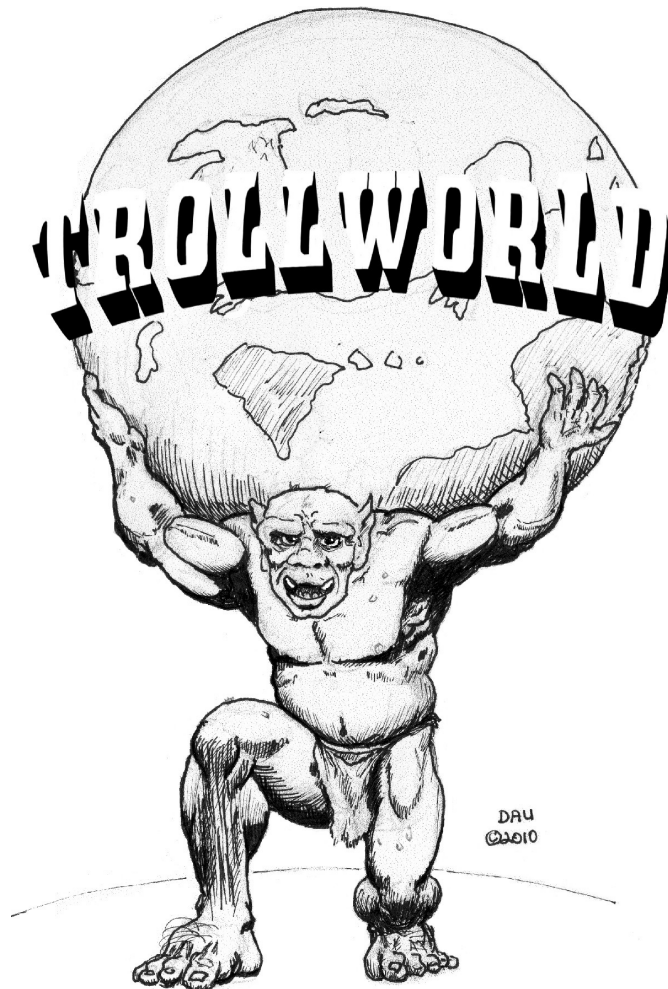
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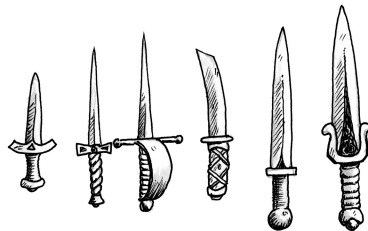
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## Introduction

This is a short adventure for any humanoid character who uses a melee weapon like a sword. You are not allowed to use a missile weapon in this adventure. It is written for Tunnels and Trolls 7.5 edition, but may be used with any edition of the rules. You may need a rulebook, paper, dice, and your character sheet.

Even the best of warriors require training--in fact, the best warriors are constantly training and retraining themselves. In the western lands of the Dragon continent on Trollworld, it is known that the best training can be gained in the schools run by the legendary Shadowhand Brotherhood. Even the Death Commandos of the Goddess are happy to train in a Shadowhand academy.

You have been offered one free lesson at the local training school. You bring your weapons and armor and arrive early in the morning to see the Headmaster. The lesson you get this morning will be free, but in the future you may wish to bring some gold along in order to pay for further training. A normal training session costs 100 gold pieces. If you wish to do this more than once with the same character, pay up. Go now to <10>.



<1> You and Garaxx are **fairly evenly matched**. He has 3 more combat adds than you along with 3 more CON points. Do three rounds of standard T & T combat. Don't forget to count spite damage for each of you. If during these three rounds of combat, your CON is reduced to zero or less, go immediately to <7>. If at the end of three rounds of combat, your CON is higher than his CON, then go to <8>. If it is lower, go to <9>. If you reduce his CON to zero or less in the first three turns, go to <20>.

<2> For your first combat, you may choose the kindred of your foe. Choose one of the following options:

(a) **Your foe is a human warrior**. His CON is 3 points greater than yours. His armor is the same as yours. He uses two weapons--a sword that gets 4D6 and a dagger that gets 2D6 + 2. Go to <11>.

(b) Your foe is a Dwarf warrior. His STR and CON are double yours. The STR adds are all he gets for combat adds. He is wearing Dwarven plate armor that will take up to 20 hits in combat for him--do not double that rating. He is armed with a Dwarven battleaxe that gets 5D6 in combat. Go to <12>.

(c) Your foe is an Elf Ranger. and wears no armor at all. His his DEX and CON are double only combat adds however. adds as missile adds. He is javelins. Although they are not silverwood, and can easily turn weapon when used to parry. but doubles add and roll over



He is dressed in forest green CON is only 2/3 of yours, but your ratings. Those are his Elves get double their DEX armed with a fist full of light heavy, they are made of aside the stroke of a steel Each javelin does 2D6 damage, for them. Go to <13>.

(d) Your foe is a Goblin. She has 3/4 of your CON, but 3/2 of your DEX. Those are her only combat adds. She wears croc-hide armor that takes 7 hits of damage for her. She is armed with a corroded bronze trident that gets 3D6 + 3 in combat, and also does poison damage if she ever gets a spite hit. Go to <14>.

<3> Dwarves are canny warriors. Thorik comes at you low and fast. A single blow getting through to your legs could result in crippling or amputation. You will either have to disarm him, or evade his strike. If you wish to try to disarm him, go to <4>. If you'd like to evade his strike, go to <24>. If you'd like to try an acrobatic move to evade and strike from behind, go to <21>.

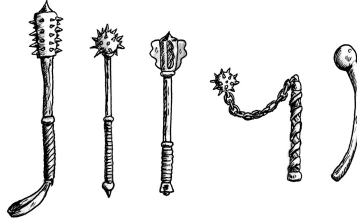




<4> To disarm your foe, you must strike not at him/her but at his/her weapon or hand. Most fighters do not expect an enemy to try to disarm them. If you have a weapon Talent like Swordsmanship or Called Shot you may use it now. If you'd like to rely on your Strength, Luck, or Dexterity to disarm your foe, you may try that also. If you are a warrior and do not have a weapons talent, you may choose one and create it now.

You only get one shot at this, so don't fail. If you are using your Talent to disarm your foe, make a L2SR on your Talent. If you are using an attribute to disarm your foe, make a L3SR on that attribute. Roll the dice. If you succeed, go to <16>. If you fail, go to <17>.

<5> You gain 100 adventure points for your quick victory, plus 10 adventure points for each point of damage you inflicted on your opponent. You also get the adventure points for any saving rolls you made during your combat. If you wish, you may spend those adventure points now to increase an attribute following the T & T 7.5 rules. Kharra the Healer will also bring your CON back up to its original value. To continue your lessons, go now to <2> and choose a different foe than the one you fought the first time. If you have fought all four of the other students, then your lesson in the Battle School is finished. You may take a bonus of 400 a.p. for doing so well and exit with the praise of Nogayn ringing in your ears. The End.



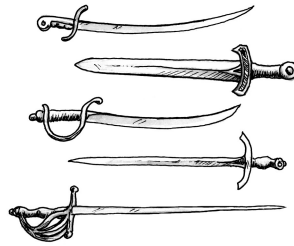
<6> Roll 1D6 and divide by 2--that is how many javelins the Elf will be able to throw at you as you charge him. For each javelin you must make a L2SR on either your weapon talent (if you have one) or your DEX. Each time you make the saving roll, you will deflect the javelin and take no damage. Each time you miss the saving roll, you will take 2D6 + the Elf's missile adds in damage (armor can help protect you from this). If javelin damage ever drops your CON to zero or less, go immediately to <7>. If you stop all 3 javelins, you will get close enough to strike the Elf--any wound will take him out of the combat and cause Nogayn to stop the fight--if that happens, go to <20>. If any of the javelins manage to hit and damage you, then you will not be able to strike the Elf. Take your damage. Count this as one combat round. Go back to the beginning of the paragraph and repeat the process until either you hit the Elf or 3 combat rounds have passed. If you are both still standing at the end of three combat rounds, the Elf will be judged the victor--go to <9>.

<7> You lose. You died. If your CON has been reduced to less than negative 10, you are truly dead, and there is no bringing you back--just too much destruction. If your CON is between 0 and minus 10, then the Battle School healer can repair you, and will do so. Her name is Kharra--she hates to see people die, and won't allow it if there is anything she can do. Kharra restores you--in fact, she makes you better than brand new. Your CON is increased by 1 point. However, you have been dead. That marks a person. Your Charisma is reduced to 3, and it is fixed there forever. There is no magic or level bonus that can ever change your CHR rating again. Go forth! Your lesson at Battle School is over, and frankly, they don't want to ever see you come back. The End.

<8> The instructor, Nogayn, stops the fight. He declares you the winner of the combat because you are healthier than your foe. He gives you a token which you may redeem at



any time for another lesson in the Battle School. Said token has a market value of 100 gold coins. You gain 50 adventure points for winning the fight. You also gain 10 adventure points for each point of damage you did to your foe, and whatever points you got for making saving rolls during the combat. If you wish, you may spend those adventure points now to increase an attribute following the T & T 7.5 rules. Your foe tells you that he/she will beat you next time, and this adventure is over. The End.



<9> The instructor, Nogayn, stops the fight. He declares you the loser of the combat because you are more damaged than your foe. You gain 30 adventure points for staying alive, plus 10 adventure points for each point of damage you inflicted on your opponent. You also get the adventure points for any saving rolls you made during your combat. If you wish, you may spend those adventure points now to increase an attribute following the T & T 7.5 rules.

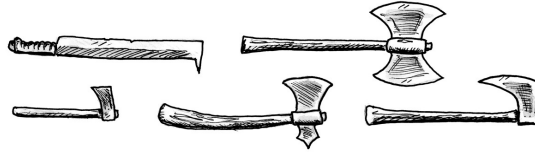
You now have a choice the battle. If you do will repair you, back up to its original must leave the school. go another three rounds of reversing the ruling, instead of the loser. If no damage is repaired you may use your adventure points to augment yourself while your opponent will not do that--he or she remains the same foe. If this is your choice, go to <19>.



to make. You may end that, Kharra the Healer bringing your CON value, and then you Or, you may choose to with your foe in hopes becoming the winner you choose to do that, for either of you, but

<10> The Shadowhand School consists of three buildings and a training field. One building is an armory, and it contains an ample supply of any weapon commonly used in

these lands. If your character does not own a good weapon, you may borrow one from the armory for use during this adventure--in other words, check the weapons tables in the rulebook. Limit yourself to a melee weapon. The proper use of ranged weapons is an advanced subject, and you are not ready for that yet.



The second building is a field hospital. Fighters get hurt and need medical treatment. Two healing specialists are on duty at all times to try and keep the students from actually killing each other. They also have some bandages and other medical paraphernalia for those that might need them.

The third building is a barracks. The instructors and some of the students live in that building.

Before you get into combat, you must first answer some questions. An ancient warrior comes out of the barracks to meet you. The man must be at least 50 years old, and yes, that is ancient for a warrior. He tells you his name is Nogayn. He speaks to you for some time, finding out a lot about you, and answering your questions as you ask. In Trollworld there would be no numbers mentioned, but in order to do this adventure, we will need to discuss some. Please write these numbers down before going on to the next paragraph.

What is your Constitution? \_\_\_\_\_

How many combat adds do you have? \_\_\_\_\_

How many points of armor are you wearing? \_\_\_\_\_

Are you using an enchanted weapon? If so, how many dice and combat adds does it give you? \_\_\_\_\_.

When you have written down all these answers, go to <2>.



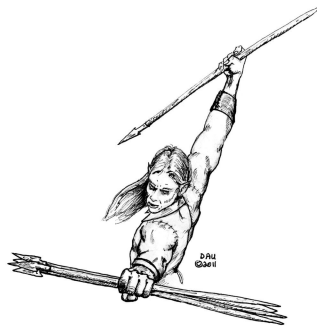
<11> Your foe is a human warrior named Garaxx. He is also a student at the Shadowhand school, but he has already evolved a style of fighting. He likes to draw a parry with his sword stroke,

and then step in and stab his foe with the dagger in his other hand. This style works well against people with only one weapon and no shield. The question is, how much equipment do you have? If you have a weapon in each hand, or a shield, go to <1>. If you only have one weapon and no shield, go to <15>

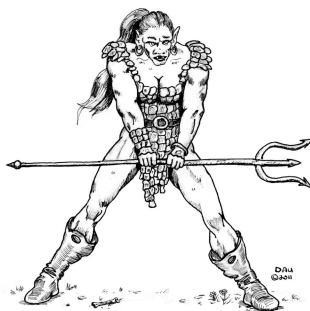
<12> Thorik the Dwarven warrior looks at you and snorts. He gives you an ironic salute with his Dwarven war axe, and then charges. He wields the weapon with both hands, and is very adept at it.

Compare your combat adds to those of Thorik. You won't have much of a chance if his adds are greater than yours. In that case you would have to do something tricky to even the odds. If Thorik has more combat adds than you do, go to <3>. If you have as many as he does or more, go to <18>.

<13> Yggythyel the Elf has not intention of closing with you--he wants to dance out of the way and hurl javelins into to close with him quickly and will require a kind of you have to be quick, but follow him when he dodges with one or more javelins shield, go to <22>. If you



your body. Your best chance is hit him with your weapon. That controlled charge on your part--ready to turn on a gold piece and you. You will also have to deal coming your way. If you have a don't have a shield, go to <6>.



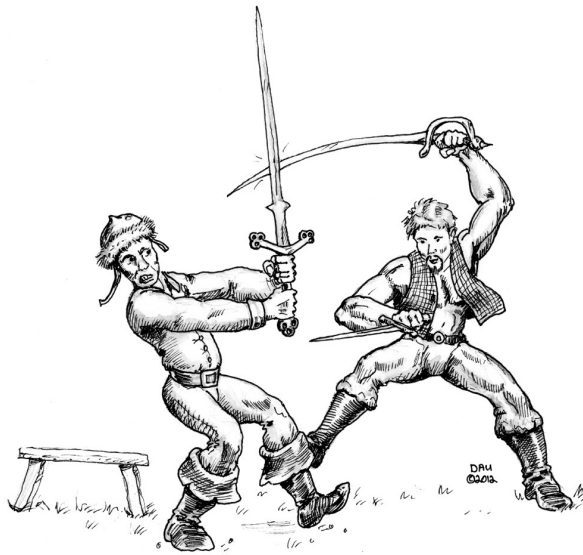
<14> You are actually lucky to be fighting a Goblin. She is a warrior when female Goblins are usually just breeders, and she is here at the Shadowhand school to learn to be the best warrior she can be. Her advantage is poison--her trident is coated with a neurotoxin made from the exudations of venomous frogs. If she damages you with it, you will feel the effects immediately. Each point of poison damage also reduces your DEX by one point at the end of the combat round. If your DEX is reduced in

this fashion, and it falls below the minimum DEX required to use your weapon, you will be disarmed and will have to fight with just your hands (1D6 + combat adds).

Do three combat rounds of fighting. Don't forget to count spite damage for each of you. If during these three round of combat, your CON is reduced to zero or less, go immediately to <7>. If at the end of three rounds of combat, your CON is higher than her CON, then go to <8>. If it is lower, go to <9>. If you reduce her CON to zero or less in the first three turns, go to <20>.

<15> Your opponent, Garaxx, has an advantage because he has two weapons. At the end of each combat round you must make a saving roll to determine if he hit you with an unblocked weapon--either the sword or the dagger. At the end of combat round 1, make a L1SR on either Luck, Dexterity, or Speed. If you make the saving roll, then the results of the combat are evaluated normally. If you fail the saving roll, then roll 2D6 of additional damage that you must take whether you won or lost the combat round. At the end of the second combat round, make a L2SR on an attribute that you didn't choose for your first combat

first saving roll was  
second saving roll  
DEX or SPD.) If you  
roll, then the results of  
evaluated normally. If  
roll, then roll 2D6 of  
that you must take  
lost the combat round.  
third combat round  
remaining attribute. If  
roll, then the results of  
evaluated normally. If  
roll, then roll 2D6 of

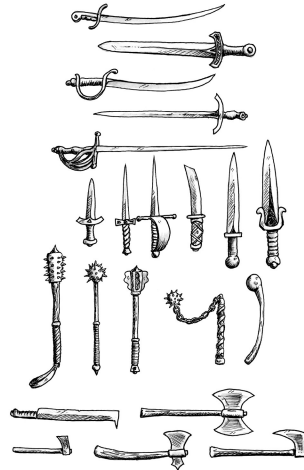


round (i.e. if your  
against Luck, your  
must be on either  
make the saving  
the combat are  
you fail the saving  
additional damage  
whether you won or  
At the end of the  
make a L3SR on the  
you make the saving  
the combat are  
you fail the saving  
additional damage

that you must take whether you won or lost the combat round. Now, go to <1> and fight Garaxx with these stipulations in place.

<16> Your skillful ploy worked. You caught your foe by surprise and his/her weapon went flying from numb fingers. Following up, you bring your weapon around to strike him/her down, but Nogayn yells "Hold!", and you hold your strike just short of a killing blow. If you were fighting the Dwarf, and disarmed him on the first combat round, go to <20>. For any other foe, go to <8>.

<17> It was worth a try, but it didn't work. You did not disarm or otherwise harm your foe. Fight three rounds of combat just as you did before. If at any time your CON is reduced to zero or less, go to <7>. If at the end of three rounds your CON is greater than your foe's, go to <8>. If at the end of three rounds your CON is less than your foe's, go to <9>. If at the end of three rounds your CON is equal to your foe's CON, fight another round and continue to fight until the deadlock is broken, then follow the instructions above. If at any time, you reduce your foe's CON to zero or less, go to <20>.

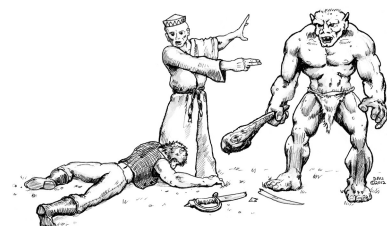


<18> The Dwarf doesn't scare you. You believe your own weapon skills and armor are a match for his. Do three rounds of standard T & T combat. Don't forget to count spite damage for each of you. If during these three round of combat, your CON is reduced to zero or less, go immediately to <7>. If at the end of three rounds of combat, your CON is higher than his CON, then go to <8>. If it is lower, go to <9>. If you reduce his CON to zero or less in the first three turns, go to <20>.

<19> If your foe was the Elf, you cannot be at this paragraph. Return to <9> and accept your loss. For any other foe, read on.

You did not do well against this foe the first time. You realize that you must use your brains to win this fight. Two strategies occur to you. You could either try to disarm your foe, or you could try to evade his attack while still getting in some hits of your own. If you choose the disarming tactic, go to <4>. If you choose evasion, go to <24>.

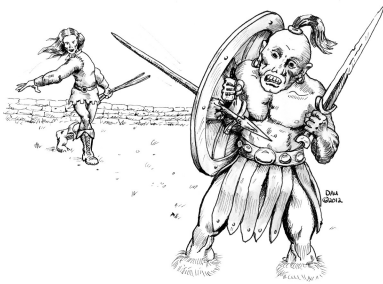
<20> You won your fight very quickly. Nogayn, the instructor has his lackeys haul the body of your foe off to





the Infirmary--Kharra the Healer may be able to save him or her. You have your chance of claiming the victory now, or of gaining additional training. If you wish to claim your victory, go to <8>. If you wish to go for additional training, go to <5>.

<21> Thorik charges at you; you charge at him. At the very last second you make a mighty leap into the air. Your plan is to pass over his attack and strike him down from above. It is a move that requires both split second timing and considerable strength in your legs. Make a L2SR on both STR and SPD. If you make both saving rolls, go to <25>. If you fail either one, go to <18>.



<22> A shield is a big advantage against a foe armed with light missile weapons. Still, you must stop whatever the Elf throws. Roll 1D6 and divide by 2--rounding up. That is how many javelins the Elf will be able to throw at you each combat round. If you have a shield, you may block the first one automatically. It will take a L1SR on DEX to block a second throw, and a L2SR on SPD to block a third throw. If you manage to block all of Yggythyel's throws you will be able to close and do regular T & T combat with him for that round. (He gets 2D6 + his combat adds). At the end of the combat round, he will manage to run away from you again.

If you miss any saving rolls, you must take the damage (armor helps with this) and repeat this paragraph for the next combat round. If your CON is reduced to zero, go to <7>. Count this as one combat round. Go back to the beginning of the paragraph and repeat the process until three combat rounds have passed.

At the end of three combat rounds, compare CON values. If you have a higher CON than the Elf, go to <8>. If you have a lower value, go to <9>. If at any time you reduce his CON to zero or less, go to <20>.

<23> Hey! Why are you reading this? Nothing ever told you to read paragraph <23>. Roll 2D6. If you roll 9 or higher, then pay no penalty for wandering eyes. If you roll 8 or lower, then send \$1 to kenstandre@yahoo.com via paypal. Gotcha!



<24> If you have the Dodge or Acrobatics Talent, then roll a L1SR on the Talent to evade your foe's attack. You will dodge him on this combat round, but he/she won't dodge you--you may do half your total weapon damage to him/her. If you don't have a useful Talent, then you may dodge using either Luck, Dexterity, or Speed, but you must make a L2SR on that attribute to succeed. If you fail your saving roll for evasion, then you get no combat total this turn--your foe hits you and you take full damage.

Do three rounds of standard T & T combat. Don't forget to count spite damage for each of you. If during these three round of combat, your CON is reduced to zero or less, go immediately to <7>. If at the end of three rounds of combat, your CON is higher than your foe's CON, then go to <8>. If it is lower, go to <9>. If you reduce your foe's CON to zero or less in the first three turns, go to <20>.

<25> Much to the Dwarf's surprise, you vault above his low line attack, and as you roll into a somersault you strike blow clangs against his sprawling, the axe flying out nimbly on your feet, spin, Nogayn calls "Hold!" and you to be the victor. Go now



downwards at his head. The helmet and knocks him of his hand. You land and prepare to attack, but stops the fight. He judges to <20>.



**Do you know how to fight? Or could a Goblin girl with a trident take you down? Find out when you visit the Shadowhand Battle School on Trollworld in this new adventure for low level characters in Tunnels and Trolls.**

**FBI090**