

CAUSTIC TROLLWORLD

FOR USE WITH
TUNNELS & TROLLS

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Publishing

CAUSTIC TROLLWORLD

Trollworld has long been burned. What's left is what's been left for 150 years now. You are either touched or tainted. There is nothing in between. All that matters is survival, and that is a day by day adventure.

Caustic Trollworld is a minimalist, rules lite role playing game of a Trollworld reborn from chaos. It's meant to be played as a one-off or pick-up night of gaming. You will take the role of one of the Touched or one of the Tainted.

The Tunnels & Trolls rpg rules are needed to play.

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CREATING A CHARACTER:

Characters are created as per T&T rules. All races apply.

Touched or Tainted:

When the Great Chaos happened (what the Great Chaos was no one remembers) most of everything was wiped out. then changed. When the dust settled on the new world, two types of inhabitants crawled from the wreckage. They are the Touched and the Tainted. The Touched are what's left of humanity, but enhanced. The Tainted are what's left of humanity, but unhinged.

To find out what you are, roll 3d4 (creates an even number of chances). Roll evens and you are Touched. Roll odds and you are Tainted.

The Touched:

The Touched are relatively still normal in nature and form. When all was said and done, some survivors found that they had become more than what they were before. They awoke with special powers. No one knows how or why these powers were granted. Many believed that they were blessed or touched the Gods.

Most of the Touched gathered together and rebuilt and live in towns though nothing like they used to be. Some travel in caravans, going from place to place, trying to make the best of what different areas have to offer. Some still have even gone rogue, traveling alone for a purpose of their own.

When you are creating a Touched character roll 1d6-2 to determine how many powers or special abilities your character

has. The roll on the table below to find out what they are. If you roll on a duplicate power, you may roll again. You can also add on to the original ability to make it stronger, if applicable.

Roll 3d6:

3 – Telepathy: The character can read the mind of a person or a group of persons. They must make an INT save at the level of the number of persons whose minds they are trying to read. They get a +1 on the save roll for every time Telepathy is rolled while creating a character.

4 - Suggestion: Character can place a mental suggestion in the mind of another or a group. They must make an INT save at the level of the number of persons whose minds they are trying to read. They get a +1 on the save roll for every time Telepathy is rolled while creating a character.

5 – Flight: The character can fly at a rate of their Speed times 25mph to a height of their Speed x 10,000'. For each additional roll add another 5mph at 5,000' to each multiplier. The speed is in miles per hour and the Altitude is in feet

6 – Smart: Add 1d6 to INT for every time this is rolled.

7 – Clairvoyance: The ability to see into the future. They must make an LUCK save at the level of the number of persons whose minds they are trying to read. They get a +1 on the save roll for every time Telepathy is rolled while creating a character.

8 – Strong: Add 1d6 to your STR score for every time this is rolled.

9 – Invisibility: The character can become invisible for 2 rounds.

Each time this is rolled add 2 more rounds to the power's duration.

10– Healer: Can heal 1d6 of CON for each time this is rolled. Can be used twice in on hour(including on self). It costs the Healer 1 STR point per instance if used more than that.

11 - Toughness: The character can absorb 4 points of damage for each time this is rolled

12 – Speed: Add +2 in bonus adds to any save roll regarding Speed for every time this is rolled. You can run 20xSpeed miles per hour. Add +5 to your running speed for each additional time this is rolled.

13 – Agile: Add +2 in bonus adds to any save rolls regarding DEX for every time this is rolled.

14 – Energy absorption: The character can absorb his/her CON score in emitted energy or energy attacks in for one day. The energy is dispersed at the rate of 1 point per hour. If more than the Body score is absorbed then the character's body shuts down and he/she is unconscious until half of the energy is dispersed.

15 -No need for oxygen: The character does not have to breath.

16 – Teleportation: The character can teleport up to 20' away per times this is rolled

17 – Mind Blast: A level 2 save roll against the characters INT score must be made in order to inflict $\frac{1}{4}$ of their INT score(rounded up) in damage. If the victim's INT is higher than

the attacker then the difference is subtracted from the attackers roll.

18- Enhanced sight: The character can see up to 1 mile away per times this is rolled. They also can see clearly in the dark.

The Tainted:

The Tainted crawled from the wreckage with a different reality. Some were lucky enough (if you call it that) with only minor mutations, but still have a human like appearance. Others developed larger deformities, though to the tainted they are considered gifts.

The mostly live in villages, though there are a few small Tainted cities cropping up. Some have formed nomadic tribes, considering themselves shunned by the Touched as well as the more civilized tainted. As with the Touched, some have gone rogue and tend to fend for themselves.

The Tainted are both physically mutated in some way and also possess 1 or 2 special abilities. First you must roll 2d6. A roll of 4-8 means you have a minor physical mutation. Roll 1d6-3 to see how many mutations you have the roll 1d6 and consult the minor mutation table to see what they are. Unless otherwise noted, if you roll the same mutation more than once you can roll again for a new mutation or if the Game Master is nice he/she can say you can skip a mutation for that roll.

If you roll a 1 or 12 you have a major mutation. You also have 1 minor mutation, so roll on the minor mutation tables to see what that is. Next roll another 1d6. Odds mean you have 1 major mutation, evens mean you have 2. Roll 1d6 and consult the major mutation table. If you roll the same mutation twice you must roll again.

Minor Mutation Table:

1 - Odd skin color: The player can choose an abnormal skin color. If rolled more than once the player may choose an additional skin color displayed in the pattern of their choice.

2 - Horns/Antlers: The character has horns or antlers protruding from their forehead/head

3- Animal legs: The character has the hind legs of an animal for legs(horse/deer/pig, etc)

4 - Third eye/one eye: The player can choose one or the other

5 – Claws or fangs: The character has claws instead of fingernails or a set of fangs. Either can do 2 Dice damage.

6 - Tail: The character has a tail. Prehensile is acceptable.

Major Mutation Table:

1- Shell/carapace: Roll 1d6, 1: it covers the head like a helmet, 2-5: Shell on back, 6: both. A head shell absorbs 1 hit of damage if struck on the head. A back shell absorbs 3 hits if struck from behind.

2 – Multiple arms: Roll 1d6-2 for the number of extra arms. Each can hold a weapon

3 – Wings: The character can fly at a rate of their Speed times 25mph to a height of their Speed x 10, 000'. For each additional roll add another 5mph at 5,000' to each multiplier. The speed is in miles per hour and the Altitude is in feet.

4 -Unnatural skin type: Roll 1d4, 1: Rock skin, 2: crystal skin, 3: metal skin, 4: leathery./thick Rock, crystal, and metal skin absorb 4 points of damage. Leathery/thick can absorb 2.

5 -Giant/dwarf: Roll 1d6. Odds mean the character is bigger than normal(HT & WT x 2). Evens means they are smaller than usual(HT & WT x 1/2).

6 -Animal head: The character has the head of an animal, but speaks and thinks normally.

Once your characters mutations have been decided, roll 1d6-2 to decide how many special abilities your character has. Odds mean 1, evens mean 2. Next roll 3d6 and check the Tainted Special Abilities table to see what they are.

Tainted Special Abilities:

3 – Telepathy: The character can read the mind of a person or a group of persons. They must make an INT save at the level of the number of persons who's minds they are trying to read. They get a +1 on the save roll for every time Telepathy is rolled while creating a character.

4- Suggestion: Character can place a mental suggestion in the mind of another or a group. They must make an INT save at the level of the number of persons who's minds they are trying to read. They get a +1 on the save roll for every time Telepathy is rolled while creating a character.

5 – Pheromones: Add +3 in bonus adds to any save roll regarding CHR for every time this is rolled.

6 – Clairvoyance: The ability to see into the future. They must make an LUCK save at the level of the number of persons whose minds they are trying to read. They get a +1 on the save roll for every time Telepathy is rolled while creating a character.

7– Strong: Add 1d6 to your Build score for every time this is rolled.

8– Invisibility: The character can become invisible for 2 rounds. Each time this is rolled add 2 more rounds to the power's duration.

9– Healer: Can heal 1d6 of CON for each time this is rolled. Can be used twice in an hour (including on self). It costs the Healer 1 STR point per instance if used more than that.

10– Agile: Add +2 in bonus adds to any save rolls regarding DEX for every time this is rolled.

11 - No need for oxygen: The character does not have to breathe.

12 – Teleportation: The character can teleport up to 20' away per time this is rolled

13 – Energy absorption: The character can absorb his/her CON score in emitted energy or energy attacks in for one day. The energy is dispersed at the rate of 1 point per hour. If more than the Body score is absorbed then the character's body shuts down and he/she is unconscious until half of the energy is dispersed.

14 – Smart: Add +2 in bonus adds to any ability check regarding INT for every time this is rolled.

15– Body part regeneration: Can regenerate a severed body part.

16 – Camouflage: Can blend into the background of the environment. Opponents checking to notice the character have to add -3 to their save roll.

17 – Fire or cold resistance: The character is impervious to one or the other. Player must choose which.

18 – Fear: The character has the power to induce fear in his opponents. They must make an CHR saving roll at a level of how many victims are being affected. They also get +22 on the roll.

Money and Equipping Characters:

On Caustic Earth the main method of buying anything is mostly through bartering for it. Getting what you want by filling someone else's wants. There is still what is called Old World Cash, or OWC, and it is accepted by most, actually preferred. There's quite a bit floating around so it is not that rare, but not that common either. Most of the time it takes precedence over bartering, but not all the time.

For the sake of equipping beginning characters, each one starts out with 1d6 times 20 in OWC. The items on the equipment list do have a OWC value that is generally for the benefit of outfitting new characters and serve as a guide for GMs. Out on Caustic Earth prices may vary.

WEAPONS & EQUIPMENT:

Most of the equipment, tools, and weapons on Caustic Earth come in two types, makeshift or manufactured. A lot of it can be found, made, or bartered for. Manufacture items are things that have been made by craftspeople. They can be bought or bartered for. Here are some suggested OWC prices for weapons and armor. All other items are left up to the GM to decide.

Makeshift weapons: This includes objects found that can be used as weapons and homemade ones. They have a 3 in 12 chance of falling apart or breaking every 4 rounds of combat.

Type	Cost in OWC	Hands used	Damage
Axe	11	1	3+1
Club/cudgel	5	1	2
Knife /dagger	6	1	2+1
Pike	8	2	3+2
Poleaxe	12	2	3+5
Spear/trident	10	2	3+1 Range = (STR/2+10 feet)
Sword	15	1	3

Manufactured weapons: Either Old World leftovers or some that have actually been created by Touched or Tainted weaponsmiths. These are durable and will not fall apart in battle.

Type	Cost in OWC	Hands used	Damage
Axe	20	1	3
Battle Axe	35	2	4+2
Dagger	15	1	2
Mace	25	1	3+3
Sword	28	1	3+1
Two handed Sword	30	2	5

Electro-weapons: Electro-weapons are specialized versions of hand held weapons that are equipped with a portable electric power source that electrifies the blade causing an extra 2 Dice to the damage. The electrification can be turned on and off by a stud on the hilt or handle of the weapon. Anyone touching the blade while electrified gets a 2d6 shock. The weapon can also throw a bolt of electricity for 3 Dice at a range of 15 feet.

Armor: Cloth, fur, and leather armor can be makeshift or manufactured. Plasteel(a strong lightweight and flexible textile) and reflective(coated in reflective material) are always manufactured. The shield stats are for both manufactured and makeshift.

Type	Cost in OWC	Damage adsorbed
Heavy cloth/furs	10	1
Leather	25	3
Chain	55	5
Plasteel	75	7

Reflective	80	4 of energy / electricity attack 2 everything else
Small shield	10 wood, 15 metal	1 wooden(3 in 12 chance of falling apart after being hit), 2 metal
Medium shield		2 wooded(3 in 12 chance of falling apart after being hit), 3 metal
Large shield	55 wood 70 metal	3wooded(3 in 12 chance of falling apart after being hit), 4 metal
Reflective shield	60	3 of energy/ electricity attack, 1 of everything else

Other equipment/items: Anything can be found, bought, or sold on Caustic Earth as long as you know what your looking for and where to find it.

LIVING ON CAUSTIC EARTH:

There is no universal law governing any inhabited area of Caustic Earth. They each have their own set of rules and laws. The uninhabited areas, or uncivilized we should say, are devoid of such rules and laws. There is talk that some of the bands of rogues may have their own codes of honor amongst themselves, or at least what passes for honor.

The Touched:

As mentioned before, most of the Touched do live in towns that they have rebuilt or newly constructed. They are all self-contained, but do trade with other towns or even Tainted villages. Usually the population of these towns is anywhere from 100-500. Some are governed by a council of citizens while others have just one person in charge.

Some towns are pretty basic, reminiscent of a typical small town before the Great Chaos. The larger towns have become quite nice and are rapidly approaching the status of a small city.

Most Touched consider the Tainted to be lesser beings, or even animals. They interact with the Tainted as a modern society would with a primitive one. There are some factions, however, that do believe the Tainted are to be more respected than that. Some even dare to call them equals.

The Tainted:

The Tainted tend to live in small villages of around 50-100. The Tainted tend to have less resources than the Touched (or does the Touched keep them that way?). A majority of Tainted villages are nothing more than shanty towns, though the larger ones tend

to be better organized and constructed.

Most villages mainly have one person who is in charge. That person usually sees themselves as a protector or a boss. Some smaller ones tend to govern themselves with an unwritten but accepted code of conduct rather than a governing body.

Most Tainted are wary of dealing with the Touched while others look at them as providers. The general consensus of the village usually dictates an individual's opinion on the matter. Though only usually, as there are factions of Tainted who work with and trust certain members of the Touched.

The Inbetween:

The Inbetween is what both Touched and Tainted call the uninhabited/uncivilized areas between their villages and towns. Most of that area is desolate plains. Whatever happened in the Great Chaos took its toll on the landscape. There are some ranges of hills and even desert. Wooded or forest areas are few and far between. There is a rumor about a great forest in the North, but that is of course just a rumor. Rivers, streams, and lakes still flourish uncontaminated.

Flora and Fauna in the Inbetween:

Rogue bands are not the only danger in the Inbetween. While some wildlife has remained unchanged, so has not.

Anthropophagus

Monster Rating: 28

Combat Dice: 3+13

Appearing: 1-10

Special Damage/Abilities: None

Description:

Anthropophagus are severely mutated and cannibalistic humanoids. They are very primitive but do live in clans. They do not speak the same language of the Touched or Tainted nor do they understand it. They can communicate with each other. Anthropophagus will attack with primitive weapons or whatever they have at their disposal at the moment.

Bears

Monster Rating: 24

Combat Dice: 3+12

Appearing: 1-2

Special Damage/Abilities: None

Description:

Most bears will generally be in hilly or rocky areas where they can find caves.

Bearalrog

Monster Rating: 42

Combat Dice: 5+21

Appearing: 1

Special Damage/Abilities: None

Description:

Bearalrogs are mutated bears that have grown to up to 18 feet in size. Roll 1d6-1 and consult the Tainted Major Mutation table for the Bearalrog's mutation.

Coyote

Monster Rating: 18

Combat Dice: 2+4

Appearing: 1-8

Special Damage/Abilities: None

Description:

Coyotes can be encountered as a single animal or in a pack of 3-8

Crawlers

Monster Rating: 16

Combat Dice: 2+3

Appearing: 1

Special Damage/Abilities: See description

Description:

Crawlers are plants that can move around on their own, using their roots like tentacles almost. They have 1d6 snapper pods on their bodies that they use to "bite" victims with. Each pod get's it's own attack(3 pods = 3 attacks).

Giant Ants

Monster Rating: 24

Combat Dice: 3+12

Appearing: 1-4

Special Damage/Abilities: None

Description:

Giant Ants are about 7 feet tall and 10 feet long

Giants Snakes

Monster Rating: 26

Combat Dice: 3+13, + 1 die for every 5 extra feet over 20

Appearing: 1

Special Damage/Abilities: None

Description:

These are snakes that have grown to be 20 feet long or longer.

Giant Spider

Monster Rating: 28

Combat Dice: 3+14

Appearing: 1-3

Special Damage/Abilities:

Description:

Giant Spiders can be anywhere from 2-8 feet tall.

Husks

Monster Rating: 14

Combat Dice: 2+7

Appearing: 1-100

Special Damage/Abilities: None

Description:

Some of the Human race didn't quite survive the Great Chaos. They became hollowed out, brain dead shells of what they once were. Now they roam the Inbetween following some basic instinct. They are simply looking for food, and anything living is considered food. They are quite harmless alone, but in groups they can be deadly.

Hyenas

Monster Rating: 20

Combat Dice: 3+10

Appearing: 3-10

Special Damage/Abilities: None

Description:

Hyenas are usually found in packs of 3 or more.

Scorpions

Monster Rating: 22

Combat Dice: 3+11

Appearing: 1

Special Damage/Abilities: None

Description:

Scorpions have now grown to up to 5 feet long. They range in color from brown, black, and red.

Stranglers

Monster Rating: 24

Combat Dice: 3+12

Appearing: 1

Special Damage/Abilities: None

Description:

Stranglers are viny plants that attache themselves to rocks, trees, buildings, cavern walls, etc. and attack by trying to strangle it's victim. Once dead the plant wraps it's vines around the body and absorbs it. If a strangler makes a successful attack then the victim must make a save roll against STR for every round they are trapped. The level of the save is equal to the number of round the victim has been trapped 2 rounds=level 2 save roll. The victim loses 2 points of CON for every round trapped.

Wargs

Monster Rating: 36

Combat Dice: 4+18

Appearing: 1-5

Special Damage/Abilities:

Description:

Wargs are giant, vicious wolf like creatures. They can be anywhere from 5-8 feet tall.

TRANSPORTATION ON CAUSTIC EARTH:

Walking is the main mode of travel on Caustic Earth. In towns and villages, bicycles and rickshaws also exist.

Animals can be ridden as well. Horses can travel in the Inbetween at a rate of 40 miles per day, but they must be taken care of. They cost around 100 OWC and it costs 10 OWC a day to feed and take care of them.

Scorpions, Giant Spiders, and Wargs can be tamed but it's very difficult. Scorpions can travel 60 miles per day. Spiders and wargs can go around 35 miles per day. They can cost anywhere upwards of 200 OWC since they are rare to find tamed. These beasts can also offer protection while traveling. They usually have been trained to find their own food and can identify their masters by heat signatures and smell.

There are some electric run vehicles, but not many. They run off of a power source similar to electro-weapons but much bigger. They usually only fit average size people.

The Scutt is a small 1-2 person car like vehicle. They can go up to 50 miles per hour and cost at least 300 OWC. The Transport is a little bigger that can hold up to 4 people and gear. They go up to 30 miles per hour and cost at least 500 OWC.

