

THE BIG BOOK OF ALTERNATE SETTINGS



**FOR
TUNNELS
& TROLLS**

RARR!
IN A MONSTER
Publishing

THE BIG BOOK OF ALTERNATE SETTINGS FOR TUNNELS & TROLLS

Inside these pages are 5 unique settings to be used with the Tunnels & trolls role playing game. They have been adapted from some of Rarr! I'm A Monster's most popular games.

The Robot Invasion from Planet 01000101

**UNDERTAKERS
XENOMORPHS**

Beauty Queens vs. The Undead

LIBRARIANS OF DOOM

The Tunnels & Trolls rpg rules are needed to play.

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The Robot Invasion from Planet 01000101



KARRI
IM A MONSTER
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The Robot Invasion from Planet 01000101

T&T Edition

USA 1953, At first the spaceships only appeared in rural areas easily hidden, stayed in the skies and only paid attention to by UFO enthusiasts. The first rocket touched down in the fields of a dairy farm in Troy, Pennsylvania. The robots had landed. Many more followed in all the states of the Great 48.

The robots took control of the small rural towns, turning them into bases. It was speculated that the robots did this to establish a firm foundation on Earth before they were discovered. The bases began to grow. The robots began to march, heading towards the cities and established bases as they went.

Once they were discovered, the robots were everywhere. On June 10, 1953 they interrupted all TV and Radio broadcasts with a message for all of Earth, **“We have been sent by the Electro-brain Lords of Planet 01000101. We want your females.”**

A rocket has just landed in your town. It's up to you to stop them and most importantly protect Earth's women!

Creating a character:

First create a Human character using the Tunnels & Trolls character generation rules

Next Give your character a Name, a Profession or type of person they are and create a back story for them.

Pick 3 Skills that go with your character's profession/type. *Archery, lock picking, Astronomy, Mechanic, etc.*

A character's starting pocket money is 3d6 times 10(\$30-\$180)

Weapons:

Fists or kicking have 1 Combat Die. Some weapons and objects that can be used as weapons can be found lying around sometimes. The GM can assess how much damage the object can do

1. Hand weapons:

<i>Weapon</i>	<i>Damage</i>		<i>Weapon</i>	<i>Damage</i>
Small Blade	1		Small Blunt	1-1
Medium Blade	2		Medium Blunt	2-1
Large Blade	3		Large Blunt	3-1

2. Ranged weapons:

<i>Weapon</i>	<i>Range</i>	<i>Damage</i>	<i>Cost</i>
Grenade	40 feet	4 Dice to all in a 30' radius	\$50
Pistol	300 feet	3	\$300-\$600
Rifle	600 feet	3+3	\$400-\$800
Shotgun	125 feet	4	\$500-\$1000
Automatic rifle	200 feet	3 single shot, 4 in spray	\$600-\$2500
Bow & arrow	100 feet	2+4	\$40 bow \$25 per 12 arrows
Rocket launcher	80000 feet	10 Dice to all in a 300' radius	

The Robots:

It is truly unknown who the Elctro-brain Lords are, where Planet 01000101 is, or why the robots want our women. All that matters is that they are here and taking over rapidly. There are 8 kinds of robots that we know of that are on Earth.

Flying Drones

Monster Rating: 20

Combat Dice: 3+10

Appearing: 1-10

Special Damage/Abilities: Electrosnare Beam that can grab small objects or people by the hands or ankles.

Description:

Flying Drones are flying spheres 1 foot in diameter. They can fly anywhere and any height. They have a retractable ray gun that can shoot up to 300 feet.

Drones

Monster Rating: 28

Combat Dice: 3+14

Appearing: 1-5

Special Damage/Abilities: None

Description:

Drones are humanoid looking robots that do all the work building and operating bases. They have faceless round heads. Their bodies are like upright metallic gorillas.

Bossbots

Monster Rating: 26

Combat Dice: 3+11

Appearing: 1-2

Special Damage/Abilities: None

Description:

Bossbots are 4 foot tall robots that look like a stick on a platform with wheels. They are brains of the bases and take care of administration and “thinking” that needs to keep a base running. They have stick like arms that they use to interface with the main controls of the base. The “arms” are their weapons if they have to fight. They will usually just call in drones to do their fighting for them.

Capti-bots

Monster Rating: 36

Combat Dice: 4+13

Appearing: 1-10

Special Damage/Abilities: See description

Description:

Capti-bots have only one purpose, to capture people. They're humanoid in shape and can fight with their hands if need be. Their hands can transrom int shackles to hold captives. Capti-bots also have an elctronet which can engulf a person's whole body. Anything caught in an elctronet hovers above 1 foot above the ground and is tethered to the robot by a string of energy. They are 7 feet tall.

Battlebots

Monster Rating: 40

Combat Dice: 5+20

Appearing: 1-50

Special Damage/Abilities: See description

Description:

Battlebots are the 7 foot tall soldiers of the robot army. The are similar in shape to capti-bots, except their hands can retract and be replaced by built in rayguns.

Doom-ivacs

Monster Rating: 50

Combat Dice: See description

Appearing: 1-2

Special Damage/Abilities: See description

Description:

Doom-ivacs are 8 foot tall humanoid shaped robots. They do not have feet but hover by anti-gravity pads at the ends of their legs. They have retracible arms that can extend up to 10 feet with grappling claws for hands(3+6 Dice). Their eyes can shoot a beam up to 300 feet for (5 Dice). There is also a retractable spinning saw in the chests that they will use if they grab someone and bring them in close(4d6 damage if a Level 3 Save vs the hiest of Luck, STR, or DEX).

Brainbots

Monster Rating: 48

Combat Dice: 5+24

Appearing: 1

Special Damage/Abilities: See description

Description:

Brainbots are the field commanders of the robot army. They look like giant metallic brains about 6 feet in length and 4 feet across. They can hover in the air up to 10 feet high. They have retractable tendrils on the bottom that they can use to fight with or capture Humans. They also emit a sonic blast that renders humans incapacitated in a 30 foot radius. Brainbots can be found around large numbers of Battlebots.

Harvesters

Monster Rating: 60

Combat Dice: See description

Appearing: 1-2

Special Damage/Abilities: See description

Description:

Harvesters are built to capture a number of people. They are about 10 feet tall, have a humanoid figure from the waist up in the front, roll on tank like treads, and have a large containment compartment in the back. They sort of look like a truck with a person instead of a cab. They have both electroshockers and electronegatives, as well as eyebeams that can shoot for 300 feet and do 6 Dice in damage. Their hands can do 4+2 Dice in damage if you can get close enough to get hit by them.

Electro-brain Lords

There's a rumor that Electro-brain Lords are on each of the larger flying saucers in the sky. Are they who the women are for?

The Cat Women:

There is a mysterious race of Cat Women(MR 30) that hate the Electro-brain Lords and travel through Outer Space hunting robots. They are secretly here to help and have been seen using jetpacks to fly. They also have rayguns that do 4+3 Dice in damage. (psst...they can be played as characters to: STR and DEX are X 1.25, LUCK and CHR are X 2)

UNDERMANKERS



UNDERTAKERS

When a town dies there is no outcry, no ceremony, in fact there is no sound at all. They die quietly as it's soul is helplessly sucked out and devoured like marrow from a bone.

No one ever notices when the Undertakers come to town. By the time anyone realizes they are there, it's too late. The Undertakers have drained the town of it's life and people and have moved on to the next.

A handful of survivors from various towns left dead by the Undertakers have banded together to try and stop this Evil. You are one of them.

CREATING A CHARACTER:

First create a Human character using the Tunnels & Trolls character generation rules. There's a new Score called Fear. Each Player starts with A score of 10

Next Give your character a Name, a Profession or type of person they are and create a back story for them.

Pick 3 Skills that go with your character's profession/type. There are 2 categories of talents, Combat and Non-Combat. Only 1 or the 3 talents a character starts out with can be a Combat talent, like rifle, martial arts, knife throwing, and so on. Non-Combat talents are things like auto mechanic, knot tying, gun repair, electrician, urban myths, or folklore. Talents that fit the character's description and may prove useful.

A character's starting pocket money is 3d6 times 10(\$30-\$180)

Optional Rule:

Special Abilities:

Roll 2 d6. If you roll an 11, you have 1 special Ability. If you roll a 12 you have two.

Roll 1d6 to determine the ability. If you roll the same number twice, then roll again.

1. Sensitive to spirits - You can communicate with the dead.
2. Empathy – You can detect feelings from people and objects.
3. Telepathy – You can read minds and send thoughts.
4. Heal- you can mentally heal 1d6 of yours of someone else's CON an hour.
5. Mind Shield – You can shield you mind from probing or attack.
6. Astral Projection – You can project your spirit self out of your body for as many rounds as twice your INT score.

FEAR

Whenever characters are face with something beyond their comprehension they must make a Fear check. As with save rolls, the GM assigns a level to the experience and the Player must roll the appropriate dice vs. their INT score. If they make it they are able to handle the situation in a rational manor. If they miss by 3 points or less they lose 1 Fear point and are rattled but funtional. Missing by 4-6 they lose 2 points and their reaction is at the discretion of the GM. Missing by 7 or more points subtracts 3 from their Fear and the character's “flight” instinct kicks in and they run away. If a character's Fear reaches 0 they go into shock. If Their Fear drops below 0 they are driven insane.

THE WORLD OF THE UNDERTAKERS:

Most of the Undertaker's activity and their minions takes place in the dark of the Night. When they come to town they will almost usually take up residence in abandoned or closed funeral homes and mortuaries. In larger towns they might take over funeral homes already in business as they are apt to do so unnoticed by the public. Smaller towns tend to have more nose people. (Note to Investigators: You might want to look for recently opened funeral homes or ones that have changed management when entering a new town).

It is unknown why or for what purpose the Undertakers bleed each town of it's life. The only know purpose of the Undertaker's ghastly chores is for pure evil and evil alone.

As towns die: The death of a town is a slow, steady process. It begins with life going on as usual. As it progresses, the disposition of the townspeople, from house to house, will go from edgy to depressed to distant to despair until they vanish completely, nonexistent. The state of their houses and soon the town will reflect this as the townspeople lose all spirit, faith and hope. No town can be truly save unless the Undertaker there is destroyed or driven out. They leave when the town is dead and drained, then move on to the next. Dead towns usually contain traps left by the Undertakers.

THE UNDERTAKERS:

As stated before, Undertakers usually use funeral homes and such as their base of operations. They are usually seen at night but can be seen during the day performing funeral home or mortuary tasks. All Undertaker lairs have an active embalming room, where they create the Embalmed(see later), a crematorium and a a mausoleum or morgue to store corpses. What they do with bodies and souls is unknown.

Undertakers are supernaturally strong and can move freely through the shadows without being seen. They are about 6 and a half feet tall with dull, waxy looking skin and dress in gray or black suits. Their eyes have a cold steady stare to them. When they do actually speak, their voices are deep and gravelly. They are said to have embalming fluid for blood.

If they get involved in combat, Undertakers will opt for physically attacking their victim with their hands. They will use anything as a weapon to get the upper hand.

Undertaker stats are as follows:

Monster Rating: 66

Combat Dice: 7+33

Appearing: 1-2

Special Damage/Abilities: See above

MINIONS:

Undertakers may have several types of minions at their disposal.

The Embalmed: The Embalmed are people that have been actually embalmed by an Undertaker. They act as ordinary human beings in every way, except that they don't breath, eat, or sleep and have embalming fluid for blood. They may seem normal but they are under the control of the Undertaker that created them and do their bidding. When found out or confronted, Embalmed are relentless in their attacks and will not stop until destroyed.

Monster Rating: 22

Combat Dice: 3+11

Appearing: 1-5

Special Damage/Abilities: See above

Ghouls: Ghouls are cadaver eating monstrosities. They are grizzled, twisted, and smell like a tomb. Their skin is gray and they have yellow teeth and glowing red eyes. Ghouls will usually be found in cemeteries, but can be found in dead buildings or areas of a town and sometimes skulking around in the dark of the Undertaker's funeral home. They are to dying towns like rats to garbage. The deader the town the more likely they will be encountered. Ghouls fear undertakers and will obey their commands because of it.

Monster Rating: 26

Combat Dice: 3+13

Appearing: 1-5

Special Damage/Abilities: See above

Black Hellhounds: Wolf sized canines with all black fur and red eyes. They can be summoned by an Undertaker to chase or hunt down anyone or group they need eliminated or scared off. They run as if they can travel through shadows, or can they. It is best to try and elude Black Hellhounds as opposed to confronting them.

Monster Rating: 36

Combat Dice: 4+18

Appearing: 1-3

Special Damage/Abilities: See above

Red Hellhounds: Like their black furred cousins, Red Hellhounds are the same wolf sized canines, except red with black eyes. They are usually summoned to act as guards for the Undertaker. They can snort fire from their nostrils, but not enough to cause damage unless they have someone pinned down and right on top of them.

Monster Rating: 30

Combat Dice: 4+15

Appearing: 1-4

Special Damage/Abilities: See above

Hunchbacks: Hunchbacks are humans that are loyal to the Undertakers. Undertakers usually employ 1 or 2 of them. The Hunchbacks work in close proximity of the Undertaker setting up equipment, disposing of bodies, and other tasks that the Undertaker can't be bothered with. Hunchbacks start out as

normal humans but being so close to the power of the Undertakers their bodies twist and deform over time. They have no special powers and usually fight with a weapon or something they can use as a weapon.

Monster Rating: 24

Combat Dice: 3+12

Appearing: 1-2

Special Damage/Abilities: See above

BIBLES AND RELIGIOUS ARTIFACTS:

Bibles and religious artifacts can repel or ward off Undertakers and Ghouls if they are backed by the faith of the person using or holding them. The stronger the faith the more powerful it is. Bibles and religious artifacts have no effect if used by the faithless.



XENOMORPH

Aliens have taken over a colony installation on Prime Nexus 6. You are part of a team sent in to eliminate the alien threat. The rest of your team is dead. You have 20 hours to find the extraction point and escape before the installation is vaporized from space.

Good Luck!

PLAYING THE GAME:

Each turn is 1 hour of the time you have left to escape. Roll 1d6 each turn and check the event chart. Next roll 1d6 and consult the appropriate chart. You have 20 turns to escape.

CHALLENGES

Challenges will pop up that you will have to make a Saving Roll. If you make it you can go on. If you don't succeed you must roll 1d6. On evens you must try again on the next turn. On 3 or 5 you encounter a Xenomorph. If you defeat it or have rolled a 1 you can safely go another way.

- 1 - Jammed door - LVL1SR vs STR
- 2 - Falling debris - LVL2SR vs. LUCK
- 3 - Power goes out in room - LVL3SR vs INT
- 4 - Pipe burst spewing steam - LVL1SR vs. LUCK
- 5 - Computer malfunction hazard - LVL2SR vs. INT
- 6 - Electrical unit throwing sparks - LVL3SR vs. LUCK

CREATING YOUR CHARACTER:

Create a Human character as per Tunnels & trolls rules, or use the rules in New Khazan. You start with a standard pulse beam rifle and regulation body armor(absorbs 1 point of damage).

EVENT

- 1 - Xenomorph
 - 2 - Challenge
 - 3 - Empty Room
 - 4 - Xenomorph
 - 5 - Gear
 - 6 - Roll 1d6.
- 1 or 6 = Extraction

XENOMORPH

- 1 - Young MR 18
- 2 - Mature MR 22
- 3 - Average MR 28
- 4 - Scout MR 26
- 5 - Soldier MR 32
- 6 - Brute MR 40

GEAR

- 1 - Health Stim(Heals 5 CON)
- 2 - Medium Armor (Takes 5 Hits)
- 3 - Fusion Rifle(4 Attack Dice)
- 4 - Plas-shield(Takes 1 Hit, usable with armor)
- 5 - Ultrabeam Gun(4+6 Attack Dice)
- 6 - Heavy Armor(TAKes 8 Hits))

XENOMORPH PART 2

You have survived Prime Nexus 6, and are safely aboard The O'Bannon, the ship that picked you up. All you want to do now is shower and rest. Sirens begin to shriek through the halls. It's the breach alarm. Soon the halls are filled with screams and a familiar hiss. Looks like some of the Xenomorphs had a survival instinct and made it to the ship before the it took off and the colony exploded. You fear most of the crew is either dead or dying at this point. Your only home is to find a computer, start the self destruct sequence and then high tail it to a cryo-escape pod. Good luck with that.

PLAYING THE GAME:

Xenomorph 2 is played the same way as in Xenomorph. Use the same character or create a new one (but that might not work so well). Roll 1d6 each turn and check the event chart. Next roll 1d6 and consult the appropriate chart. Each turn is 1 hour until you find a computer and set the self destruct. Once the self destruct is activated roll on the Event 2 table and you now have 15 turns to make it to an escape pod.

EVENT

1 - Xenomorph
2 - Challenge
3 - Empty Room
4 - Xenomorph
5 - Gear
6 - Computer - make a level 2 roll vs. Tech to set the self destruct.

EVENT 2

1 - Gear
2 - Xenomorph
3 - Empty Room
4 - Challenge
5 - Xenomorph
6 - Roll 1d6.
1 or 6 = Found Pod and escaped.

GEAR

1 - Med pack (Heals 5 CON)
2 - Medium Armor (Takes 5 Hits)
3 - Tech Stim (Stim shot of nanobots that enhance Tech knowledge. Add +1 to INT rolls)
4 - Plasma disc (One use throwing weapon that can be used before an attack to do 3 points of damage to the Xenomorph)
5 - Fusion Rifle (4 Attack Dice)
6 - Combat Stim (Stim shot of nanobots that enhance combat prowess. Add +1 to your Combat Adds)

XENOMORPH

There are no young or mature Xenomorphs on the ship. Sucks for you.

1-2 - Average MR 28
3-4 - Scout MR 26
5 - Soldier MR 32
6 - Brute MR 40

CHALLENGES

1 - Equipment fallen over - LVL3SR vs LUCK
2 - Override security lock - LVL2SR vs INT
3 - Alien Muck everywhere - LVL1SR vs LUCK
4 - Crew corpses blocking exit - LVL2SR vs LUCK
5 - Door shorted out - LVL1SR vs INT
6 - Laser defense turned on - LVL3SR vs INT

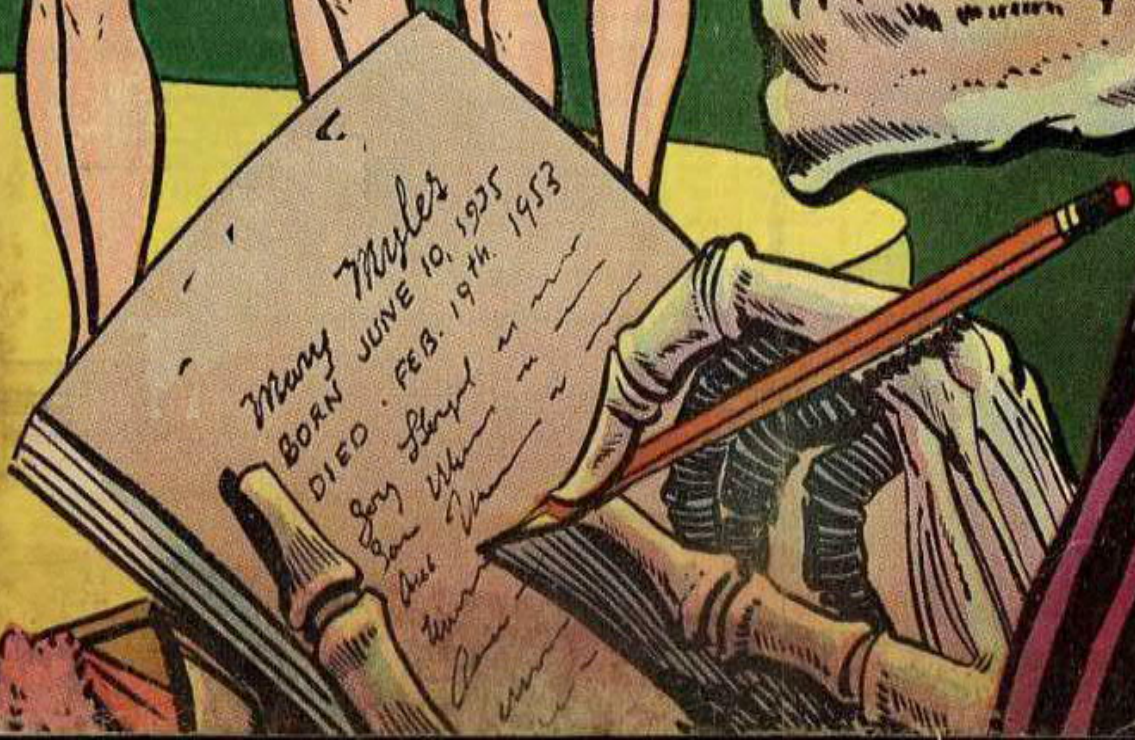
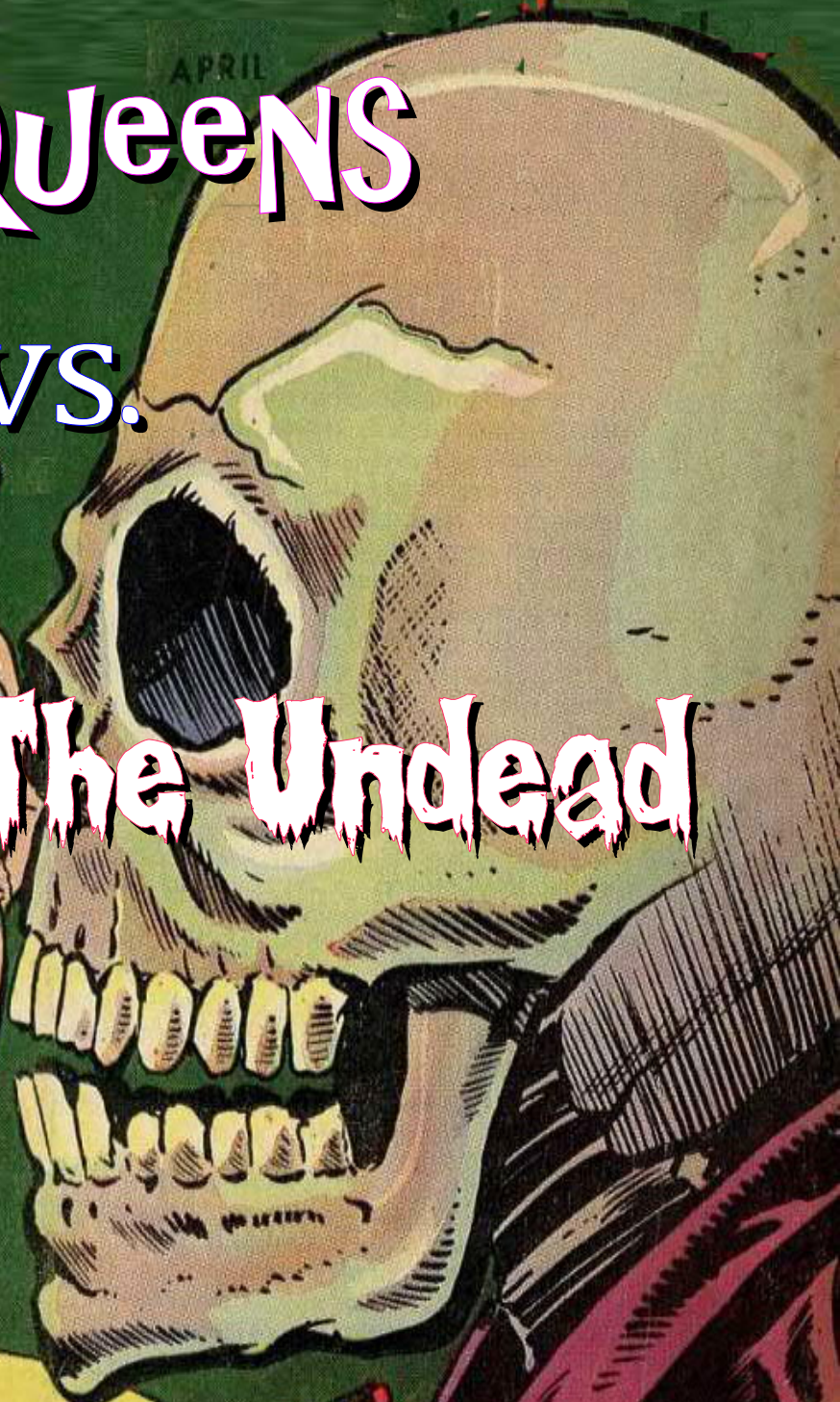
APRIL

APRIL

Beauty Queens

VS.

The Undead



Beauty QUEENS vs. The Undead

This is it. All of the finalists have been called back out on stage. Fingers cross and tears begin form. In just three minutes everyone in the Nation is going to find out who will be the next...Queen of the Beach!

Don Cologne opens the envelope and reads the card silently. A smile breaks on his face as he takes a moment to pause for dramatic effect. An intake of breath...

“And the winner is...”

Suddenly loud screams fill the Clementine Ballroom. There are loud crashes and sparks as the set begins to fall down around the terrified and shock contestants. The audience begins to scramble for the exits.

The shambling undead pour out of the doorways, tearing up everything in their path. The beauty pageant has become a living Hell, that is until Ms. Palm Tree plants her high heel into a zombie's skull. The girls all realize that they have to stick together if they are going to get out of here alive!

Beauty Queens vs. The Undead is a role playing game where the players take the part of a beauty contest contestant or maybe even the host or crew. You are going to need a few 6 sided dice, paper, and a good sense of humor to play.

Creating a Beauty Queen:

Contestants and other characters are created using the rules in Tunnels & Trolls. While originally meant for Humans on Earth, changing the setting to trollworld might prove interesting

Contestants also need to have a name, a place where they are from and are representing, a pageant talent, and answer the questions “What kind of person are you?”, “what is your strongest personality trait?”, and “How would you bring Peace to the World?”

Talents(Skills): Contestants can have either 2 general talents and 1 pageant talent or 1 general talent and 2 pageant talents. Pageant talents are those that the Contestants would use during the “talent” portion of the pageant. It can be whatever the player wants it to be, but make it a good one because who knows how helpful it will be against the drooling dead. *Flaming baton* for example.

How to play:

Before each Pageant(“Other names for a Campaign” for 400 Alex), the Sponsor(the Game Master(GM) decides what phase of the pageant the Contestants are in. Talent, swimwear, evening gown, or finals for example. That determines what pageant gear the Contestants have when the stuff goes down. The sponsor must also give the

pageant a name.

At the beginning of the Pageant, all Contestants introduce themselves letting the others know who they are, where they're from, what they're pageant talent is, and answers to the questions "What kind of person are you?", "what is your strongest personality trait?", and "How would you bring Peace to the World?"

Once all that is sorted out, then the Pageant begins! Let's hope they can escape.

If the Contestants do manage to escape outside, then the police, military, or other authorities may show up and the scenario is over. Of course anything could happen and the scenario can just continue.

Pageant Gear:

Here are some suggestions. Anything can be used as a weapon as long as the GM agrees and decides how much damage it does.

Apparel:

3 inch heels: They are 1+3 Dice if thrown (range 20 feet) and 2-1 if used as a hand weapon.

4 inch heels: the same damage as 3 inch heels if thrown but 2 Dice if used as a hand weapon.

Evening gowns: They can slow you down until they are

torn off to above the knee.

Pearls/round jewels: Pearls and round jewels on jewelry worn by contestants can be broken and the pearls scattered to make footing a problem in an area.

Roller/inline skates: Double Speed in terms of traveling not the attribute

Tiara: Can be thrown like a boomerang up to 25 feet. They are 2 Dice weapons.

Pageant Props:

Baton: They are 2+1. If flaming add an extra die. If flaming and Spite is rolled for damage then the Undead monstrosity has caught on fire and runs away burning.

Flag pole: Similar to what would be used in marching bands. They can be used for 3 things. It can be used to strike like a staff for 3 Dice, used to pierce like a spear for 3+1 Dice, or used for defense and parry an attack.

Parasols: Parasols can be used like flag poles. They do 2+4 for striking, 3 for piercing, and can be used to parry when open.

Throwing knives: What? Her talent may be throwing knives. They are 2+1 Dice weapons and can be thrown 20 feet effectively.

Other items:

Microphone: They are 1-3 as a weapon.

Fire extinguisher: Can set off in an attackers face to stun them for 1 round. If used to hit someone, or something, it is a 3 Dice weapon.

Stage light: If dropped from a high height they do 3-18(3d6) points of damage. Save against Speed or Luck to avoid.

The Undead:

There could be any reason why the undead are attacking and laying waste to the pageant. They were summoned for revenge by a jilted contestant. The zombie outbreak just started in a nearby cemetery. It could be because the pageant causes too much trouble once every year and voodoo seemed liked a good way to take care of it. Aliens are using Plan 9 to raise the dead and invade. Maybe they were people who just stopped living and got mixed up.

There are a few different kinds of undead. Zombies are the most common.

Regular shambling, slow moving *zombies* are:

Monster Rating: 24

Combat Dice: 3+12

Appearing: 1-500

Special Damage/Abilities: None

Zombies that are half there (most likely the top half), or *half tracks* are:

Monster Rating: 20

Combat Dice: 3+10

Appearing: 1-500

Special Damage/Abilities: None

King zombies are intelligent and may be running the show, or have more up their sleeve (if they have any) than just mayhem and carnage.

Monster Rating: 40

Combat Dice: 5+20

Appearing: 1-500

Special Damage/Abilities: None

Skeletons may show up as well. They are:

Monster Rating: 18

Combat Dice: 2+9

Appearing: 1-10

Special Damage/Abilities: None

Wights are more supernatural than undead. They are pale and white with claws. They also are very agile and can suck the life out of a person.

Monster Rating: 36

Combat Dice: 4+18

Appearing: 1-5

Special Damage/Abilities: If the wight makes an automatic hit then the player must make a level 3 save against Luck or lose half their CON.

Rules on getting bit:

If bitten by a human has 1 die plus their Luck score in hours before they succumb to the zombie infection and die and live again. A body part can be amputated in time if a Level 4 Save Roll against Luck is made.



LIBRARIANS

OF DOOM

A GAME OF
BIBLIOGRAPHICAL PROPORTIONS

The Librarians of Doom

They've been here forever. Their temples in every community. They hide under the guise of public servitude while practicing their dark arts. Some say they are here to steal our souls to feed strange and powerful beings in another dimension. Others say they are caretakers of sleeping gods, preparing the World for their awakening. They are creatures of horrible power and indescribable evil. They are the Librarians of Doom. You must do what you can to stop them. With a Public Library in every town, community, county, and city...you better pray you aren't too late.

Creating A Character:

Roll up Human Characters as per the Tunnels & Trolls edition you like best. Name, Age, Race, Height, and Weight are other aspects to your character.

Classes:

Each player can pick one of these classes for their character to be.

Ordinary Citizen:

These are everyday people who have somehow stumbled across or directly affected by the evil of the Librarians. They may not even wholly believe in the existence of the Librarians. They can have any regular type of skills that pertain to everyday life, but none pertaining solely to or knowledge of the Librarians. Ordinary citizens have a Luck Factor that adds 2 points to their LUCK score.

O.S.G.:

These are members of a secret Holy army, The Order of St. George, that deals with supernatural threats. The O.S.G has no specific religious denomination. The organization is headed by the High father, who is appointed by God. Next is the Covenant, a group of individuals who oversee and assign the operations and missions to be carried out by the O.S.G. There are three lower levels of the O.S.G. that actually do all of the work, The Flock, Knights and Clerics. Knights and Clerics do most of the actual “wet work” or the O.S.G., The Flock run most of the behind the scenes operations to keep the organization running smoothly.

The Flock

The Flock don't usually go out on missions but occasionally they do get caught out in the field. They get a +1 on INT save rolls. They try not to get into very many combat situations. They are very knowledgeable about the Librarians and get +2 on any save rolls pertaining them information wise.

Knights

Knights are the foot soldiers of the O.S.G. They have taken a vow of purity and can do no evil. They can add 2 points to any save rolls regarding CHR. They can also add 1 point to combat rolls when fighting evil and librarians(not undead though). They will not use guns.

Clerics

The Flock is the brains, Knights are the brawn, and Clerics are the spirit of the Order. Clerics get a +2 on any save rolls pertaining to anything holy(prayers, religious information, ect.). They can repel or turn the undead by making a saving roll at a level how how many undead they are turning vs their Influence

score. Clerics can also heal themselves or others by making a save roll at a level of d6s of CON they are trying to heal vs their INT. *A knight hurt in combat lost 6 points of CON. The cleric in the group wants to try and heal a lot of the damage and shoots for 2 dice of CON healed making the task a level 2 save roll.*

U.F.A.L.

The United Front Against Librarians is an underground organization with the purpose of destroying the Librarians. Unlike the O.S.G, the U.F.A.L has no connection to religion. They are strictly a militant group of ordinary and professional people. They can have any regular type of skills that pertain to everyday life as well as any pertaining to the Librarians. They gwt +1 on combat rolls for any martial arts, hand to hand, or small blade attacks. U.F.A.L. members get a +1 to any save rolls against DEX, but -1 on any CHR save rolls(they're known to be a little abrasive at times).

Skills:

Skills are special talents or traits that a character might have to give him or her an edge in certain situations. Characters get 3 skill to start out with. Some examples would be Archery, Mathematics, Electrician, Fixing Computers, Programming, Lie detection, etc.

Psychic Ability:

If you rolled a natural 17 or 18 for INT when creating a character, there's a chance that character has some sort of psychic abilities. To determine if they have such an ability roll 1d6. Odds they have no ability, evens they do. If they do then roll 1d6 to determine what kind of ability they have.

- 1 - Clairvoyance - The ability to see things psychically.
- 2 - Sensitive to spirits - You can communicate with the dead.
- 3 - Empathy - You can detect feelings from people and objects.
- 4 - Telepathy - You can read minds and send thoughts.
- 5 - Mind Shield - You can shield you mind from probing or attack.
- 6 - Clairaudience - The ability to hear things psychically.

Money:

The currency used is American Dollars.

$(1d6*10)+(1d6*10)+(3d6)$ = a character's starting money.

Equipment:

Weapons:

Hand weapons:

Blunt weapons are anything that don't have an edge, like a club, baseball bat, lead pipe, and things of that nature. Blades can be anything from a pocket knife to a samurai sword to the edge of a piece of sheet metal. The costs are suggested retail price of a commercially or store bought weapon. Obviously there are items that can be picked up and used as weapons for free. The damage remains the same though but the GM can decide how much damage a picked up item can do.

Hand weapons:

<i>Weapon</i>	<i>Dice</i>	<i>Cost</i>		<i>Weapon</i>	<i>Dice</i>	<i>Cost</i>
Knife	2	\$20		Black Jack/sap	1+3	\$15

Dagger	2+2	\$30		Night stick	3	\$40
Stiletto	2-1	\$15		Brass Knuckles	1+2	\$12
Rapier	3	\$50		Snap Baton	2+1	\$18
Sword cane	3+2	\$75		Lead pipe	2	found
Machete	3+4	\$45		Rock	1+3	found
Caltrops	1+3	\$15		Bottle	1+2	found

Ranged weapons:

<i>Weapon</i>	<i>Range</i>	<i>Damage</i>	<i>Cost</i>
Grenade	40 feet	4 Dice to all in a 30' radius	\$50
Pistol	300 feet	3	\$300-\$600
Rifle	600 feet	3+3	\$400-\$800
Shotgun	125 feet	4	\$500-\$1000
Automatic rifle	200 feet	3 single shot, 4 in spray	\$600-\$2500
Bow & arrow	100 feet	2+4	\$40 bow \$25 per 12 arrows

Gear

<i>Gear</i>	<i>Cost</i>	<i>Notes</i>
Taser	\$450	Make a save against Knack to hit a target. Target is incapacitated for 2 rounds and must make a Brawn save to break free. 20 foot range.
Tablets	\$200-\$500	Portable tablet computers.
Flak vests/Kevlar	\$225	Absorbs 4 points of damage
Gas grenades	\$300 box of 2	Like regular grenades but emit a knockout gas. The gas renders anyone in a 20' radius unconscious for 2d6 rounds.
Motion tracker, hand held	\$150	Can detect movement up to 90 feet away.
Motion tracker, portable	\$70 for 2	Can be placed around an area and set off an alarm if something goes by it
Night vision goggles	\$80	To be able to see at night.
Gas Mask	\$45	Allows it's wearer to breath freely in a noxious gas.
Pepper spray	\$15	Personal range
Thermal scanner	\$1000	Shows heat signatures that can't be seen by the naked eye.
Full spectrum video camera	\$260	Records video in the normal, infrared, and UV spectrum of light.
Full spectrum digital still camera	\$225	Takes still photos in the normal, infrared, and UV spectrum of light.

The Villains:

These are the vile creatures that lurk in the shadows of the world of the Librarians. The attributes listed with each villain are what a first time character might be able to handle and can be adjusted how the GM sees fit.

The Humans

Followers: They are ordinary people either under the power of the Librarians or zealot believers. These are usually library employees. MR 16

Priests: Priests are devout followers of the evil Librarians. Because of their devoutness to the evil beings they get a +1 on combat rolls versus Knights or Clerics. Priests make good Head Librarians. MR 18

The Crazy: These are people driven somehow mad from the existence of the Librarians. They have a tendency to gather around areas of Librarian activity, especially Libraries. They will sit at the free computers in the library endlessly looking up conspiracies and articles of the unknown. Even though they are insane, The Crazy may become allies of the Party. MR 17

The Undead:

Zombies: The shambling reanimated corpses of dead humans. One isn't too bad to handle but in a



group they can be quite formidable. MR 20

Husks: Husks are humans who have been hollowed out by the Librarians and filled with their evil energy. They have no minds of their own but have been programmed by the Librarians, and sometimes priests, to do particular tasks. They are mostly used as guards or a line of defense. Husks look like normal humans but their eyes glow with the power within them. They have a supernatural eye beam attack that has a range of 30 feet and is 2+3 Diice. MR 24

Wights: Wights are human souls that have been captured by the Librarians and turned in to spectral assassins. They have the ability to fly and can hide in the darkest of places. Wights are semi corporeal so players must subtract 1 to their combat roll when attacking them and they get -1 on any damage they take. They are very susceptible to fire and take an extra +2 damage from fire attacks. MR 32

The Evil:

Ghouls: Ghouls are cadaver eating monstrosities. They're about 5 feet tall, grizzled, twisted, and smell like a tomb. Their skin is gary and they have yellow eyes and teeth. They are the Librarian's foot soldiers and are likely to be discovered first if a situation has direct Librarian involvement. Ghouls attack with their grimy claws. MR 28

Imps: Imps are 2 foot long flying devils. They have hooves, horns and are bright red all over. They are usually sent in to cause mischief and diversion. Impshave the ability to turn invisible. MR 24

Shoggoths: They are shapeless ameobas of protoplasmic bubbles and are able to form limbs and organs at will. Shoggoths are around 15 feet across when in a spherical form but they are tales of much bigger ones. They do whatever their masters instruct them to do. When attacking a party, the shoggoth will attack each player seperately as it can form appendages at will. If a player rolls an automatic miss then they are grabbed by the shoggoth and start to become absorbed into it. They must make a level 3 save roll vs. DEX to escape or take 1 die in damage each round they are stuck. MR 40

Demons: Demons are the heavy hitters of the Librarians army. They come in various shapes and sizes but all have the power of fire and brimstone behind them. Some can fly, some are wingless. They can can shoot a stream of flame from their hands up to 10 feet away as a 4 Dice weapon. They can also throw a ball of fire up to 20 feet away for 3+3 Combat Dice. Their claws do 4 Dice as does their bite. MR 60

The Librarians:

The Librarians are the ultimate Evil. They are the Glorious Masterminds behind all that plagues the World. It is unknown if anyone has actually seen a Librarian in it's true form, as that would surely mean death. Many have claimed they have, or at least that they've encountered a Librarian in a humanly disguise. They have many vast powers and arcane might that they can weave to do their bidding. Their spells are the cause of great evil and torment.

It is known, however and found out at a great cost, that the Librarians do serve another being more powerful than themselves. The nature of that being is unknown. It is also know

that the Librarians gain power by harvesting human souls and creating despair wherever they go.

While their plans may be thwarted but it may be impossible to defeat them. Their attributes are impossible to calculate.

Librarians also have somewhere in their possession (either personal or territorially) a book of power. They use the book as a focus to spread their evil. Each book is unique. Each book has a secret name by which it goes. Each book has its own special power. If something happens to the Librarian's book they will begin to lose power and may be even able to banish. Books of power are very hard to locate let alone destroy.

Other Encounters:

Humans:

Players may, and most likely, run into other human characters that are not associated with the Librarians. There will be everyday people such as shop owners, people on the street, the homeless, and so on. There is also the good chance that the players may have a run in with the police, military, CIA, or FBI, and that may or may not be a good thing. When dealing with humans players need to think about the believability and legality of what they are doing.

Angels:

Angels usually bring messages or warnings from the Good side of things. They usually won't interfere but may help out from time to time.

Ghosts:

Intelligent ghosts may be able to communicate, be a nuisance to or even help the players. Residual hauntings, those that aren't aware of the present and just repeat things that have happened in the past, may provide clues in their actions

Animals:

As with humans, the players may encounter guard or stray animals. Dogs and cats have a natural tendency to detect an evil presence. Dogs usually go into protect mode (if familiar with the players) but cats will get out of their as fast as they can or hide. If the evil is big enough all animals will flee.



Fear

Whenever characters are face with something beyond their comprehension they must make a Fear check. As with save rolls, the GM assigns a level to the experience and the Player must roll the appropriate dice vs. their INT score. If they make it they are able to handle the situation in a rational manor. If they miss by 3 points or less they lose 1 Fear point and are rattled but funtional. Missing by 4-6 they lose 2 points and their reaction is at the discretion of the GM. Missing by 7 or more points subtracts 3 from their Fear and the character's "flight" instinct kicks in and they run away. If a character's Fear reaches

0 they go into shock. If Their Fear drops below 0 they are driven insane.

Libraries:

Libraries for the most part look completely normal. The above ground floors are usually where the “Stacks” of books are kept. The basement floor is usually a few rooms or halls where public events can take place. Somewhere there are hidden passageways in all libraries that lead to catacombs, Priest temples or even Librarian lairs. These passageways will be tricky to find and the danger of getting caught in one is very severe.

One exception to all of this are college or university libraries. These libraries are NOT the domains of the Librarians, but they can infect them with their presence if it suits their will. Churches also have libraries inside their walls. The Librarians, nor their minions, cannot enter or exert their power on a church library. College and church libraries might be good places for players to do research.