



## The Monster Party

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### TRAVELING IN THE DARK

You (and your party of adventurers if you have one) find yourself trying to find your way through some remote hills when the sun goes down. There really isn't any good spot to camp, and your mission is urgent--you must reach your goal on the morrow or you will be too late, so you keep going, even though the travel is slow. About two hours after sunset you begin to hear distant voices. As you get closer to them, you can make out that they are singing--singing the kind of rough and bawdy songs that trolls like to sing.

At this point you have a choice. You may either cautiously approach and find out who the revelers are, or you might cautiously sneak away. If you sneak away, everyone in the party must make a level 2 saving roll on DEX. Make all the rolls, and you get away safely. Miss even one, and you will make a noise that alerts the trolls to your presence--perhaps one of the horses neighs, or perhaps a cactus sneaks up behind you and when you feel its spines unexpectedly (clumsy of you to back into a cactus), you let out a bit of a howl. If that happens, skip down the page until you find the section labeled **MIDNIGHT ENCOUNTER.**

If you decide to sneak up on this riotous group, read on.

## TROLLS AROUND A BONFIRE

As you approach the singing, you spot a light in the distance. As you get closer you realize that it is a rather large bonfire. The appetizing aroma of roasting meat reaches you, and you suddenly remember that all you had for supper was some iron rations several hours ago. Your approach becomes very cautious now--you are crawling through the sparse brush that dots the hillside. As you get closer you see eight to ten figures sitting around the fire. There is a large cave mouth near by, and the fire is situated squarely in front of it. You are close enough to make out the words to the singing now.

*Ninety-nine pickled elves on the wall,*

*Ninety-nine elves on the wall,*

*Take one down, and pass it around,*

*There's ninety-eight pickled elves on the wall!*

You have stumbled upon a party being held by some of the members of Trollhalla. There are ten members present. The next section consists of names and attributes for these ten monsters. As GM, you may use these monsters as part of any raiding parties, or as foes for the Good Kindreds, or as comrades in arms if your party also happens to be monstrous in nature.

## TEN MONSTERS HAVING A PARTY

**(note: I called for volunteers from Trollhalla to be the monsters in this scenario, and took pretty much the first ten I got. I have taken some slight liberties with their equipment and abilities, simply to make things work out better. Any resemblance between these monsters and their counterparts in Trollhalla was fleeting at best. Some of them gave me character descriptions--some didn't. In the long run I decided not to include descriptions. Let your own imagination tell you what a forest troll is like.--Ken)**

### Mist-Tikk the Forest Troll:

STR 40    CON 40    DEX 39    SPD 38

INT 13    WIZ 12    LK 40    CHR 12

COMBAT ADDS        109

MAGIC            None

WEAPON        Black Trollhammer

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### G'noll the Gnome (Hyena-Kin)

STR 27    CON 27    DEX 58    SPD 21

INT 58 WIZ 90 LK 27 CHR 37

COMBAT ADDS 91

MAGIC Spells through 5th level

WEAPON Khennzdagger

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**Grumlahk the Homunculus**

STR 12 CON 44 DEX 41 SPD 20

INT 99 WIZ 44 LK 41 CHR 60

COMBAT ADDS 66

MAGIC Spells through 10th level

WEAPON Wizard Walking Stick

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**Boozer the Hobgoblin**

STR 32 CON 18 DEX 30 SPD 18

INT 12 WIZ 8 LK 28 CHR 13

COMBAT ADDS 60

MAGIC None

WEAPON Goblin Bow

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**Seorus the Rock Troll**

STR 75 CON 75 DEX 71 SPD 71

INT 61 WIZ 61 LK 61 CHR 71

COMBAT ADDS 230

MAGIC: None

WEAPON: Seorus generally uses the Blue Roguesword.

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**Brrrennt the Trelf**

**STR 18 CON 23 DEX 21 SPD 21**

**INT 24 WIZ 23 LK 24 CHR 21**

**COMBAT ADDS 36**

**MAGIC All first and second level spells**

**WEAPON Khennzdagger**

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**Cram the Bridge Troll**

**STR 21 CON 23 DEX 20 SPD 23**

**INT 22 WIZ 22 LK 30 CHR 19**

**COMBAT ADDS 46**

**MAGIC None**

**WEAPON Crimson Trollhammer**

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**Skarwulff the Troll**

**STR 31 CON 30 DEX 27 SPD 37**

**INT 21 WIZ 21 LK 30 CHR 23**

**COMBAT ADDS 77**

**MAGIC None**

**WEAPON Trollish Flamberge**

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**Mhegrrrim the Skultosser the Rock Troll**

<b>STR</b>	<b>27</b>	<b>CON</b>	<b>27</b>	<b>DEX</b>	<b>23</b>	<b>SPD</b>	<b>11</b>
<b>INT</b>	<b>18</b>	<b>WIZ</b>	<b>22</b>	<b>LK</b>	<b>23</b>	<b>CHR</b>	<b>11</b>
<b>COMBAT ADDS</b>			<b>46</b>				
<b>MAGIC</b>		<b>None</b>					
<b>WEAPON</b>		<b>Trollbow</b>					

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#### **Toad-Killer Dog the Urookin**

<b>STR</b>	<b>45</b>	<b>CON</b>	<b>30</b>	<b>DEX</b>	<b>37</b>	<b>SPD</b>	<b>26</b>
<b>INT</b>	<b>50</b>	<b>WIZ</b>	<b>40</b>	<b>LK</b>	<b>31</b>	<b>CHR</b>	<b>35</b>
<b>COMBAT ADDS</b>			<b>91</b>				
<b>MAGIC</b>		<b>None</b>					
<b>WEAPON</b>		<b>White Roguesword</b>					

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### **JOIN THE PARTY**

The question now is what do you want to do in this situation. If you control a very strong party of adventurers, you may wish to attack these monsters right now. There is plenty of loot to be won from such an encounter. Or, if your party is weak, you could make another set of L2SRs on DEX or Luck and sneak away. As a GM you can always have this group of monsters attack the players at a later time, and if you think the whole group is too strong, then just use a few of the creatures. Alternately, if you aren't playing a Human, Elf, or Dwarf you could probably just walk in and join the party. Think of the fun of roleplaying a party of monstrous types. The imagination boggles.

## LOOT THE PARTY

The following treasure can be found by anyone who slays or defeats the monsters at the party.

100D6 gold pieces

5 jewels from the random treasure generator in the 7.5 rules.

10 unusual weapons as listed here:

1. A wizard's walking stick (5D6 + 1). This belongs to Grumlahk the Homunculus. It is a staff made from a gnarled black wood. Set atop it is a ball of black iron with a few spikes on it. Not only does it serve as a wizard's staff, but it also makes a terrific mace.

2. Goblin Bow (medium) (4D6) This weapon belongs to Boozer and is a light crossbow designed for goblins and able to be used with a single hand. Beside the bow is a quarrel of 20 bolts, reed shafts reinforced with copper wire. The ends are simply sharpened points blackened with a frog-based poison that does an additional 3 points of damage per combat round unless the poison is somehow nullified.

3. Trollbow. (12D6 + 12) Any of the trolls can use this weapon. It is a bone bow fashioned from laminated mammoth tusks. The arrows are polished shafts of stone weighing a good 3 pounds each. The bow itself is 14 feet in length, and is strung with sinew made from boiled mammoth guts. There are ten shafts for it in a nearby quiver.

4. Khennzdagger (2D6+20) is an obsidian-dagger the size of a machete. The edges of the blade have been cut into a jagged, serrated edge guaranteed to leave nasty tearing wounds in anything it hits.

5. White Roguesword (3D6 + 100)--This long straight sword has a cat-claw hook instead of a normal tip. It is enchanted and shines with a white radiance. The magic on the blade has the effect of causing weapons or armor struck by it to lose half their effectiveness each time they are struck.

6. Blue Roguesword (6D6 + 200) This blade looks like the white roguesword except that it is about 50% larger and heavier. It glows with a blue radiance and causes other weapons or armor to degrade in effectiveness by half twice each time they are struck.

7. Hrogr Falchion (8D6 + 8) This curved sabre-like weapon is double the size of a human weapon. It is made of heavy untempered iron, and the blade has bits of diamond set into the flat of the weapon to do additional gouging and tearing damage.

8. Trollish Flamberge (21D6 + 3) This is Skarwulff's weapon. It is a heavy, wavy-bladed sword some 12 feet in length. The massive steel blade is strong enough to chop through solid rock. Like all magical trollish weapons, this weapon can only be wielded by a troll.

9. Black Trollhammer (100D6) The hammer head on this massive weapon is carved from the densest lava that Trolls can find and then mounted on a sturdy oaken shaft some 8 inches in diameter.

The weapon is enchanted and has the power of breaking any other weapon that may try to parry it. . Like all magical trollish weapons, this weapon can only be wielded by a troll.

10. Crimson Trollhammer (200D6) The hammer head is made of glowing hellmetal. It does both burning and crushing damage when it hits. Like all magical trollish weapons, this weapon can only be wielded by a troll.

***Historical Note:** The Trollhammers were the main weapons used against Dragons during the Troll-Dragon wars at the beginning of time. There is a third type of Trollhammer that is more powerful than either of these weapons.*

## **MIDNIGHT ENCOUNTER**

As you make your way through some remote hills late at night, you see a bonfire not that far away from your path. There are a number of creatures around it. Suddenly, they all jump up and charge toward you and your party, bellowing hideously and brandish bizarre weapons.

You have only three choices: fight, run, or throw yourselves prone and beg for mercy.

If you fight, you will find that your foes are the monsters whose stats are given above. These are a nasty bunch and you will probably wind up dead in a hurry, but you can try. To make matters fairer the GM can use the monsters with the least number of combat adds, and no more than one per party member. However, at least 3 monsters are in the attacking group. If you win the fight, you can have their weapons and a roll on the random treasure generator for each monster defeated.

Running is probably your best chance for survival. A successful escape attempt will require level 2 saving rolls on both Speed and Luck. All those who make the saving rolls get away. Those who fail either of them are caught and must either fight or surrender.

Surrender is always a risky proposition. It is certain that you will lose everything of value that you are carrying. Just staying alive will require some skillful roleplaying. What could you say or do to induce a bunch of trolls and other monsters to spare you. Of course, if you are a monster yourself, your chances for survival go up immediately. In that case you might just have to prove yourself in one on one combat with a member of the attacking party. Let it be unarmed combat with all damage done as stun damage.

Once the encounter is played out, and that's all it is, a very simple encounter, the GM or anyone else in possession of this scenario may feel free to use the monsters described here in any of their own adventures where trolls and such would be appropriate.

**End**

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