

A TUNNELS & TROLLS™ GM ADVENTURE

THE VAULTS OF

WHORROR



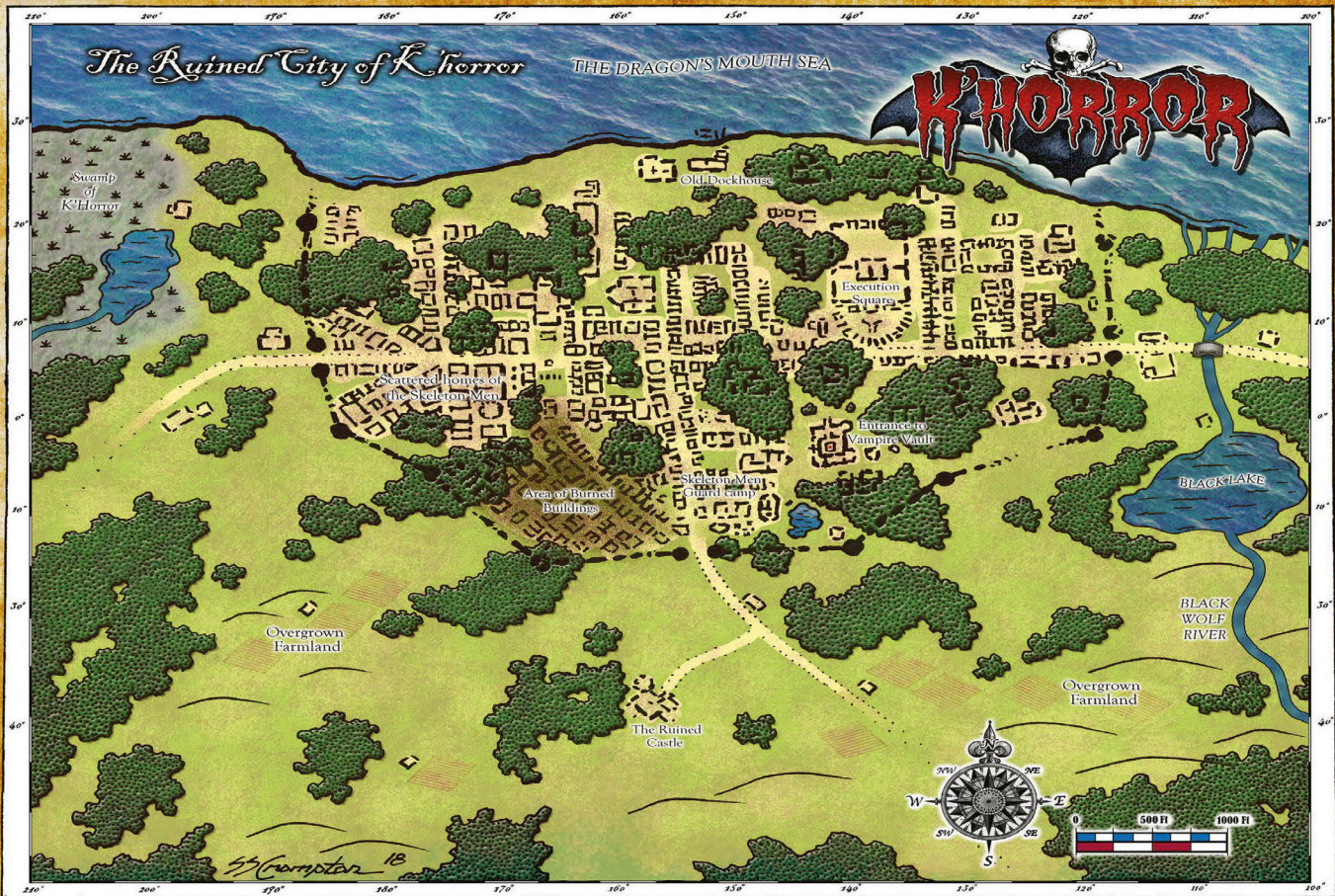
WRITTEN BY
A. R. HOLMES

EDITED BY KEN ST. ANDRE

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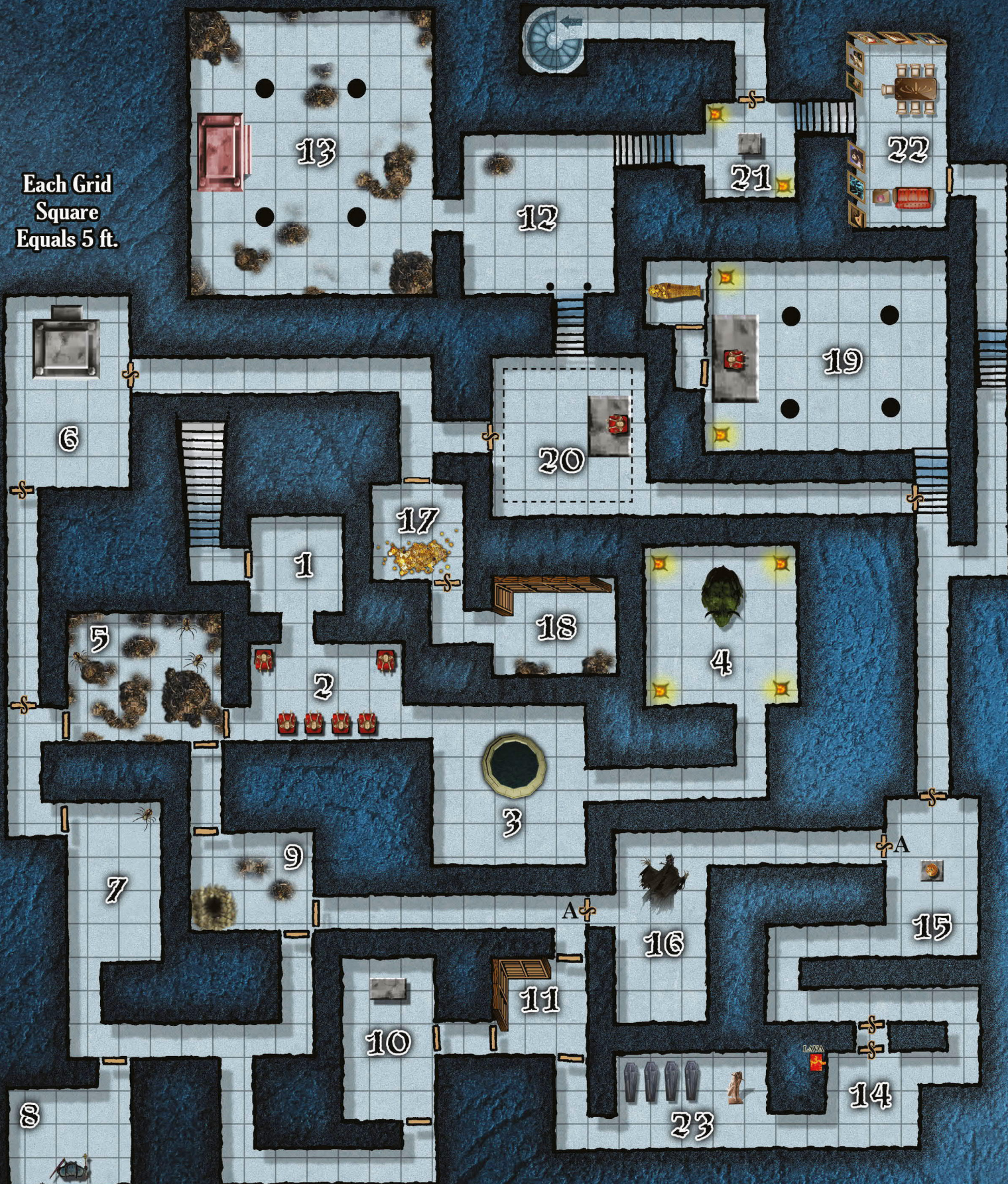
K'HORROR MAPS



55 Computer 13

VAULTS OF KHORROR MAP

Each Grid Square Equals 5 ft.



THE VAULTS OF

GM ADVENTURE, T&T MINI-RULES & SOLO!

K'HORROR



East of Khazan, lie the ruined lands where only the brave or the foolish enter. This is the dark realm of the Sketthor - the Skeleton Men and their crumbling cities. In taverns cold there are tales of Sorcerer Kings and Vampire Lords that still dwell 'neath the deserted city of K'horror. The word to travelers is clear. Stay away! For as darkness falls and ghostly shadows creep across the ruins and broken, sullen-faced statues of K'horror, evil spreads throughout the ancient city once more.

However, where ancient and powerful beings still dwell, mighty treasure and magic can be found. Of late, there are rumors of a mighty treasure deep beneath the ruins. Whispering 'tongues call this The Vaults of K'horror, it's foreboding entrance discovered only under the light of the moon. Your group have been hired to discover who or what is reawaking there. The rewards could be uncountable wealth and magics beyond imagination, but of course the price of failure is death, or perhaps worse...

Do you dare enter the Vaults of K'horror?

Vaults of K'Horror is a full-size 40 page Gamemaster adventure complete with maps, characters, background material and all stated for Deluxe Tunnels & Trolls. This book also includes the 13 page T&T Mini-Rules which allows you to run this adventure even if you don't have the Deluxe T&T rulebook. Plus a bonus 17 page mini-solitaire adventure in K'Horror by Ken St Andre.

DELUXE TUNNELS & TROLLS



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THE VAULTS OF

K'HOORROO

A Game Master Dungeon Adventure for



*Also compatible with
older editions of T&T*

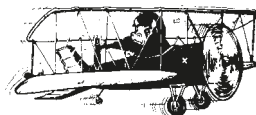
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Steven S. Crompton



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Vaults of K'Horror

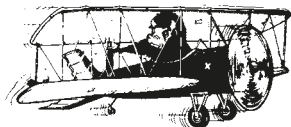
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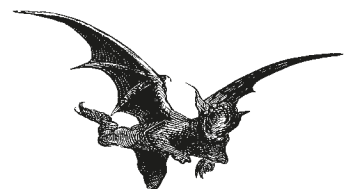
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WELCOME

Editor's Warning: *The Vaults of K'horror is not a beginner's adventure. It deals with dark and horrifying themes in a dark and horror-haunted part of Trollworld. Do not let sub-teens play this adventure. Your player characters should be medium to high level — levels 5 to 10 recommended with a minimum of 30 combat adds. Wizards are needed in this adventure, and they need to be knowledgeable and formidable if the adventurers hope to survive. You have been warned...*

THE VAULTS OF K'HORROR

The road between Khizil and Khazan is fraught with danger, for this is the shunned, dark land of the Skeleton Men, or Sketthor-Ka, as they are mentioned in the Dammed Scrolls of the Ancients, manuscripts from dark days of legend, of which only rare and fragile pages remain. These creatures of darkness once thrived in an empire built above and below the areas surrounding the now deserted city of K'horror, thousands of



years before Lerotra'hh, daughter of Rotra, later to be known as the Death Goddess. But the Empire of The Sketthor-Ka declined, and now is almost lost within the dark swirling mists of time. In taverns cold and dark, placed upon the road, shadowy cloaked beings speak in low tones of the Sorcerer Kings and Vampire Lords that still dwell 'neath the ruined and deserted city of K'horror. The word to travellers is clear. Stay away! Pass through the ruined city whilst the sun remains high but linger not after twilight, for as darkness falls and ghostly shadows creep across the ruins, fallen stones and broken, sullen faced statues of K'horror, evil spreads throughout the fallen city once more.

However, where ancient and powerful beings still dwell, mighty treasure and magic can be found. Of late, the taverns along the road from Khizil to Khazan have been filled with rumours of mighty treasure in a dungeon deep beneath the ruins. Whispering tongues of excitement call this The Vaults of K'horror, its dark and foreboding entrance discovered only under the light of the moons and never whilst the light of the day remains. The Vaults of K'horror is your destination...if you are brave enough.

PLAYER'S INTRODUCTION

Almost every kindred known to the civilised world have walked the streets of Khazan and now you feel the ancient cobbles beneath your feet. Wary of every shadow, carefully avoid-



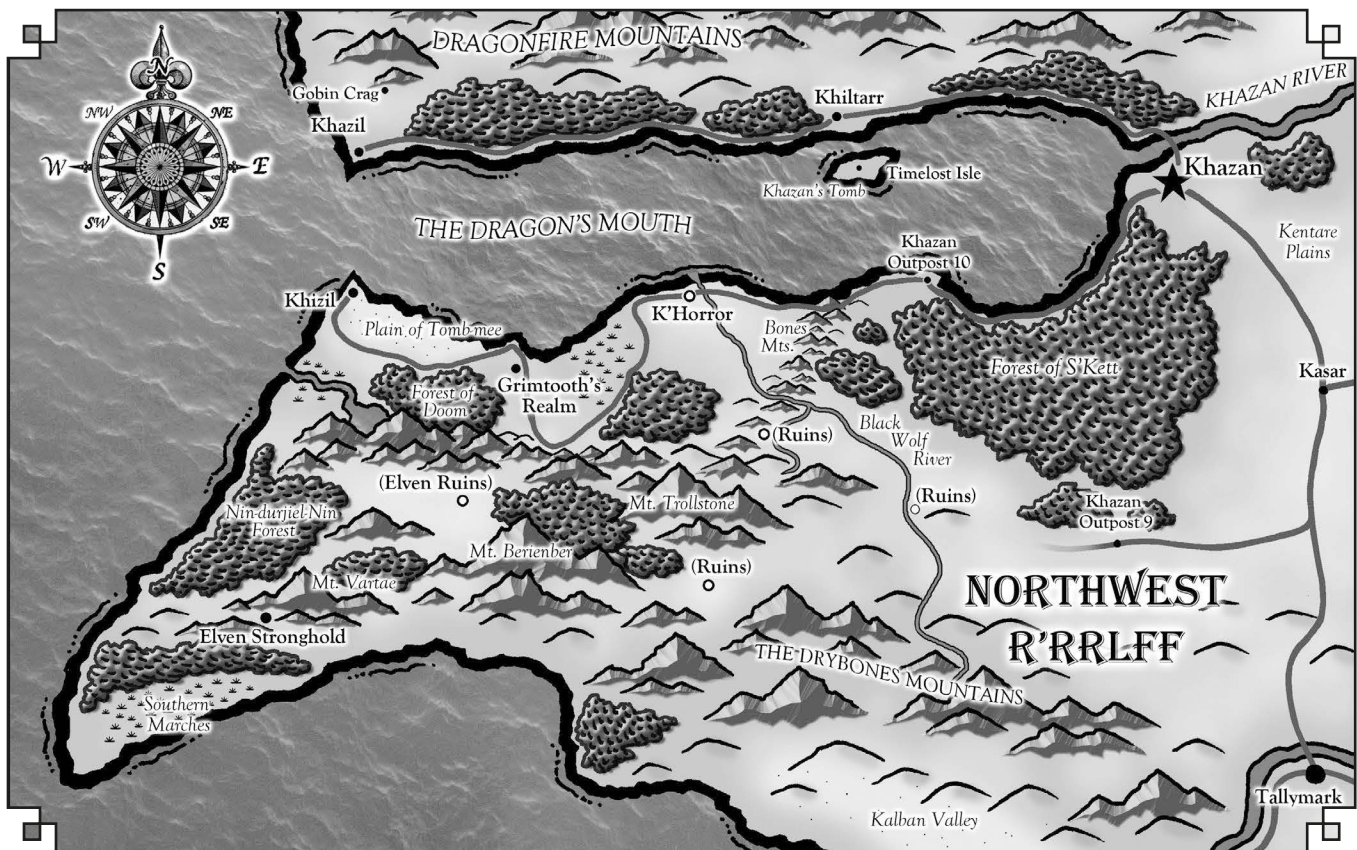


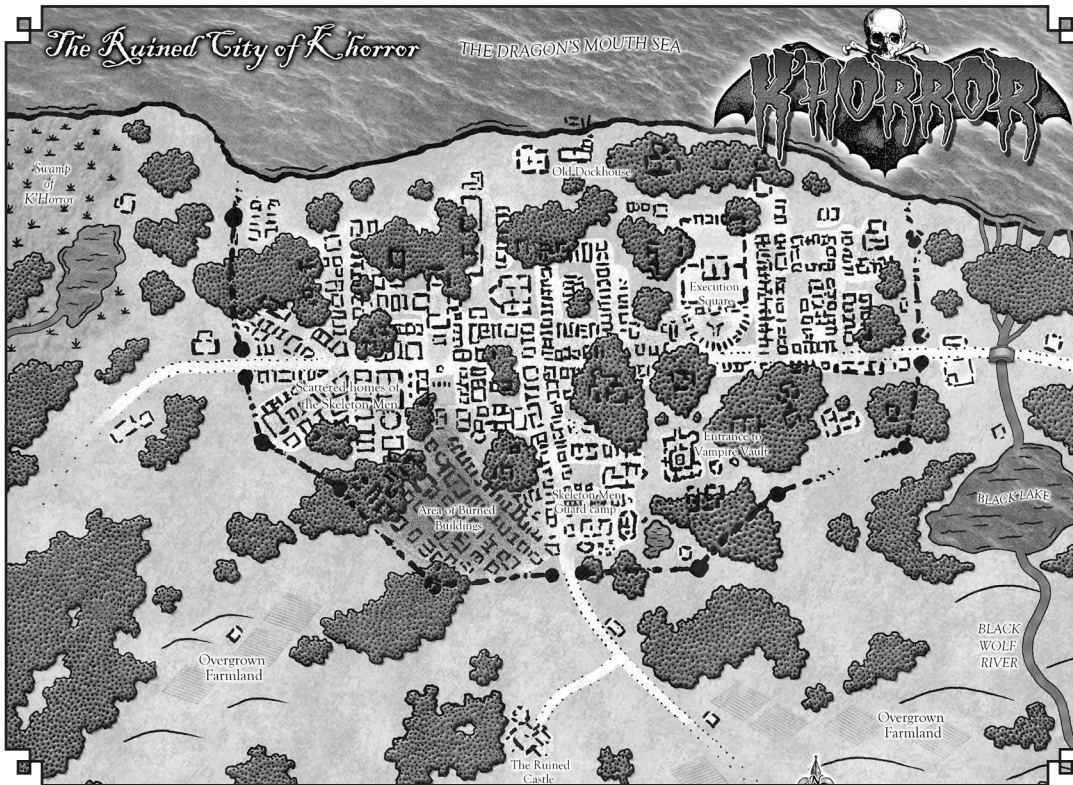
ing eye contact with anyone and approaching every corner with caution. Yet today you have a singular task in mind, a dark and dangerous task, for you are heading for a gloomy cavernous hideout within the Undercity, the hidden tunnels and chambers beneath Khazan. This lair can be reached only with a guide, for it is accessed through the great sewer system, where a secret channel, little more than a stinking crawl-way, leads to caverns beneath the cemetery. It is in this grim and dank lair that you will find Slimius (pronounced *Slime-ee-uss*), one of the fabled Skeleton Men (also referred to in ancient texts and scrolls as the *Sketthor-Ka*). This creature could be your key to fortunes beyond your imagination, a sealed dungeon tomb beneath the ruined city of K'horror...

TROLLWORLD HISTORY 101: K'HORROR

Around 2000 years ago, K'horror was the capital of a small empire in this part of Trollworld, the lower jaw of Rrr'fff, the Dragon Continent and north of the Great Escarpment. The empire however fell into ruin because of the foul and supremely powerful Sorcerer Vampire Kings. These blood-sucking leech-like horrors literally ate all of their terrified subjects, which served only to create a plague of vampires in that part of the world. As the population declined these archfiends built tombs for themselves where they could wait a few thousand years until the population had recovered, planning to re-emerge and resume their old ways of conquest and voracious blood feasting.

So it is, 2000 years later, that the lands around K'horror are littered with ruins of many sorts and is, as a result, as monster-haunted, shunned and feared as anywhere on the Dragon Continent. It is also rumoured that Grimtooth has his lair in this desolate land, with his infamous Dungeon of Doom not that far away...





The tomb known to Men as The Vaults of Infernal Horror was perhaps the last one built and lies somewhere within the ruined city. Yet even this poor, weak remnant of the ancient vampire lords is too much for the current day Skeleton Men to deal with. The ruins of K'horror are best avoided at night and hastened past

even when the sun is high in the sky. Were-creatures, low-level vampires, ghosts, ghouls and even wraiths still stalk K'horror by night. It is also spoken off in hushed tones throughout this land that the largest dungeon ever known, with a terrible Liche Lord, far more ancient and with even greater power than the terrible sorcerer vampires, can be found beneath the ruins of K'horror...

A DEAL IS DONE.

Within the gloom of Slimius' lair, a dark deal is struck. He will provide safe passage to the ruins of K'horror in return for an equal share of any treasure brought out of the ancient tomb complex. There is no doubt in your minds that you will all benefit greatly from these Vaults and undoubtedly emerge far richer than when you went in, with perhaps magic and trinkets of great power too, which the Skeleton Man says he has no interest in, for it is just gold and ancient treasure items that interests him, and his people. He has no desire for *trinkets of devious and dangerous sorcery* as he so eloquently put it.

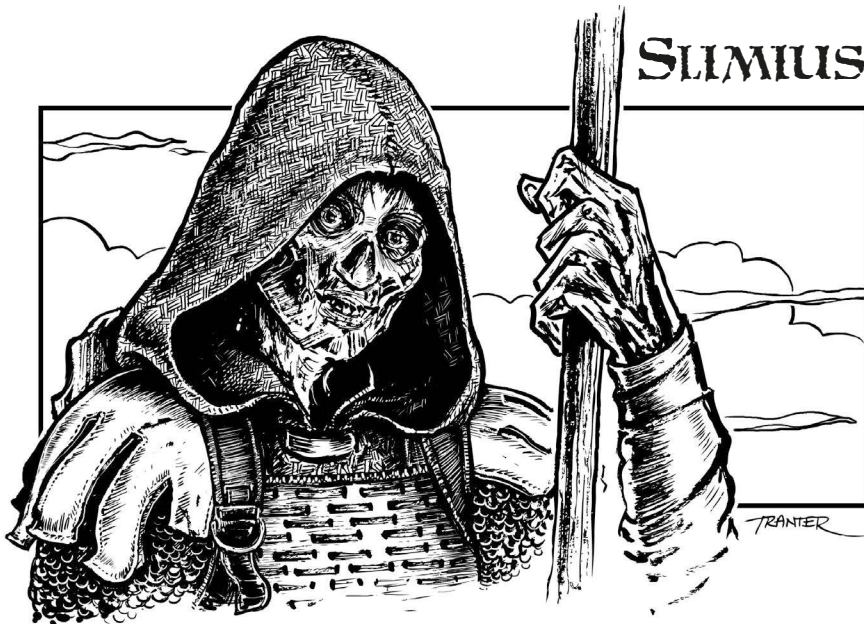
So why can he not gather a band of his own kindred and enter the tomb himself you ask, for he is clearly a creature of intelligence and fighting prowess, with perhaps a little magical ability you think. The reason is simple. The ancient sorcerer-vampire kings enchanted all of their tombs so that no Skeleton Man could even cross the threshold, let alone Vaults within, without instant death striking them. As a result, the Skeleton Men live out a poor, degraded existence on the barren edges of what was once their capital city, and they hate, hate, hate, their old vampire masters with a loathing mirrored only in Hell. So it remains that they, as a kindred, cannot even begin to consider looting the old tombs on their own, for the enormous wealth of treasure that they believe can be found within. That's where you come in...





THE TOMB AWAITS...

Slimius keeps his word on the road to K'horror and, accompanied by a band of Skeleton Men, you reach the outskirts of the ruined city without harm. You even begin to trust



and feel a certain comradeship with them, perhaps even sympathy for their history and their current existence. The entrance to the Vaults is a hidden portal that is visible only at night, and without the aid of Slimius you would never find it amongst the vast ruins of K'horror. Just after midnight, Slimius guides you all towards a great fallen statue, lying shattered and desolate amongst the ruins of the small temple it once stood proudly upon. It is within these ruins that the secret door is found,

glowing with a faint green iridescence. Slimius utters an incantation in tones only a Skeleton Man could form, and the door opens slowly with the grating of stone upon stone. You see a set of stone steps, leading down steeply into murky obscurity. It is pitch black. Amidst the dark ruins of K'horror stretching around you, the whispers of ghosts, the swift fluttering of bats, the baleful footsteps of the undead and the screams of horrors unknown can be heard. There is no turning back now. With excitement for the treasures to come, the Skeleton Men urge you into the darkness, fearing attack by wraiths any second! Slimius closes the door as the last of you descend the stairs. With a sinister smile (well, it is the smile of a Skeleton Man in the darkness of a gigantic ruined, haunted city, so...) he wishes you good fortune and promises to open the door when you emerge.

Your adventure within The Vaults of K'horror has begun...

GETTING BACK OUT OF THE VAULTS

The players will probably not be able to loot this entire dungeon in a single expedition. Or, they may find themselves fleeing for their lives, and trying desperately to escape from it. Slimius and his companions want the adventurers to come back out of the tomb bringing treasure with them. The only known way out of the tomb is the way in, and that door is only open between midnight and dawn – about 6 hours or 36 game turns. The GM should track this, and if the players try to exit on turn 37 or later, they simply can't do it.

One way out would be a *Wink-Wing* spell, a relatively simple 4th level spell. Such spells will work normally inside the Vaults, but will not serve to carry a character into them. Vakshmi has protections against looters, but never actually thought anyone might want to break out of his Resting Place. Note that a *Wink-Wing* spell will only carry the caster, and cannot be used on other members of the party.

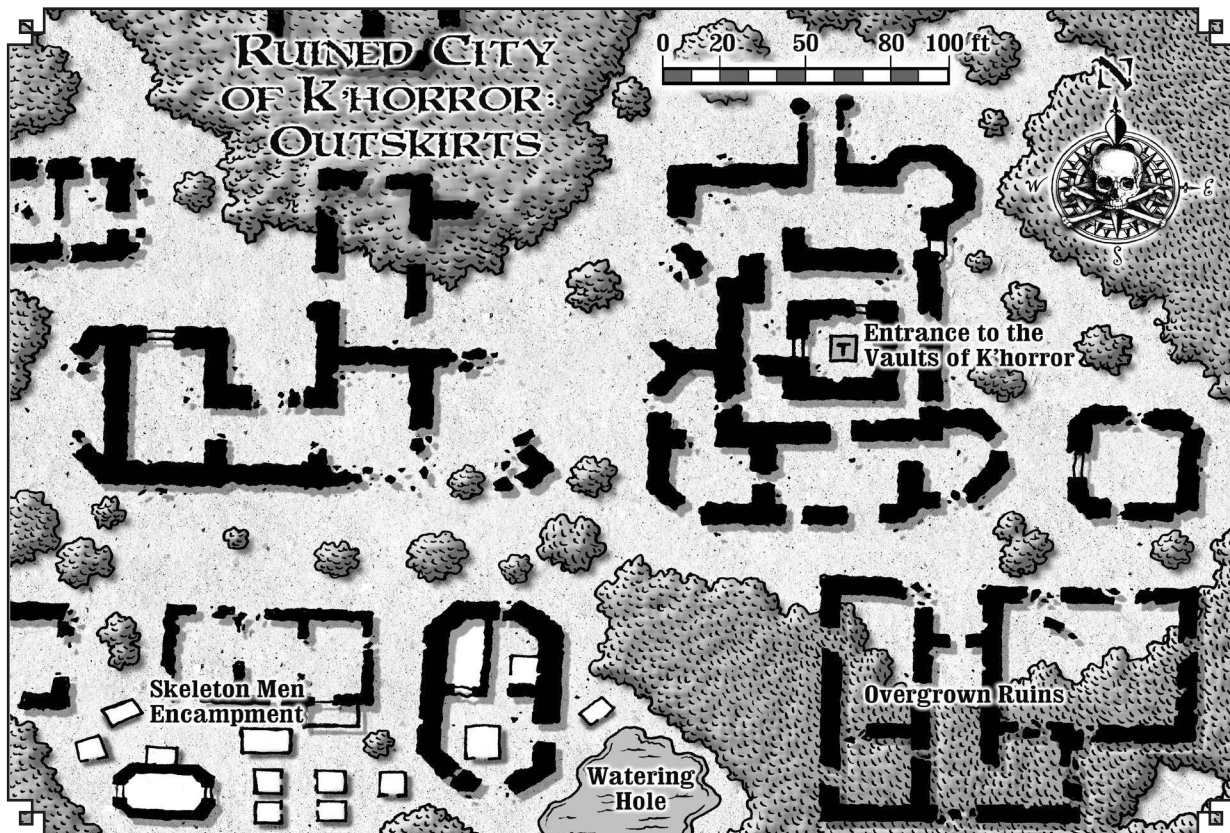




GM's Note: Slimius and his men are unreliable. Should the adventurers exit, and be anywhere near their original strength or stronger, Slimius will be all smiles and friendship and have his bony hand out for his share of the treasure. But if the adventurers flee back out of the tomb, badly hurt and weakened down to three or less characters, then Slimius will set off the ambush that he has prepared ahead of time.

Twenty skeleton men with MRs of 30 each will attack the adventurers. This is a betrayal plain and simple, with the Skeleton men planning to simply rob the adventurers, take everything they have, and enjoy the treachery. Slimius will talk to any characters that exit before setting off his ambush. He wants to know how successful the incursion may have been and if the character coming out has any truly dangerous magic at his command. Being both prudent and cowardly, Slimius will not place himself in any obvious danger, though he has no qualms about sending his minions into a fight they might not win.

If a few get killed, so what? There are plenty of other skeleton men to recruit. Slimius himself is a low-level rogue with an INT of 20, a DEX of 16, a WIZ of 24, and a CON of 14. He knows the *Take That You Fiend* spell and will cast it at either 1st, 2nd, or 3rd level if he finds himself facing a single adventurer in the ambush at the end. He knows a few other spells too, things like *Oh There It Is* and *Knock Knock*. Be aware, as GM, that you can do sneaky things with Slimius and it's all perfectly in character for him. The rest of his "men" are simple brigands armed with junky weapons and very little in the way of armour. Still, 20 fighters who get 4D6 + 15 each makes a force to be reckoned with. If the players are smart enough to fight their way out of the ambush at the end and run away, then let them, but if not, you should be aware that a Total Party Kill is okay in this adventure, and it is just what Slimius actually hopes to achieve.



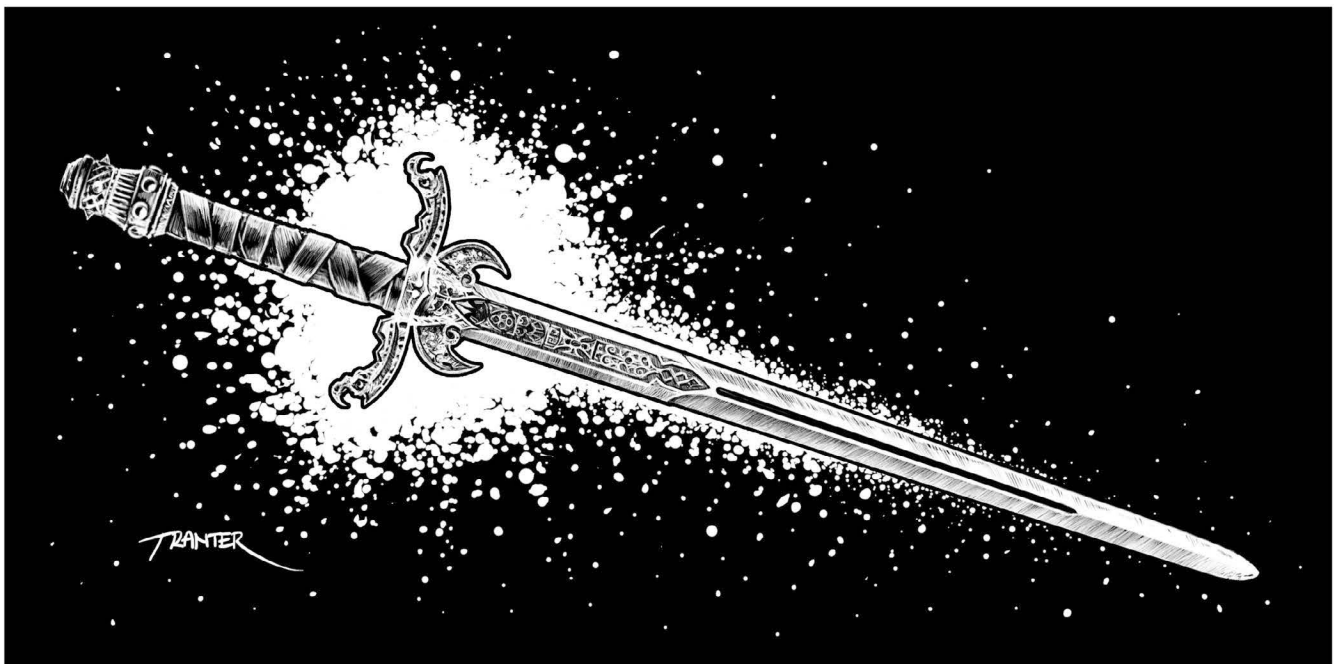


THE DELVE OF K'HORROR GAME MASTER'S DUNGEON KEY

1 - Entrance Altar Room. (15' x 15' – Height 12')

This is the first room that the delvers will encounter, being set directly after the entrance stairway placed north of this room, leading from the ruins above where the secret door was opened by Slimius. The door to the room is unlocked, as are all doors within the dungeon, with the vampire-lords seeing no need for using locks in these haunts of horror. It is in good repair however, as it was constructed from ironwood and re-enforced with steel and sorcery. Although the magic within the portal has faded with the years and the door is opened easily. Care must be taken as the adventurers explore the tombs as some portals may be trapped or require other methods of opening. On the northern side/outside of the door is a pentacle scrawled onto the wood in blood and surrounded by ancient writing. Wizards greater than level 2, making a L2SR on INT will recognise this as the language of the Sketthor-Ka, to warn away intruders lest the Skeleton Men find a way to enter the tombs without instant death. This message roughly translates as “*Within Lieth Terror and Death. Vreezek. Eater of Souls.*”

GM's Note: Talents held by player-characters in subjects akin to Ancient Languages may be allowed a bonus here at the GM's discretion. The room is small and contains a bare stone altar against the east wall, upon which stand three very ornate silver goblets, ancient and demonic in design (40 GP each) and an old tome – **The Scroll of Forbidden Magic**. The book is a massive tome, with covers of animal hide, cloth pages bound in metal rings with yellowish-green ink that and seems to be made of bile. The book has no clasp or lock and there are 37 pages measuring 26 x 30 inches per page. It has an enchantment upon it protecting it from decay.





With a L2SR on INT, Wizards greater than second level will be able to understand some of the awful spells contained (individual GM to create as many new and particularly horrific spells as appropriate) within the tome. They are allowed one try at the SR each day but if they have not made it after 3 attempts they are unable to understand or learn anything. Alternatively, the tome can be sold for a standard 1,500 GP (perhaps more if sold to a magician's guild or higher level wizard).

The altar is very heavy and requires a total ST of 40+ to move away from the wall. (*If the party do not think of doing this and you wish to give them a hint, a L1SR on LK will show scraping marks on the stone floor around the base of the altar*)

Behind the altar there is a secret niche in the wall containing a magic sword, favoured by the creatures that built this tomb. **Hellborn** is a broadsword that scores 12D6+10, but for every battle it is wielded the user's CHR drops by 1, continuing into minus figures as the delver becomes more vampiric, ultimately becoming a vampire at the GM's discretion...

However, *moving the altar will trigger a magical guardian!* A **Spectre**, MR 90, will appear in the room if the altar is moved, attacking a member of the party with a TTYF worth 15 damage each combat round until slain. Wizards may be able to detect this magical trap with a L2SR on INT before the altar is moved but then there is a chance that the party will miss their chance at obtaining the enchanted sword...

An archway with stone skulls carved above and around it in the west wall provides an exit from the room, leading to room 2.

2 - Skeleton Guards of Kharik (15' x 25' – Height 12')

Old tapestries, ragged and filthy, hang on the north, west and south walls, depicting the dwarf mines of Kharik, but scenes are faded and hard to see and are valueless. One large tapestry shows the fortress city of Khizil, which guards the bottom of the Dragon's Jaw. There are references to the infamous Goblin Crag dungeon hidden within the tapestry. Should this be sold it will fetch upwards of 5,000 GP, maybe double if sold to the Tzar of the fortress of Khazil. In all scenes, vampires devour the living and it is truly horrific. There is an archway in the north wall hidden by the tapestries and the arched portal in the south wall leading to room 3 is unremarkable.





In the room are 6 throne-like chairs, intricately carved but damaged and scratched, clearly very old. Upon each sits a Skeleton Warrior wearing the antique armour of Kharik (*each suit worth upwards of 900 GP to a collector, perhaps fetching as much as 1,500 – 2,000 GP if sold to the most interested party or individual*) and holding a weapon of some sort; spear, axe, sword etc. The skeletons are cobweb covered and ancient and will only animate if the party return to this room bearing any treasure from the rest of the dungeon (i.e. on their way out!) and each will have an MR of 48. If the delvers decide to destroy them now then they will animate as soon as the party begin to fight and continue until destroyed. These were placed here as further insult to the Skeleton Men should they manage to enter the dungeon and they also serve as general guards for other kindred who dare to step foot within. Nothing happens as the delvers pass through and investigate, but everyone will feel uneasy the whole time they are in here. If the skeletons are destroyed, any items stolen from them will turn to ash as they are removed from the room, and should the skeletons be destroyed, they will return to the room as if never touched, should the delvers return with treasure, to attack.

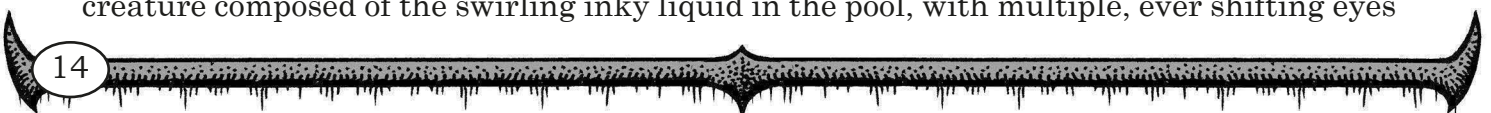
The ancient city-state of Kharik is mentioned in histories of the Dragon found in the libraries of ancient wizards. The city flourished some 5000 years before the rise of Lerotra'hh and the Empire of Khazan. It was a relatively small city-state ruled by a series of Necromancer Kings. Some people speculate the predominance of KH phonemes used in city names for this part of the world goes back to the time of Kharik,

3 - The Well of Gloom. (25' x 25' – Height 20')

This chamber has unremarkable stone walls but set into the floor is a roughly 15' diameter pool of dark, murky liquid, oily in consistency and odourless. On the ceiling above the pool is a 10' diameter pentagram in which evil-looking symbols have been scrawled in blood that is always wet. Again, wizards above 2nd level may attempt a L2SR on INT, or *Ancient Languages* talents may be employed for a bonus chance at understanding them. The symbols indicate evil summoning magic is present here, ancient and dangerous, over 2000 years old and with vampire runes appearing with curious regularity, but with no specifics being discovered.

There is nothing for the delvers to find in here and they may pass through without harm. This is the Well of Gloom and it is triggered into action by magic should the Gorath Idol be removed from room 4. Anything thrown or put into the liquid will immediately turn to liquid and be gone forever, totally destroyed. Anyone touching the liquid will suffer 1D6 immediate CON damage (with perhaps some permanent scarring) and it should go without saying that everyone entering the well are lost forever, but surely no one is that stupid, right...? Fingers, hands, toes, arms etc dipped into the pool are lost with appropriate adjustments to DEX necessary following the surprise liquid amputation.

If the party steals the idol, a dreadful guardian will emerge from the well and await the thieves to emerge from room 4 and bar their way through until they return the idol. It will not attack at this point. The guardian is a Death Elemental, a towering formless creature composed of the swirling inky liquid in the pool, with multiple, ever shifting eyes





and a blood-dripping red-rimmed mouth lined with terrifying long pointed teeth only visible when it speaks, warning the party to return the idol, proclaiming its intent etc. (a good NPC for the GM to role-play!)

The elemental has an MR of 100 and can be harmed only by magical means or enchanted weapons/attacks. Any delvers killed by the elemental will at once liquefy (including all items, clothing, armour, weapons...) and become an oily black mess on the dungeon floor. The liquid will eerily make its way into the pool...

If the creature is slain, it returns to the well with an awful howl and will not return for the duration of the adventure. There is no reward/treasure to be gained.

4 - Shrine to Gorath. (25' x 25' – Height 20')

Gorath is a minor deity worshipped by evil kindreds and little is known of it or its following, rites and rituals. The cult originates from the ruined city of Tharothar, north east of Khazan. This chamber is dedicated to the dark and evil worship of this demon that takes the form of a giant black horned toad with the face of a vampire jackal. The great treasure in this chamber is a solid emerald statuette of Gorath, the Gorath Idol mentioned in room 3. The idol weighs 100 weight units and stands, or rather, squats, on top of a black marble slab, streaked with green, 10' long, 4' wide and 4' high that is placed in the centre of the room. The walls are painted black and the floor composed of green slabs. The 20' high roof is vaulted and domed in a disturbing and sinister design and black, spiked and demonic faced lanterns hang from it, unlit.

The room is however lit by glowing coal braziers, one in each corner of the room, that never go out (these are highly magical and worth 500 GP each if the delvers can somehow get them out of the dungeon! Each weighs 200 weight units and they are very hot to touch!) Upon entering the room through the archway in the west wall, 10 Zombies, MR 20 each, that stand motionless along the north and south edges of the room, animate and attack,





protecting the idol at all costs from would-be thieves. As if this is not bad enough, during the second combat round of the battle, a terrible Green Entity, MR 110, appears hovering above the idol, howling in an unknown language at the delvers and frightening them into leaving the chamber, casting a Blasting Power worth 10D6, at the highest level member of the party or the most powerful/strongest. Being in the presence of this terrible creature is terrifying and any delver failing a L1SR on INT will flee the room, not returning for at least 6 full turns. The Gorath Idol is worth a staggering 15,000 GP.

If the Entity's target is slain, it moves on to the next, and so on until the party flee, they are all dead or it is slain. It can be harmed only by magical attacks and weapons.

If the party decide to search the room, the slab of marble is impossible to move despite any ST totals the delvers can muster, and there is nothing else to be found.

GM Note 1: If the GM desires, place a glowing magic rune, pentagram or pillar of swirling black/red/grey/silver/green mist in the room, which may suddenly erupt from the floor when the idol is touched. This magic will provide instant, one-way teleportation to a demon-infested dungeon beneath the ancient towers of Tharothar... (the vampire lords used this to travel across Trollworld)

GM Note 2: Being in possession of the dreadful Gorath idol is dangerous. The holder will be haunted by nightmares, see visions of black footprints following them and may actually be possessed or visited by demons and vampires. This is another interesting adventure thread for the GM to investigate and torture the players with...

5 - Arachnophobic's Room. (15' x 25' – Height 15')

The room is a mess, with rotting timbers, old wooden coffins totally collapsed and rotten, large sections of rubble from the caved-in ceiling and old furniture now in rotted pieces littering the floor and making entry into the room very difficult. It was originally a tomb built for vampire stonemasons that were rewarded by a place within their construction, but all resting places and bodies/remains have long since crumbled to ruin. Everything is covered in cobwebs and the partially caved-in ceiling is lost to a thick blanket of webbing. Nothing can be seen or heard, but if the delvers take a minute or so to inspect the chamber without stepping in, a L1SR on LK will allow a delver to see very large spiders (about the size of a dinner plate) moving around in and amongst the webbing, quickly scuttling out of sight amongst the rubble and cobweb. (MR 12 each)

These are Very Large Spiders and there are up to 18 (3D6) of them present in the room at any one time. They are very aggressive and attempt to bite any living thing that approaches them. Anything bitten resulting loss to CON or MR will suffer a dreadful poison, resulting in the following symptoms for the victim:

- ♦ Immediate pain and swelling around the bite accompanied by cramping of the affected limb or numbness of the area. DEX halved.
- ♦ Difficulty breathing after one combat round and profuse sweating.





- ◆ Overall deterioration after a further combat round with ST & CON dropping to 2 each.
- ◆ The third combat round brings unconsciousness, with a L3SR on original CON required, (testing the body's basic constitution to fight the toxin) with failure bringing about immediate death, success resulting in ST & CON returning to half their original value (before the bite), returning at a rate of 1 point per hour. A permanent loss of 1 ST & CON also occurs. Note that a *Too-bad Toxin* spell quickly administered will counteract the effect of any spider bite.

These are very nasty poisonous spiders and the party will do well to avoid problems in here so early on in the dungeon. Should they elect to traverse the room, a L1SR on LK is required to get to the closest door in the west wall without encountering a spider bite (allow the delver a further SR on LK to avoid the bite if they wear armour. GM's discretion depending on the amount and type of armour worn) and a L3SR on LK to make it to the north door 25' away. Searching the room is pointless and will result in at least one poisonous spider bite.

Setting fire to the room will kill all of the spiders but a toxic smoke (-30% to CON) will fill the room and the corridors/rooms within a 50' range of this room. The fire will burn for up to 12 full turns and the smoke lingers for the rest of the adventure! If the GM has decided to be generous and has placed a magic item, tome or some such trinket amongst the detritus of the room, it will most likely be totally destroyed in the event the room is set alight... GM Note: The delvers may simply skip through the west door, which is very close to the entrance, with just a L1SR on LK.

GM's Note: The spiders have not lived in this room for hundreds of years, they exist in a warren of tunnels and lairs, accessed through the collapsed roof. This crawlway leads to madness for anyone small enough, or stupid enough, to enter...

6 - The Lair of the Vampyre. (25' x 20' – Height 20')

The west door to this chamber, in the corridor accessed by the secret door, is very difficult to open, being made of stone and stuck in place with the passing of many years. It can be pushed open with a total ST of 100 and up to 3 people may try, or a L5+SR on ST may be attempted. However this ancient portal is trapped and will fire a SMOG spell when opened, affecting anyone standing within 10' of the door, causing 50% CON loss and 1D6 x 10% ST loss, such is the toxicity of the spell. Anyone failing the saving roll catastrophically with a roll of 2-1 will die as direct effect of the toxin.

The large room is devoid of any decoration apart from ancient tapestries, moth eaten, ragged and faded, which lie on a floor against the edges of the walls where they once hung, destroyed by the passing of many hundreds of years. All are ruined and valueless and hide no treasure. In the shaded area of the room as shown on the map is a large black basalt tomb. Stylishly carved but without gold, silver or jewelled embellishment, just plain, no words, symbols or marks, cut to stylish lines and angles and sitting quiet and still in the cold, lonely room.





This is the resting place of Vakshmi the Terrible, Vampire. Vakshmi is an ancient Sorcerer Vampire Lord of K'horror, his name lost to the fog of legend. It is not possible to open the tomb. Anything the party tries will fail, whether using mechanical or magical means. Nor can the solid black tomb be harmed or altered in any way. It is impervious to all attempts and remains completely unharmed and unaffected by anything thrown at it, including *Hellbomb Bursts*, *Slush-Yuck* and other spells more powerful. It would take magic of level 21 and above to even begin to affect the tomb. Vakshmi does not want to be disturbed, would you? Only he can decide to open the tomb and leave it if he so desires. He is resting, regaining power and wandering other planes of existence until the time comes for him to dominate the peoples of K'horror all over again. However, he will return here and leave his tomb in the event that Princess Luna is slain (room 9). His reasons are his own...

In this case he will angrily rise from the tomb and set out to slay any intruders in the dungeon, killing those responsible for her death first and foremost and raising them as vampire slaves to cower under his eternal command until he decides they are of no worth to him and discard their souls to nightmarish deities (Gorath, for example).



There will be a crash of thunder and the room will be illuminated in blue light, as two Vampire Swordsmen appear, dressed in ancient red plate armour (originates from Khao Lung to the south-west of the continent of Rrr'lf and worth 3,000 GP to antique dealers, but only half this to armour merchants). They wield ancient magical scimitars. Each has an MR of 90 and they fight until death, turning to ash if slain with only their armour remaining as the swords also turn to ash. If they are slain and the delvers continue their antics, another 4 Vampire Swordsmen

will appear. This will continue until the delvers have fled or die, or the party get the message, but the Vampires will not leave the room.

Individual GMs are welcome to give Vakshmi any powers, attributes or magic abilities/items as they see fit to suit their game or strength of the party of course, but a guide follows below. The Sorcerer Vampire Kings of old are supremely powerful beings, far greater than anything the party can muster, so it is not planned for the delvers in this adventure



to battle him at his full strength as this may be dealt with in future adventures, but at his current level of power the following may prove suitable for an encounter soon after he emerges, or he may wish to parley with the adventurers to try and discover what now lies above in the city of K'horror, before he plans to return. This chamber could provide an encounter that will lead into a much larger adventure!

Vakshmi the Terrible – Master Vampire

ST 190 CON 240 INT 42 DEX 64 LK 158 CHR -125 SP 18
ADDS 376 WIZ 180

WEAPONS: Nachthorror – two-handed straight sword 20D6 + 66.

ARMOUR: Vladzil, Ancient red leather enchanted to take 80 hits and immunity to all fire damage.

MAGIC/ITEMS: Ring of Ushani. Allows wearer to appear up to 6 places at once (in the same room) for 1 full turn. 5 are illusionary but all appear and act identically. This can only be used by wizards and the undead with an INT of 16+.

OTHER/POWERS: Invisibility for up to 1 hour per day. Transformation into mist once per day. Animal control – no limits. Ability to understand all tongues and all written languages/runes. Hypnotism – victim must make a L4SR on INT to avoid doing his bidding for as long as the vampire chooses. Victim can try the SR once per day to release themselves from the control and cannot be hypnotised again by the same vampire.

If the party live long enough to return to this room after the Vampire has returned, they will find a sprinkling of ancient treasures in his empty tomb: 12D6 x 1,000 ancient gold pieces, a jewelled pair of enchanted gauntlets that take 20 hits each and are worth 500 GP each, a black velvet pouch of 3D6 gems, each worth 1-600 GP and a necklace of mithril and emerald, expertly crafted, worth 3,000 GP.

7 - The Chamber of Faces. (25' x 15' – Height 12')

The walls, floor and ceiling of this chamber are of very old and mottled stone, with the ceiling shrouded in cobweb although any spiders that lived there are long dead and hang crusty and brittle from strands of web. Alchemists may pay well for such rare material however. Each spider husk will sell, to the correct market of course, for 1-300 GP each.

It is written that the ancient skeleton men of K'horror collected death masks from the people they killed in combat, and the masks present in this room are testimony to this legend. The Vampire Kings took a liking to them and stole them, displaying them here as their own private treasure.

The walls feature many ghastly death masks (casts taken after the body is dead) that are displayed hanging on small hooks. In and amongst these are three very unusual and ornate masks, being highly sought after ancient authentic Sketthor-Ka magical treasures that will each fetch in excess of 2,000 GP each if traded in the right places to the right people, but they may also be used. If they are used they cannot then be sold and they are very fragile, being many hundreds of years old.

There are two sections to this chamber; the Death Masks and the three Magic Masks.





The Death Masks: These are ghastly, creepy relics of people long dead and anyone touching them will feel uneasy, with the hairs on the back of their neck standing on end and a chill passing through their body lasting only seconds. If worn, the character must attempt a L2SR on INT at once or throw it off, having nothing to do with anything in the room again and leaving immediately. 1 permanent loss of INT results and the character will continue to see strange and eerie sights for the rest of the game. The GM should pass the player creepy notes as to what he or she sees! If the SR is successful, the character may keep and/or wear the mask, although they will be dream haunted for as long as it is in their possession and it may even drive the character to insanity one day.

Wearing it in the dungeon will increase INT by 10 and they will be allowed a saving throw at their own level to receive a spectral view through any door, but each time this is used INT drops by 2 points. INT will reset to normal after this adventure and the character returns to the surface. CHR however will be at half whilst the mask is worn inside the dungeon, but if it is worn outside the dungeon, all CHR saving throws will fail and the character will be shunned by all. The GM may also rule that some permanent INT is lost as the player-character's mind is affected by excessive use of the mask.

Also present are three highly unusual masks in no particular location upon the chamber walls. Each is different and none will succumb to magic trying to discern their powers.

The Magic Masks. Mask of Kagrenzel. A bronze mask of serious aspect, this can be sold for 15,000 GP or used. The wearer is cursed to wear the mask forever as it becomes one with his face and body as soon as it is worn. However, the wearer becomes filled with the spirit of an ancient Dwarven race of master technicians and armor and weapon smiths. CHR is doubled as are ST & CON. The wearer loses ALL magical powers he or she had and they will become a true warrior if any different. Any NPC dwarf encountered will pledge service to the player-character immediately.

Face of Balinos. A simple yet sinister mask made of precious stones and polished shell pieces, this mask may be worn and removed at will and is the least dangerous of the three. It allows the wearer to communicate with any creature in its native tongue, distinguish between illusion and reality and also tell if someone is lying or telling the truth, as long as the mask is worn of course. For every full turn the mask is worn, CHR drops permanently by 1 point and the wearer cannot use any other enchanted item in their possession, such is the power of the mask.

Face of the Oni*. A hideous oriental demon mask that drives the wearer to utter destruction, with all combat scores tripled for 3 combat rounds. The wearer may not use magic spells whilst it is worn and if used for 5 combat turns in a row the character is transformed into an Oni forever, with the GM making changes to the character as appropriate. However, this is a treasured favourite of the Vampyre King Vakshmi, so if it is stolen, he will know about it. He may not choose to do anything about it yet but this is an excellent plot-hook for future adventures...

GM's Note: *Oni (鬼) are a kind of yōkai from Japanese folklore, variously translated as





demons, devils, ogres or trolls. They are popular characters in Japanese art, literature and theatre. Depictions of Oni vary widely but usually portray them as hideous, gigantic ogre-like creatures with sharp claws, wild hair, and two long horns growing from their heads. They are humanoid for the most part, but occasionally, they are shown with unnatural features such as odd numbers of eyes or extra fingers and toes. Their skin may be any number of colours, but red and blue are particularly common.

They are often depicted wearing tiger-skin loincloths and carrying iron clubs called *kanabō* (金棒). This image leads to the expression “Oni with an iron club” (鬼に金棒 *oni-ni-kanabō*), that is, to be invincible or undefeatable. It can also be used in the sense of “strong beyond strong”, or having one’s natural quality enhanced or supplemented by the use of some tool. In addition to this, it can mean to go overboard, or be unnecessarily strong or powerful.

GM’s Note: All the masks in this room have negative effects. If any player senses for magic, they will feel malevolent magic on every mask, but especially on the 3 Magic Masks. The G.M. should not explain the effects of any of the masks, or give any clue as to their value while players are still inside the Delve. Masks that have immediate effects, such as reducing attributes, should get their effect on the wearers, but the GM should simply say things like: Your IQ just went down by 2 points. *Dear God* spells may serve to indicate blame or causation, but nothing, not even *Omnipotent Eye* will explain all the mask-caused effects in advance.

8 - Golem’s Rest. (15’ x 20’ – Height 18’)

The walls of this chamber are rough stone, with a loose stone, cobble and earth floor and rough stone ceiling supported by timber beams. Against the west wall a very large **Golem** stands motionless, chained to the wall with huge iron chains and manacles; there is no way any creature could break free of these. The Golem can be of any particular type the GM chooses; flesh, iron, stone, clay, brass, crystal, mud, marble, basalt, silver, gold etc. It was employed by the Vampire Lords in construction of the tomb, along with many others that were destroyed or hidden elsewhere. This Golem was favoured by the vampires and kept in the tomb should it be required in the future. When Vakshmi returns, he will release his Golem and set it to task on any work needed. If the Golem is slain or gone he will be outraged...

The Golem can be released but not damaged or altered in any way. Should the party try and damage or alter the creature with spells, weapons, magic powers or items, the manacles will snap open and the Golem will attack the entire party but focus on the delver or delvers who tried to hurt it. It will follow the party into any area of the dungeon but not leave it, returning to this chamber as soon as it is able. Should the delvers leave the dungeon the Golem will wait just inside the place where they left and attack on their return. After 1 full week it will return to this room and magically attach itself to the chains once more. The Golem has an MR of 250, which must be reduced to zero before the creature is truly destroyed. In the centre of the Golem is a large enchanted fire opal. Destroying the Golem’s CON will not change the fact that it gets 16D6 + 75 on every round of combat. This is the heart of the creature and can be sold for 8,000 GP. However the gem is cursed and anyone selling it will transform into a vampire (and possibly be instantly teleported to wherever Vakshmi currently resides!) It is indestructible and can also be used to create





a new Golem, a scenario which the GM will have to create if this occurs. If the delvers do the smart thing and approach the Golem, wizards will feel strong magic, and an *Omnipotent Eye* or L3SR on INT if they do not know the spell, will reveal that the creature can be released using a magical text. This is to be found beneath the floor in an iron box. An *Oh There It Is* spell cast around the area where the box lies hidden (beneath the floor in the area marked by a circle on the map, just through the door in fact, 2' deep) will reveal the box containing a scroll that requires a L2SR on INT by any wizard to use correctly. If this is done successfully the Golem will follow either the wizard who freed it or the first person the wizard instructs it to follow. It will then be loyal to the new master until it is slain, the new master dies or the delvers leave the dungeon.

There is of course a curse with this. Vakshmi hid the magical text in case anyone else needed the aid of the Golem in his absence once he was sealed in and beyond his physical tomb. If the Golem is freed in this way, the vampire lord will immediately know of its whereabouts and will pay the new owner a visit to reclaim his creation. This may be many years away, and again leads into future adventures leading on from this dungeon.

9 - The Black Worm. (15' x 20' – Height 12')

Once a tomb chamber in which the best stonemasons and workers who helped build the tomb for the vampire lords were laid to rest, as reward for their servitude to the blood-suckers, this room is now ruined and rubble filled, with all the original stone coffins crumbled, their contents lost to the dusts of time. The chamber is now the stinking lair of The **Black Worm**, a foul beast that dwells underneath the room, coming up to feed through a hole 10' diameter in the position shown on the map (roughly as it is not completely circular, being part of a collapsed floor into the earthen basement below). The worm senses anything living that enters the room and it will then slither out and attack. It has no interest in anything other than devouring fresh meat, so there is a scattering of bones, armour, weapons and equipment left amongst the detritus covering the floor (GM to decide exactly what, if anything can be salvaged here as the room does not feature any treasure).



The worm has an MR of 120 but its attack is deadly. A huge fanged mouth delivers a nasty poison to anything it bites (hits to CON) that causes great pain for the next combat round, half ST & DEX in the next round due to disorientation caused by poisoning, then death the combat round afterwards. If this occurs the worm will drag any dead character down into its hole beneath the floor (a horrible earthen cave-like space approximately 20'





circular filled with bones, skulls, bugs, waste, mud and slime) and devour the person in 2 combat rounds. There is a hole in the pit that leads to a warren of underground worm holes but that is not explored here.

The worm may decide to drag one of the weakest delvers into the hole, where he or she will most likely die and be devoured in a matter of minutes.

10 - The Terrible Tomb of Emberhelm the Angry. (25' x 15' – Height 15')

The west and south doors to this room are trapped, launching a TTYF of 15 at the person opening it. The traps fire only once per game. The room gives the impression of a tomb or grave and wizards will feel very badly about what lies beyond, even warning the rest of the party that they should turn back. The GM may wish to ask any wizards to make a L1SR on INT, perhaps even level 2 or 3. Failure means they are too scared to enter and will not join the party if they enter the room. Other characters may attempt to make a L2SR on CHR to persuade them, but if the first attempt fails no other may try.

This chamber contains the ancient tomb of a great yet angry and unhappy warrior of days long passed, Emberhelm the Slayer. Emberhelm led a great army against the monster forces attacking K'horrer around the year 1099. Despite his countless battles and victories, he was never truly satisfied with his fighting prowess and died at the hand of an uruk assassin, killed by drinking poison wine. The tomb is of granite and a message in ancient common tongue (L2SR on INT to understand) warns that Emberhelm is not truly dead and will return from the darkness to slay anyone attempting to steal his treasure or even worse, steal his weapons, for only he is worthy to use them. The Vampire Lords find the tale amusing and moved the sarcophagus and treasure into this tomb, planning to revive the old warrior and enslave his soul to work for them when the next Age of Vampires begins...

Around the dark room are placed many clay urns. A search of them will reveal silver or gold coins (12D6x100 +500 coins, 70% chance of silver, 30% chance of gold) if they make their L2SR on LK. There are enough urns for each player-character to search 3 urns each. Also 50% chance of finding 1D6 gems per urn, each worth 100-600 GP.

Unsurprisingly, the angry spirit of the unhappy warrior will rise from the tomb, in the form of a hideous **Grey Wraith**, if the delvers touch anything other than the tomb. Magical attacks and enchanted





weapons/items are the only ways to harm it and it will follow the party anywhere within the dungeon until they are slain or it is destroyed. If the party flee and split up, the Wraith will choose to chase warriors first, returning for any other delvers later. If there are any uruk kindred in the party the Wraith of Enderhelm will slay them first, scoring double damage!

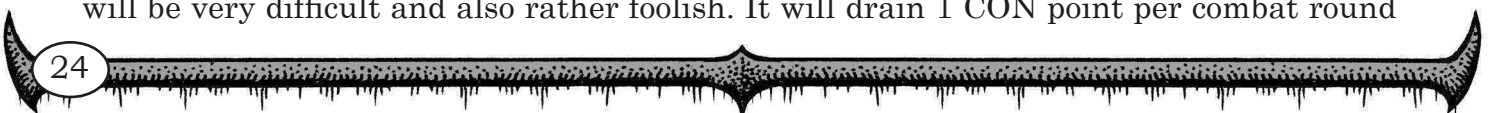
It has an MR of 300, making it a very tough and dangerous foe. In addition to damage inflicted with its MR, the Wraith also causes anyone fighting it to lose 1 CON point per combat round as it drains their life force, and characters of level 3 and below will need to make a L1SR on INT when the Wraith appears or they will flee in terror as far as they are able. Any player-character dying at the hand of the Wraith will be destroyed forever and will fall to the floor as a pile of bones and ash immediately, their soul claimed by the Vampire Lords. If this happens the Wraith's base MR and CON MR will rise by 50 each. However, the Wraith takes double damage from all fire-based attacks. If the Wraith is destroyed, the tomb shatters into pieces (possible 1D% damage to anyone in the room when it explodes!) the delvers find within the warrior's armour (**Enchanted Mail**, takes 100 hits and protects against all ice/cold based attacks), his sword (**Indrill**, unbreakable broadsword, enchanted to deliver 61D6 in combat) and his cloak (cursed; the wearer will never be happy and as a result any combat roll total will be reduced by 20%. Also any saving throw required will be 1 level higher). Wizards warning of the terror within this room would consider themselves vindicated!



11 - Disused Library Room. (15' x 15' – Height 12')

This room was once a small library, ruined with the passage of time. The 'books' take the form of stone tablets upon which small and unusual writing and runes have been etched, but many are cracked, worn or have simply crumbled. They are held within stone alcoves cut into the walls that run floor to ceiling on all available wall space. If anyone decides to search in here any saving roll above 3rd level will uncover a stone tablet still in reasonable condition. There is only a 10% chance that any tablet in here will contain magical runes, writing or spells (GM to detail). Standing in the way of any careful searching is the room's current inhabitant, a foul **Giant Black Ooze** that sticks to the ceiling, dropping onto the party as they gather in the small room and dropping on them at the most opportune moment, covering them in inky black cold slimy jelly. It

cannot be fought in melee as it will cover the delvers and waving fancy weapons around will be very difficult and also rather foolish. It will drain 1 CON point per combat round





from every living thing it touches (i.e. every delver!) and also begin to corrode any non-magical weapon and any non-magical armour, deducting 1 dice of damage from weapons and 1 point of armour protection per minute! There are a few ways to defeat this horror. If the delvers split up and leave the room in different directions (they have 3 doors to go at, but the west and north doors are locked with lock level 2...) then the Ooze will regroup itself and slither back up to the ceiling. Fire will harm it normally but the GM should be aware of any fire attacks upon the monster especially if the entire party or other delvers are still in contact with it! Magic spells will affect the creature normally but again be aware of any effects also harming delvers still covered in black slime. Any knife attacks to the Ooze will merely re-form again within seconds. The Ooze is functionally immortal and unkillable, but magic and fire can drive it away from the delvers.

12 - Annex to Vreezek's Chamber. (25' x 25' – Height 15')

Being set lower than the rest of this dungeon level, stone steps lead down 30' into this chamber from the west and south. The air is noticeably colder. This room features frescoes on all walls showing Vreezek (see room 13) the Terrible in all manner of gruesome scenes; destroying towns and villages, slaughtering people, commanding hordes of skeleton men and other grim undead creatures, feasting in great domed halls as starving people look on, that kind of thing. Scenes of monster hordes attacking K'horror are clear to see and very vivid. Of course the delvers will not have heard of Vreezek and will wonder who this hideous creature is. Adventurers may attempt to call upon their talents if they possess knowledge of *ancient history, myth & legend*, or *Trollworld Lore* combined with an INT SR to know the tales of old and recognise Vreezek as a terrible being, in-league with the Vampire Lords and a major influence around the year 95BK when the once human city of K'horror fell. The floor is of marble tiles, yellow and blue with flecks of green throughout, and the ceiling black as night. The secret door in the south is disguised as part of the wall paintings and as such requires a L2SR on LK to find and a L2SR on DEX to open.

The door in the north wall that leads to Vreezek's chamber is flanked by two slim pillars carved from granite with intertwined serpents, vines, skulls and bones fashioned into the stone in great detail. The keystone above the portal features elaborate carving designs with skulls and the letter 'V' in the centre in a suitably elaborate font. Beneath this there is a line of writing in Dragon Tongue, reading:

“Beware the Wrath of Vreezek the Terrible! Eater of Souls!”

As soon as anyone enters this room, two guardians appear in clouds of ash, fire and smoke. They are **Living Statues**, each with an MR of 80. They will attack anyone who attacks them or approaches the door to Vreezek's chamber. Also an Evil Wizard, under the control of Vreezek, will appear, using magic from level 1 – 10 against the delvers and/or aiding the statues. This is a chance for the Game Master to do some uninhibited role-playing. The evil wizard is more interested in making the delvers suffer and run away than he is in killing them, so none of his spells will actually be lethal. The GM should assume that he has enough power to cast any spells he wants from the first 10 levels of the book. The door itself features a riddle, in Common Tongue. Wizards feel strange and powerful magic from the door and beyond. The riddle is: *(see next page)*





“The More You Have of It, The Less You See...”

The answer is of course **Darkness**. As soon as the riddle is solved the door opens of its own accord and at the same time any light the party has is extinguished and will not re-light. Lanterns, candles and torches will not light until the party have moved out of the room. If they re-enter, out go the lights again! Unless they can produce light by magical means they will have to face this room and Vreezek’s room in darkness...

GM Note: To add some flavour to this chamber, perhaps bring in some Ghosts of humans slaughtered aeons ago when monsters claimed K’horror as their own. If the adventurers are struggling with the forces stacked against them in here, the Ghosts may appear to lend a hand...



13 - Time to Meet Vreezek the Terrible! (40’ x 40’ – Height 30’)

The 30’ high domed roof is supported by four stone pillars, each one is 3’ in diameter and carved as if to show huge coils of rope around them, which end with evil-looking serpent heads) and with a floor of tiled marble and walls of polished stone carved with huge images of towered cities, monsters, palm trees, demons, sacrifices, worship, humans and winged creatures. Vampires appear everywhere. At the north end of the hall there is a 5’ square dais raised 10’ from the floor, with the front of the dais formed by steps to the top, upon which a throne sits surrounded by tall candleholders. Directly behind the dais and tomb is a wall carving of a mighty sorcerer, surrounded by flying creatures and magical symbols. Behind the creatures a great city can be seen tumbling to ruin. As the delvers enter this room and begin to explore, three things happen shortly after they have

stepped upon the floor and at the GM’s discretion, certainly before they are allowed to approach the tomb. **Two Huge Figures** step from the wall carvings and attack the party with outsized weapons. They take some beating and have a fighting MR of 120 each. Fire damage will do them no harm. The throne is bathed in an eerie blue/green light and from this a magical winged creature (MR 190) appears in a billow of fire, ash, smoke and wind, attacking the party (or what is left of it after the last attack) from the air in the second combat round with the giant figures.



The Winged Creature is a **Giant Vampire Bat** which has a flame attack, causing 3D6 CON damage to all it strikes (L3SR on average of SP & DEX to avoid) per combat round. The creature is immune to fire and poison-based attacks and non-magical damage is only half effective. Ice/cold based magic is the most effective, scoring half-again damage. If the delvers survive these attacks, then they are free to explore the room. Searching with successful saving rolls will uncover the following treasures:

A trapdoor in the floor, requiring at least an hour of searching combined with a L3SR on LK, reveals a sunken treasure room, containing 2D6 x 10,000 GP worth of treasure in the form of golden statues, necklaces, rings and assorted treasures. The trapdoor requires magic or a L4SR on DEX/INT to open once discovered.

There are as many secret doors in the carved walls as there are player-characters, each requiring a L2SR to find and a L3SR on DEX/INT to open. Each contains a minor magical treasure/trinket at the discretion of the GM.

The raised dais is intricately carved with all manner of skulls, snakes, birds and patterns depicting leaves, plants etc. If the delvers remain in the room for 1 full turn, a great magic surge can be felt around the throne and in 1 minute the twisted, ancient, cadaverous, undead body of Vreezek, minor Vampire Lich, enshrouded by green and black robes and holding a dangerous looking rod/mace, will appear sitting in the throne. He wears many pieces of gold and mithril jewellery and stinks of high magic! At his appearance, all delvers in the room must make a L2SR on INT or flee the dungeon completely in terror, never to return!

Vreezek will threaten the delvers to leave immediately and point a scabrous bony finger towards the exit door! If the delvers leave then Vreezek will remain seated in his throne until the end of the adventure, only attacking them if they return to his chamber. Vreezek can fight with terrible magic, using bright green death rays, a spell of his own making, to attack. Anyone struck by a death ray loses 10% of their current CON and ST drops by 1D6 points. Vreezek can send out these dreadful rays 1D4 times per combat round and they always hit their target (level 22 spell).

In addition Vreezek uses a magic mace/DMS called **Stagnation**. It is a hideous looking thing, holding all known Wizard Guild spells and a few more of the Lich's own devising at the GM's discretion. It is indestructible and if any non-wizard so much as touches it they are cursed with a Death Spell #9 immediately. If they survive they are scarred forever and never want to see the item again, avoiding it at all costs. However, if the mace is taken into any Holy place the holder will drop down dead immediately and if they are undead they will turn to dust and be forever destroyed.

Stagnation can be used in hand-to-hand combat by a wizard for 40D6+100 requiring a ST of 16 and a DEX of 12. If Vreezek is drawn into melee with the party, he will have a fighting MR of 600 + his mace attack. Stagnation can also cast spells independent of the user and has a WIZ battery of 100.

GM's Note: There are many possibilities to this room and the GM is encouraged to develop personal attributes for Vreezek for greater role-playing opportunities. Vreezek has no





interest in any other part of the dungeon for he spends most of his time wandering other realms of time & space and plotting with the many Vampire Sorcerers that inhabit the dark realms, only returning here to guard his treasure and destroy intruders.

14 - A Trap of Ice & Fire. (15' x 15' – Height 12')

This small room is pleasantly decorated with wall friezes, coloured tile mosaic floor (rather cracked, dulled and dirty unfortunately although the original craftsmanship looks excellent) and a dark blue roof upon which are painted stars. The room was a dark enchantment room for the vampire lords but is now in considerable disrepair and any trinkets or treasure has been long since plundered. The most interesting feature of the room is the wall painting on the east wall (where the secret door is shown on the map). This shows two duelling vampire sorcerer-kings locked in horrific eternal combat, with one fighting with ice and his opponent working with fire. The wall shows no sign of damage and the painting upon it as clear and bright as the day it was done. Magic can be felt from it but the nature is not clear to any wizard trying to understand it and they will get a very bad feeling from it, wishing to have nothing to do with it.

A trap was left on this room when the vampire sorcerer-kings vacated the dungeon. Directly outside the secret door (only secret from the room side) on the east wall of the corridor, is a circular hole in the wall, 2' in diameter, surrounded by a stone carved vampire face. When the secret door is opened, molten hot fire spurts from the vampire head across the corridor and into the secret door, roasting anyone in the doorway for 20D6 fire damage. The GM should rule how much of the delver's armour protects against this. At the same time, ice spikes will shoot across the room from the wall where the blue arrow is shown on the map. The ice attack delivers 20D6 of frost and cold damage as well as impaling and slicing, again the GM should note how effective the delver's armour is against this.

15 - Finn the Djinn. (25' x 15' – Height 15')

A bare stone room with no unusual features, an archway on the north wall and secret doors on the north and east walls. This chamber is home to a very large brass urn, sealed by a huge cork and sealed again by a deep red wax, into which runes have been carved, long ago, so as to be filled with dust. This is Blood-Wax, used by the vampire lords to seal the urn and protect it from thieves. If it is broken, a Vampire Ghost, MR 110, appears to attack all present in the room. This foul entity is immune to all non-magical attacks and any living creature slain by it will rise as a vampire after the next sunset.

The urn sits upon a raised (1' from the floor) stone slab of granite in the centre of the room. The Djinn, once a roaming free-spirit, reasonably powerful and generally non-hostile, with a thirst for learning, was imprisoned here by the ancient vampire lords, their intention to turn it against mankind some day and aid their domination of the lands above ground. They also secretly feared its powers greatly. Over the countless years it has remained here gathering dust, unable to escape. The urn is inscribed with magic runes that only a wizard may understand with a L2SR on INT or a spell that the GM deems appropriate (for example an *Omnipotent Eye* may work if the GM wishes to give the party a break, or an *Oh There It Is* may reveal another message hidden amongst the runes that is in a language the party can understand)





The runes read as follows:

*Around around around
Make a hollow sound
Awake the sleeper within
The mighty Finn the Djinn*

The delvers must rub their hands all the way around the urn so as to make a sound, but they have to get it right. Each delver trying must make a L2SR on the average of LK & DEX to get the exact tone needed to summon the Djinn within.

If summoned, Finn (who can take any form the GM chooses) emerges from the urn, which remains sealed (the cork cannot ever be removed) in gaseous form before taking on his usual physical self. He regards the party with interest and seems to study each and every one of them. In doing this he will have full knowledge of their skills, powers, attributes and any personal information. This may prove interesting. The Djinn also knows that he was imprisoned here by the ancient vampire lords and will be very interested to hear how long has passed and how the land above fares today. He may decide to aid the delvers for the promise of freedom or a chance to revenge his imprisonment if any vampire lords still walk the earth. This could make for a grand finale to the adventure should Vakshmi make an appearance!

If he is spoken to, he will not answer, but stare at the person as if he was looking directly into his soul. He will only answer the most basic of questions if he chooses to do so. He cannot be harmed and the party will not have any powers, spells or items that can affect him in any way.

If anyone comes right out with it and asks for a wish, the Djinn will study the character intensely and they must make a L2SR on CHR. If they fail, the Djinn will sigh heavily and say *'I wish you far away...'* and teleport that character to either another part of the dungeon or home, depending on how the GM wishes to play it. If the same character will find it physically impossible (as if an invisible force-field were across the door) to enter this room again.

If the SR is successful, the Djinn will still sigh and look unhappy but lazily ask *'What is the desire of your heart...?'* in a manner that suggests he really cannot be bothered with this stereotypical nonsense.

The Djinn will grant wealth in the form of gold pieces up to as much as each delver is physically able to carry. He will grant attribute increases up to half again of the delver's original value (rounded down). He will grant weapons to be enchanted up to twice their dice & adds and armour up to twice their protection value, and he will also grant wizards any spell they are capable of learning/using or provide them with a staff. If they ask for a DMS they must make a further L3SR on CHR. Failure results in a disgruntled Djinn who will berate the wizard for being greedy and give him an OMS instead. He will also perform simple tasks such as removing curses, restoring ST or CON, that sort of thing, which he finds very tiresome.





The Djinn will not however make this obvious and the delvers need to be careful they do not ask for too much or he will whisk them away as per the text above. If they ask for one of the things mentioned above, and ask for too much (i.e. more than the text says he will grant) then he will grant the maximum possible but warn them against greed by cursing the delver to automatically fail their next (1D6) saving rolls!

Wishes within the above guidelines are permitted and there is only 1 wish per delver possible. If they ask for something not covered by the basics above, for example specific magic items/armour/weapons, or powers, then the GM should role play the Djinn and have some fun with him, asking for further CHR saving rolls or other tasks of the delvers in order for the Djinn to grant the wish.

The Djinn will (again this is not to be freely told to the party, they must think of it for themselves) grant them one large or more powerful wish in exchange for the other wishes. For example if the party want a dead character to be returned to life, or something of that nature, the Djinn may grant it (the delvers had better give the creature a good reason as to why they are asking for it, with perhaps more CHR saving rolls or they should actually convince the GM!) for the party instead of each delver asking for a minor wish.

This room and encounter has the potential to provide the innovative Game Master with excellent role-playing opportunities given the rich history of the dungeon, the ancient vampire lords and the Djinn's hatred for them.

16 - The Mask of Shadows. (25' x 15' – Height 10')

This secret room contains the highly enchanted and sought-after Mask of Shadows. It is a solid black metal covering for the face, with a plain facial likeness of a standard human beaten into it, so as to look neither male nor female but at the same time very menacing in a subtle, unsettling way. The mask straps to the head and although it is solid metal, with a slightly bluish hue, the wearer can see through it perfectly and all senses are normal whilst wearing it, almost as if it didn't exist.

This was a highly treasured possession of the vampire lords and as thus sealed into this tomb complex for safe keeping. The wearer of this item is granted a -1 to all SR levels (level 1 becomes *'min 4' and a minimum of 4 is still always required...*) and enchants any other armour worn to double hits (although strangely if offers no armour protection if worn alone). The wearer is also able to move around in darkness with full vision, see invisible objects, doors and creatures and has immunity to offensive spells up to and including level 9.

GM's Note: This powerful mask originates from the Nameless City of Zorr, and should the wearer of the Mask die whilst wearing it, the body will be teleported to a secret temple on the Isle of Zorr, whilst the mask remains, awaiting another willing face...

The mask hangs on the east wall and is guarded by a terrible and highly dangerous foe, a **Vampire Shade**, which appears in the room as soon as the mask is touched. The Vampire





Shade is a ghostly figure of a hideous vampire that floats in the air, never touching the floor or the ground. It cannot appear outdoors in daylight without being destroyed immediately and it cannot be harmed by non-magic attacks although is damaged by all magical attacks from spells and enchanted weapons/items.

Having said this, the Shade is a very tough foe. It can cast any spell known to the GM (within reason based on the strengths of the party but it should present a tough challenge) each combat round and has a fighting MR of 160, which reflects its ability to drain the life from any living creature. Any hits taken to CON will be *permanent* if a L1SR on LK is missed by any delver in combat with the Shade.

GM's Note: If this is too tough for your game play then feel free to omit this rule)

In addition, all living beings in the same room as the Shade will lose 1 ST per combat round as the unearthly creature weakens them with dark magic such is the danger of just being in this creature's presence! Wizards will also mentally struggle to cast magic whilst in the same room and must make a L1SR on INT before casting any spell as the Shade will try to disrupt the magician. If the SR is missed then the spell fails and the combat round is wasted. The GM may rule that WIZ used to attempt to cast the spell is also spent.



The Mask of Shadows is a very rare and powerful item and it is guarded by one of the most deadly creatures in the dungeon. If the Mask is indeed won and the delvers have no use for it, it will fetch a minimum of 20,000 GP and a maximum of 30,000 GP (roll 1D10 + 20 x 1,000 GP).

A – The secret doors to this room, in the corridor to the north and in chamber 15, marked as points A on the map, are identical water fountains, built into the walls. The fountains are safe to drink and each has a carving of a vampire lion surrounding the water spout that continually trickles fresh water. The eyes of the lion have concealed buttons within them that must be pressed three times; right, left then right again, for the wall to slowly swing open, cutting off the water supply (it is magical in an attempt to disguise the secret doors and thus dissuade delvers from searching there).





















17 – Vampire Lord’s Enchanted Treasure Room. (15’ x 15’ – Height 12’)
 This room is protected by two things. The first is the complicated puzzle lock mechanism on the east door, the second is the magical curse that summons and strengthens the **Greed Demon...**

The Puzzle Lock

Set into the door (with no way to damage, alter or destroy it!) is a metal grid, 4x4, with each square of the grid featuring either a demon or a skull, as seen in the diagram. Carved above the metal grid are the words: “To open the door to a Vampire’s Treasure you must remove all death.” There are brass buttons set along the top of the grid and down the left hand column, numbered as above which, when pressed, change the images in the corresponding columns and rows (i.e. the skulls become demons and vice versa. The door will only open when all the squares show demons. The starting point for the puzzle is set out as per the diagram and it will look like this when the delvers first encounter it. Below the grid it says: “You must eliminate death in four moves.” So yes, delvers must complete the puzzle in 4 moves or the door will not open.

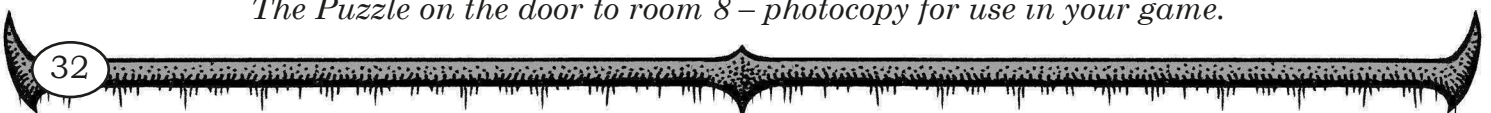
For example, starting with the set-up shown below, if a delver presses button numbered 5, all the skulls in the first COLUMN will change to demons and vice-versa. The same goes for any button along the top.

TO OPEN THE DOOR TO A VAMPIRE’S TREASURE, YOU MUST REMOVE ALL DEATH.

	5	6	7	8
1				
2				
3				
4				

ELIMINATE DEATH IN FOUR MOVES OR YOU CANNOT ENTER

The Puzzle on the door to room 8 – photocopy for use in your game.





If a delver presses button 1, all the skulls change to demons in the first ROW and vice-versa. This is achieved by pressing button 2, then buttons 5 then 8 and finally pressing button 4 will result in all images showing as demons. Photocopy the image and cut up the squares to make it easier for players to swap the images when a button was “pressed.”

See below: This sequence shows the changes after each button in the solution is pressed and the final arrangement that features all demons and the door then opens. The changes are shown in bold.

From starting point – Press Button 2. The grid then looks like this:

	5	6	7	8
1	skull	owl	owl	skull
2	skull	owl	owl	skull
3	skull	owl	owl	skull
4	owl	skull	skull	owl

Then Press Button 5. The grid then looks like this:

	5	6	7	8
1	owl	owl	owl	skull
2	owl	owl	owl	skull
3	owl	owl	owl	skull
4	skull	skull	skull	owl

Then Press Button 8. The grid then looks like this:

	5	6	7	8
1	owl	owl	owl	owl
2	owl	owl	owl	owl
3	owl	owl	owl	owl
4	skull	skull	skull	skull

And finally pressing Button 4 completes the puzzle!

	5	6	7	8
1	owl	owl	owl	owl
2	owl	owl	owl	owl
3	owl	owl	owl	owl
4	owl	owl	owl	owl

The delvers are able to take any of the items in this room, but in doing so will trigger the arrival of Ptorgor the Vile. It is a **Greed Demon**, a foul, multi-fanged, winged, leathery, stinking, bald, horned, cloven-hoofed creature from Hell.

It has a base MR of 200 but for every item the delvers take from the room, it will have 10 added to its MR! An ‘item’ means a suit of magic armour, a weapon, a potion, tome or enchanted trinket. Total the number that the party take and add this to the Demon’s base MR of 100 for its final MR once they leave the room! The Demon will appear in the corridor south of the room as marked on the map by a small pentacle.





Suggested List of Magic Items in Room 8:

- ♦ **Wizard's Blasted Staff.** A slightly modified ordinary magic staff that has the extra capability to cast as many Blasting Power spells each day equal to the user's level number, without expenditure of WIZ for the user.
- ♦ **Charm of Health.** A simple amulet that allows the wearer to restore lost CON points at the rate of 1 per full turn.
- ♦ **Giant's Axe.** An over-sized single bladed axe enchanted to do 100D6 + 30, but requires a ST of 30+ and a DEX of 25+ to wield.
- ♦ **Priest's Blade.** A slender, straight sword with a silver hilt, scoring 8D6+4 in combat. It is enchanted to be always coated in Dragon's Venom and will cast an 'Exorcism' spell for the user once per day. Can only be used by priestly/monk characters and wizards.
- ♦ **Death Chime.** Two-handed broadsword scoring 50D6+50 in combat. St 30, DEX 19 to use, by warriors only. This totally black sword with an elaborate hilt will play demonic music very loudly during every combat it is used in!
- ♦ **Del's Dragonleathers.** A full suit of dragonhide armour, very heavy (700) and bulky to wear but they are enchanted to take 1,000 hits.
- ♦ **Glowing Staff.** A quarterstaff with an indestructible glass sphere atop it held within an ivory clasp fashioned to look like a claw. When used (wizards only) it radiates a glowing aura 30' in diameter with the user at the centre. This will keep most undead away (GM's discretion). The aura lasts for 1D20+5 full turns but cannot be moved once set in use. The staff must be recharged in full sunlight for at least 1 hour after use before it can be used again.
- ♦ **Reanimator Potion.** This bright green liquid (one dose) is a reanimation potion. It must be fed to a person not more than 3 full turns dead. The person will be raised back to life with full attributes, knowledge and powers as before death. The body must still be in one piece for this to work!

18 – Vampire Sorcerer's Vault. (15' x 20' – Height 12' vaulted)

This chamber was used by the vampire sorcerer during construction. It is now a dusty, chaotic reminder of the evil forces that once ruled the land above and it is a chilling thought that one day these vampire sorcerers may return. Everything in here is covered in a thick layer of dust and the room stinks of stale air. The exact list of unusual or enchanted items that remain in here is left to the GM but as a guide there are ancient potions, trinkets and items protected by sorcery so as not to waste away with the passage of aeons. A L2SR on LK is required to find one of these items amongst the mess and chaos, and each delver may try to search once per combat round.

- ♦ **Bone Powder.** Summons 1D6 Living Skeletons MR 30 each to do the user's bidding.





- ♦ **Map** to a legendary treasure or dungeon location or another tomb location where other vampire sorcerer-kings rest in darkness and secrecy (GM adventure hook).
- ♦ **Crystal Ball.** Works as a Dear God. One use only.
- ♦ **Gambling Dice.** When rolled this set of glass D6 always roll 6's.
- ♦ **Vampire Bat leather boots.** Lowers difficulty of SRs by 1D6 when the character is sneaking or hiding. No SR can go below level 1.
- ♦ **Puzzle Cube.** If solved (L3SR on INT) it will open a dimensional door leading to another tomb or location by way of an adventure hook.
- ♦ **Dried Tongue.** If this horrible item is kept, the user will be able to detect lies.
- ♦ **Cold Coal.** When thrown to the ground a Wall of Fire is created as per the spell.
- ♦ **Sorcerer's Finger.** Allows the holder to lower all LK based SRs by 1 level.

The room has no guardian but has a subtle curse, set by the Vampire Lord. Every adventurer will lose 1 point of CHR for each combat round (2 minutes) they spend in here. The loss is permanent and if CHR drops to zero or below, the character immediately transforms into a horrible vampire...

19 - The Luxurious Boudoir of Princess Luna. (30' x 40' – Height 40')

This huge chamber is magnificent. Four pillars support the ornately painted ceiling, which features scenes of wonder, glory, decadence and unworldly pleasure and delight. Realistic friezes depicting eroticism, indulgence, greed and feasting cover the walls, whilst the floor is made up from 2' square marble tiles, blue, cream and green-flecked, with 8 luxurious rugs scattered here and there (worth 2,000 GP each). Two mighty fires burn eternally within large and ornate braziers in the north-east and north-west corners of the room, flanking a raised dais of elaborate design that sits between the braziers on the south wall and filling the chamber with sweet incense. The high roof is vaulted and ornate.

Exactly 1 turn after the delvers enter the room there is a bright flash of yellow light from the throne area accompanied by a stink of sulphur in the air, and suddenly upon the dais appears a **Mummy**. On the dais is a wonderful throne of grand and elegant design and it is upon this that the Mummy sits. The mummy is tall, elegant and slim, clearly a woman, wearing all manner of ornate jewellery (in total worth 11,000 GP). She rises elegantly from the throne, with more than a hint of allure, when anyone enters the room, and gestures that they approach. An assortment (2D6) of different sized and design treasure chests are scattered around the room, all closed shut. The main feature of the west wall is a very large ornate mirror, blackened around the edges and roughly spherical, held within a golden frame of antique and elaborate design. (20,000 GP value)

Luna was granted immortality by her lover, Vakshmi the Vampyre, and returns to this chamber whenever living creatures enter once again.





GM's Note: – The Mummy can be present as soon as the delvers enter if the GM so desires.

Delvers entering her chamber are treated politely and well, with fresh fruit and drinks offered, already laid out upon fine wooden tables. Wine, both white and red, is free for the taking in large pewter jars and fresh water or strong ale and cider also present. Luna beckons that the delvers take their fill. Princess Luna will offer to heal wounds (restore full CON for up to 10 delvers), restore strength (return ST to maximum for up to 10 delvers), teach spells (any spell known to the GM up to 10th level for any true wizard - NOT rogues!) and grant magical powers to any 2 members of the party (Powers are at the discretion of the GM, but as a rule of thumb they should be no more powerful than limited fire immunity, limited teleportation ability and limited powers to detect certain creatures, traps or illusions for example). Luna asks only that any delver receiving such treatments add to her already immense treasure hoard.

An empty treasure chest will appear at her feet at the foot of the dais. For ST & CON restoration the treasure-greedy Princess asks 100 gold coins (or treasure equivalent) per point restored. Spells taught are 1,000 gold (or treasure equivalent) per level and magical powers are at the GM's discretion depending on the power granted, but cost ranges from 1,000 – 10,000! She will be pleasant and polite to the delvers, but she has a dark side...

Princess Luna is obsessed and slave to treasure, wealth and power. She is able to travel to other realms where she enjoys debauchery beyond earthly belief and eroticisms unknown to mortal man. She does this using the huge magic mirror on the north wall. If any of the delvers approach the mirror she will appear edgy and keep a close watch on them. If they attempt to do anything to it she will yell at them to stop and rush over to protect the mirror, fighting them if necessary. It is indestructible.



Clearly there is a massive amount of treasure already present in the room. Each treasure chest contains a different type of treasure but the value of *each chest* is in excess of 50,000 gold pieces worth! Any attempted thievery by the party will be dealt with and she will know if anything is touched from her personal treasure collection! If the delvers merely wish to pass through the room then she will allow them to do so but will be disappointed, ushering them through quickly and keeping a close eye on her treasure! If they wish to look around, she permits this but warns them against looting her treasure or touching the mirror on the north wall.

If the delvers anger or attack Princess Luna, she will turn into a huge and deadly **Chimera**, attacking with an MR of 250 whilst her illusionary body (CON 250) remains standing on the dais and attacking with magical lightning bolts from her **Staff of Death** aimed at an individual delver (usually the strongest or highest level or the most powerful first) that cause 3D6 damage directly from CON. The Princess is so powerful that she can use these two attacks and exist in two different forms at one time. However this causes her great pain and drains her life-force so she is only able to combat for 6 combat rounds using both forms, after which if she still lives, she will howl in agony and depart using a terrifying ghostly form, flying through the mirror. In addition she is able to summon two large and frightening **Living Statues** that appear and aid her fight with an MR of 180 each, if it is going badly or looking grim for her.

If she is killed or has to flee through the mirror, Vakshmi (**room 4**) will return to his crypt and arise in search of the delvers, his aim to destroy those responsible for her death. He will appear in this room in exactly 1 turn from the moment the Princess departs, whether through the mirror or actually dies at the hand of the delvers.

Any delvers attempting to pass through the mirror will find it very hard to do so. Only a wizard making a L4SR on INT may travel to the dimensions beyond the mirror. Unless the GM wishes to take this further or develop the sub-adventure whilst running this dungeon, they will be out of the game (or teleport them somewhere). The mirror cannot be broken and if the delvers find themselves free of attack from Luna or Vakshmi, they may of course loot the room.

At the top of the dais is a secret door in the north wall (this may be trapped, locked, magically sealed or just very difficult to open. It is left up to the GM as to how difficult it is for the party to gain access to this room) that leads to an anti-chamber shown on the map, containing an old wooden coffin in which the Princesses' ancient bones lie, accompanied by her Staff of Death, which the party may claim. It can be used (details above) by wizards only and contains 6 charges for use every sunrise. There is also an old wooden chest containing 25,000 GP worth of gold and jewels, but amongst this is a deadly **Cobra** that attacks anyone digging through the treasure. A L1SR on SP or a L2SR on LK or DEX is required to avoid the lightning speed of the Cobra's attack. If bitten, death follows in 10 seconds unless a *Too-Bad Toxin* is cast before ten seconds elapses.





20 - The Followers of Zok. (25' x 25' – Height 18' domed)

This room has walls painted with scenes of great wonder; magnificent towered cities, grand temples, mountaintop castles, huge forests with wild deer and stag, mighty lands of hill and rivers, sunlit glades and fresh snowy mountain crags. The floor is black and white checkerboard and the ceiling is bright blue with a 10' diameter sun design in the centre. Against the south wall is a very large and impressive throne (illusionary), raised up on a dais with steps approaching. It is empty. The whole room reeks of strong and deadly magic. Vakshmi keeps this warlord entombed for his personal entertainment.

Zok is a Skeleton Warlord/Wizard and this is his chamber. He once ruled in K'horrer and his name is legend with thousands of followers long ago when the Sketthor-Ka dominated the land. The best of these were his Twelve Guards of Honour, Skeleton Warriors loyal to him for eternity. Zok and his guards dwell beneath this chamber, the floor of which is illusionary apart from a 3' ledge right around the room. As soon as anyone steps onto the floor beyond the ledge, they fall through the floor yet the illusion remains. Beneath is an identical chamber yet the wall scenes show terror and destruction, a land overthrown by Zok and his army of skeletons!

Zok sits in his throne in the same location below as with the illusionary throne in the false room above. He has an MR of 300 and can cast L1-14 spells through his deluxe magic staff, a rod topped with a skull. The deluxe staff goes by the name **Moribindus** and is evil in nature with a WIZ reserve of 50. Around the bottom room are 12 inset tombs dug into the walls, in which stand the 12 Loyal Guards of Zok. Each will animate and attack with an MR of 50.

If the delvers defeat Zok and his followers, they may search the room, with a L3SR on LK required to find a secret door at the back of one of the standing tombs (lower the SR to L2 if the delvers specify they are looking here), leading to a small treasure vault in which are many treasure chests holding a total of 60,000 GP and three magic items from the suggested list below:

♦**The Wolfstone Dragon Skull.** Enchanted dragon skull with origins in the Isle of Wolfstone amongst the cluster of islands north of the Dragon's Spine. It can be used to summon a dragon with an MR = the user's level number x 1,000, once only. Dragon will do the bidding of the user for 1 full day.

♦**Demonskin Armour.** Full set of armour covering all of the body, which will take 66 hits and send offensive spells back at the caster, as well as protecting the wearer from fire damage.

♦**Skin-Of-Your-Teeth Armour.** This is a set of full plate armour enchanted to not only take 80 hits per round, but if the wearer is killed, the armour teleports the wearer home with a CON of 1, where he or she may recover...

♦**Sword of Horrors.** A sentient scimitar that scores 10D6+10 in combat and each time it is used in a combat where the foe is killed, it adds 1D6+1 add to its damage rating.





◆**Flaming Flamberge.** When removed from its scabbard it fires-up, scoring 24D6+12. If the scabbard is lost or destroyed the sword loses all magic properties and becomes an ordinary 6D6 flamberge.

◆**Water of Life.** A bottle containing 1D10 doses of a magic potion that restores 1D100 lost CON when drunk, remembering that CON cannot go above original value.

21 - The Incomplete Summoning. (15' x 15' – Height 18')

Burning torches in 4' tall iron cressets illuminate this small room brightly. In the centre is a 5' cube altar, quite small but nonetheless evil in aspect. The top of the black basalt altar is spilled with blood and carved channels in the surface funnels the blood down to the floor, where a five-pointed star and an array of strange symbols, again carved into the floor, is slowly filled as the blood flows into it. The blood on the altar seems to be draining away but the floor symbol is not yet full. No victim can be seen. The room is very warm and sickly smelling, very unpleasant overall. The floor and ceiling are composed of black basalt tiles whereas the walls of the room are just normal stone.

If the delvers choose to do nothing, then nothing will happen. They should work out that in order to make anything happen, more blood needs to be spilled onto the altar so that the engraved symbol on the floor is filled and completed. Cutting themselves or sacrificing an animal (or captured monster!) and pouring the blood onto the floor will not work, a living sacrifice must be cut on the altar and the blood flow from there, for the dark magic to take its course. The sacrifice need not be killed, but at least 6 points of CON worth of blood must be spilled. For example someone's arm can be laid on the altar top, or someone can lie on it, that's fine.

However, why would the delvers want to do this? There is no treasure to be seen or detected, and the room stinks of bad eggs. If they are wise they will walk away, but delvers will be delvers, and they are here for adventure right? Unsurprisingly, when the symbol is complete, a **Demon** appears somewhere in the room. The GM may give this NPC any form they are happy with, but as this chamber was used by the Vampire Lords to summon demons and the like, anything summoned here should be vampiric in aspect and generally gruesome and abhorrent, double-dealing and loathsome. If the delvers leave well alone, feel free to have the demon communicate with one or more members of the party, secretly, a menacing yet interesting voice in their head, that he can promise them great wealth, power or magic if they release him. He is caught between his dark world and this one until the blood sacrifice is complete (this is actually true). Characters will need to make a L2SR on INT to ignore his promises. Failure may mean that they run to the altar and cut themselves to fulfil the demon's wish. These dark voices may continue for the rest of the game, with the SR increasing in level as the demon becomes more desperate!

Option 1 – The demon is free and attacks the *'foolish mortals!'* immediately. He will steal anything from them that he can use (he fights with a mean tooth & claw, MR 250, but would rather like a nice magic sword and perhaps some armour...) and then leaving the dungeon, finally free of the Vampire Lords' servitude.

Option 2 – The demon will parley with the party, perhaps offering to lead them to treasure or magic or helping them, in return for some dark payment, or asking where the





Vampire Lord lies, so that he can lead them to his treasure and hopefully slay his old master in the process. He will of course twist any agreement to his advantage...

Option 3 – He immediately tries to get the delver with the highest CHR on his side, so that he can use the party to his advantage. This opens up excellent role-playing opportunities for the GM and players. He may try to enslave the most vulnerable delver, with the lowest CHR perhaps?

Option 4 – The demon thanks them for freeing him then vanishes into the world, to appear in another adventure, later in this game, or never at all. He may do something nasty before he goes if the GM feels it is appropriate (such as cursing them to fail SRs, stealing one or more magic items, etc).

Option 5 – The demon appears and although he does not make it obvious, he must grant the party (or the person spilling the blood) a wish before he is free to do as he wishes. The wish can include returning a slain delver back from death, but they may not return exactly as they were before death. The GM can have some fun here...

Remember that demons will lie, twist words, use clever arguments, turn situations to their own advantage and can *NEVER* be trusted, whatever they says or promise. The demon does possess some knowledge of the dungeon but he is a secret enemy to Vreezek the Terrible, so there may be a deal to be done here if the delvers have already had an encounter and come off worse for wear in room 13...



22 – The Golden Gallery of Zzegrrath (30' x 20' – Height 12')

This elegant chamber has fine woven floor matting, neatly plastered and painted walls, with a ceiling of gold leaf. Wizards will detect enchantment here, which would seem to suggest the chamber was protected from decay or damage. It is deathly quiet and quite calming. No monsters will step foot in here apart from Vakshmi if he is on the war-path or hunting down the adventurers, which they would no doubt deserve...

The walls are lined with paintings, in gold frames and protected by fine glass. Each painting, although seemingly depicting a harmless, sometimes even pleasant scene (an old stone tower surrounded by trees, two

maidens hiding from an unseen follower in a leafy glade, a child peeping through the keyhole of a great oak door, a sleeping dragon, a quiet crypt illuminated by a single shaft of moonlight, an old man dressed in rich robes, with the slightest hint of fangs protruding from his top lips if studied closely, etc) the viewer cannot help but feel uneasy, as if they too are being studied or watched from an unseen place.





There is clearly much gold to be looted from here, but the delvers would do well to recall the protection magic cast onto the room (or if they have not thought to bring a wizard, or said magic user is dead, or just stupid...). If the delvers simply pass through the room, gazing upon the wondrous antique art in here, they may enter and leave in perfect safety and gain 500 AP and 1D3 permanent IQ/INT points for the experience. DO NOT tell them this as they would have no way of knowing. It is secret and powerful magic that the artist, Zzegrrath, placed on the room many aeons ago in the time of the Vampire Kings, as a 'tip of the hat' to would-be viewers of fine art.

What's going on here?

The Artist: Zzegrrath Finehand was an ancient, flamboyant and somewhat camp Vampire Sorcerer in the time of Vakshmi. He was indeed very ancient and powerful yet with an artistic streak and a yearning for the finer things in life. In his later years his craving for human blood lessened and he became more selective in his tastes, preferring young ladies and gentlemen to slake his desires of blood and carnal lusts. Around the time that Vakshmi was planning the construction of this tomb and the lands above ground were by then almost devoid of living souls, Zzegrrath, feeling old, tired and somewhat jaded, requested to reserve a room for himself within the tomb, where he would live out his remaining years doing what he liked best; painting. His art was excellent but as mentioned above, were tinged with menace and hidden danger and unseen horror.

Zzegrrath did indeed have his wish in return for services and loyalty to the Vampire Sorcerer Kings and this chamber is his legacy. As for the old Vampire himself, no-one knows.

The Gold Leaf: Gold leaf is in abundance on the ceiling, around the edges of the walls and on each and every golden frame surrounding the paintings. A single adventurer can remove 50 GP worth of gold leaf per turn easily enough if they have a dagger or suitable tool to do so. Anything larger than a dagger will just damage the leaf and result in a mess and no treasure. It may come as a surprise to the party that they are in fact able to remove the gold leaf despite evidence of magical protection on the room. In fact, the moment they began scratching at the gold, the magical trigger was activated...

The Paintings: Each painting is worth 2D6 x 100 GP for its quality, rarity and antiquity. Removing them from the walls is easy for they are not trapped. Each one weighs 80 weight units and is very bulky and somewhat fragile. Good luck to any party trying to successfully get these to the surface to sell at market! Of course, removing any of the paintings from the walls will automatically trigger a magic protection spell.

The Protection Enchantment: When triggered, the magic reflects the subtlety of the creator. There are no *Hell Bombs* Bursting here, or *TTYF* spells launching from the walls. Nor are there any screaming fireballs, ice attacks, exploding doors or poisoned paintings. The enchantment placed by Zzegrrath is subtle. He placed many spells of protection on his gallery but his protection against theft is rather cool. At first, nothing happens. The delvers may leave the room with as much as they wish in gold leaf or paintings. However, everyone who leaves the gallery with stolen treasure will be cursed.

Anyone stealing anything from the Golden Gallery will be followed by a hideous golden-glowing Ghost, unseen and undetectable, but they will know that they are being followed





and feel a dreadful sense of doom as they go. The Ghost will not attack and cannot be harmed. Certain detection spells or magic items may allow the caster to see the horrible thing that follows the thief. Nothing will happen until the delver steps outside the dungeon, whereupon he or she will turn to solid gold. Great for the delvers who remain alive, but rather bad luck for him... Dropping all treasure from this room removes the curse. Any paintings that are stolen can be sold by remaining characters when they are brought out of the dungeon, but they will eventually bring doom, sadness and even death to any new owner.

GM's Note: This may be the start of a new mini-adventure...



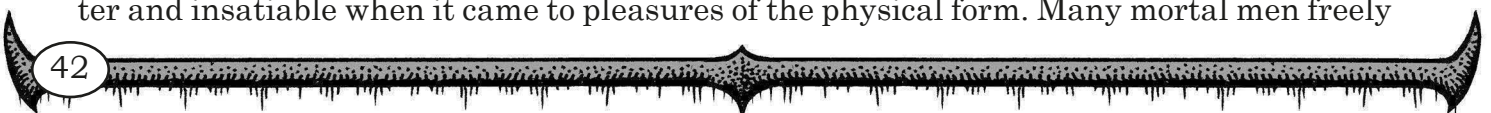
23 – Statue of Narkissa – Tombs of Dark Desire (25' x 15' – Height 12')

A chamber long fallen into ruin, this room has missing sections of ceiling (beyond only rock and dirt), damaged floor tiles (once red and green patterns but now faded, cracked, missing and dull) and a stench of dirt, decay and death. A statue, 8' tall, depicting a very seductive, slender female Vampire

(Narkissa – The Sleeping One) once stood proud in here, but alas the passage of time, the falling of ceiling stone or some other forces have caused this superbly lifelike (or death-like?) image to be broken in half, smashing cleanly into sections, mainly due to the quality of stone and the skill of the builder. All that now remains is the lower section, long slender legs and the lower body to just above the waist. The design of the upper part of the statue is left to the whimsy and lurid imagination of the Game Master, or Mistress...

Where the statue has been severed a mysterious and magical green glow emanates within the stone. Sparks of magical energy can be seen and wizards in the room will feel magic of the most interesting nature, both good and bad vibes, with a hint of sexuality and temptation. Also present in the room are 4 rough coffins, each one sealed with magic and indestructible against any power, magic or force the party may be able to wield. Weapons striking the coffins will shatter – even magical blades!

What is going on here? The statue depicts a beautiful, powerful, seductive, man-eating (literally) evil Vampire, famous across the land and known by the name of Narkissa, meaning The Sleeping One. Lover to many Vampire Lords, she was ruthless in her slaughter and insatiable when it came to pleasures of the physical form. Many mortal men freely





sacrificed themselves, body and soul, to her, just for the sheer pleasure a night with her would bring.

As a result she increased in power, so much so that many of the ancient Vampire Sorcerer Kings and Lords began to fear her. Although it pained them deeply, they slaughtered her physical form and bound her evil soul into this statue, forever sealing her within the marble. Her four most loyal servants, as sexual as they were evil, they sealed within four indestructible tombs (still present in the room). The soul of Narkissa has long since left the tomb* to planes unknown and unattainable by the adventurers, but her loyal servants remain, dead yet alive within the coffins!

The Statue: The delvers cannot cause the statue any further harm. If they touch the remaining legs & thighs as they crackle with ancient magical energy (L1SR on IQ for any male player-character to resist) they will receive a massive magical 6D6 shock, points from which will be deducted directly from CON. As this is likely to kill most of the party, have it so that they are thrown across the room, smashing against the wall and if they took enough points to kill them, say they are unconscious for 1D6 x2 minutes, waking with a CON of 2.

GM's Note: If the delvers are extra tough or perhaps need a wake-up call, feel free to kill one of them outright in this manner. After all the power is staggering! They can die assured that an eternity with Narkissa's dark and evil soul awaits them...

However, the magic that almost killed them has a side-effect that adds half the number of damage points rolled (round down of course) across ST, IQ/INT and LK, as the player decides. They will of course slowly become a Vampire over time, although it will take 1D6 months for this to take effect. They will not have any other attribute changes or Vampiric





powers, just a lust for human blood at least once per week.

The Coffins: As soon as the first adventurer touches the remains of the statue, one of the magical coffins will open and a hideous Vampire Hag (*sorry, all beauty and sexuality have withered to dust*) will emerge and attack anyone living in the room (Undead and other Vampires will be ignored but may still attack) with an MR of 80. These Hags are immune to all magic except from fire & heat generating spells, which will affect them at double strength. Normal flame will not harm them although the foul smell of burning flesh may occur.

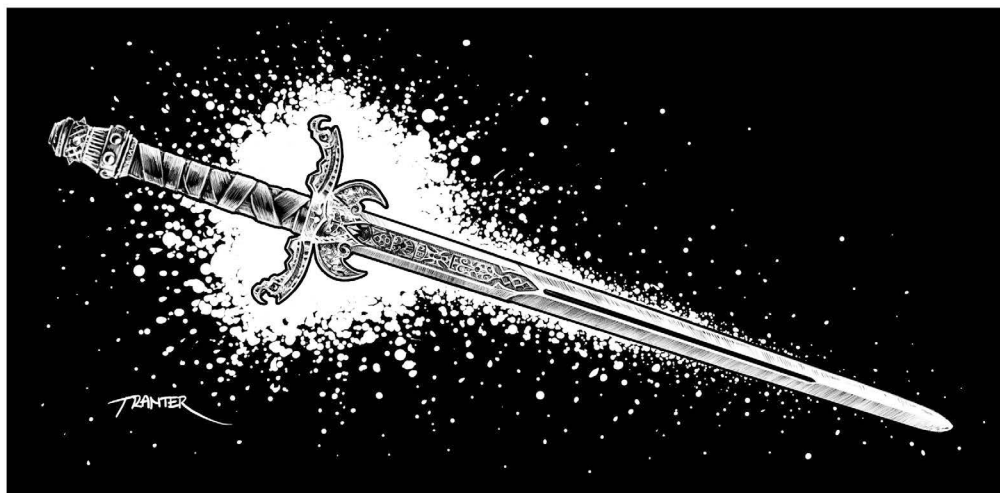
The other three coffins burst open exactly 2 minutes/1 combat round after the first one, one at a time, so that after 8 minutes the party will be facing 4 Vampire Hags (or what is left of them) at once, each with an MR of 80. Running away may be the best plan here as unknown to the players, the Hags will not leave the room, but will wait for the delvers to return, regaining any lost MR in the meantime...

Treasure: The delvers may not think of searching the room as there could be so much going on and they may not have time, especially if they must flee for their lives! However if the statue is slid away from where it rests (total ST required will be 40) then a niche in the floor below will contain a minor magical item of the Game Master's choosing and 6 black pouches, each containing 6D6 gems worth 50 GP per gem. The type of gem does not matter here.

GM's Note: As a complete alternative to the horrors above, you may wish to have the Vampiress servants still warm, youthful, beautiful, naked and erotic as they emerge, their intent to seduce the adventurers, male and female, to enslave their souls. Delvers slain in this manner will turn to dust in death, allowing the Vampiress to once more roam free...

*The answer to where Narkissa now dwells may be found in the next installment to this dungeon adventure...

On the following pages is a brand new solitaire adventure by Ken St. Andre that directly ties into this dungeon. Enjoy...





VAMPIRE'S VAULT

A SOLO ADVENTURE FOR WIZARDS



BY KEN ST ANDRE

*Based on the Vaults of K'horror adventure
module by Andy Holmes.*

**WITH ART BY
SIMON TRANTER & STEVE CROMPTON**

VAMPIRE'S VAULT: A SOLO ADVENTURE FOR WIZARDS

By Ken St. Andre

*Based on the Vaults of K'horror
adventure module by Andy Holmes.*

INTRODUCTION

"This is a very dangerous adventure," said Menslar, Chief Wizard of the Khazan Wizards Guild. "Thank you for agreeing to undertake it. The ruined city of K'horror is inside the Empire of the Goddess, but it is an area of dark and ancient magic unlike the modern world. As you know, K'horror was the capital of the old Skeleton Man empire between 2000 and 4000 years ago, and that empire was ruled by a series of powerful vampire wizards. They had a form of magic based on blood sacrifice totally different from our own. The vampire empire declined, mostly because the lords "ate" the subjects, eventually depopulating that part of the world — the lower half of the Dragon's jaw still has more ruins than cities and towns in it."

"Cannibalism?" you interjected.

"Perhaps, some," Menslar answered. "But when I say "ate", I meant that the lords' thirst for blood drained so many of their subjects dry that there were no longer enough citizens to work the fields or the mines. There were many thousands of weak and hungry vampires. Ancient wizards from other parts of the world banded together to destroy most of them. As for the vampire kings and lords, they apparently buried themselves in great underground palac-

es, vaults, temples, and fortresses where they could dream away the centuries until the land had replenished itself."

"I understand," you tell him. "But something has changed, and you want me to do something about it, is that it?"



"We have sent agents into that part of the country before, but most of them failed to return. The incidence of vampire and skeleton man attacks on the outer provinces and travelers along the coast has increased. Ordinary warriors seem to stand no chance, and thus I think this is a job for a powerful mage. Unfortunately, not many powerful mages really wish to risk their lives, thus, you are the best candidate we have. I want you to enter a

vampire vault and bring back knowledge and artifacts that I can study. Recently a few low-level adventurers have returned and told of one such underground complex called the Vakshmi Vault. Skeleton men have been leading them there and letting them into the complex. I think it might be the easiest to penetrate."

"How do I get in?"

"This is a secret mission. If the skeleton men knew what you will be doing, they would certainly try to stop you. Luckily, I have a servant who has explored the ruins and has found a secret way into this particular tomb. He's a mighty rock troll named Trann-Torr-Homm. We just call him Trann. He can go with you as your bodyguard and pack mule — don't call him that. He likes being a bodyguard; he doesn't

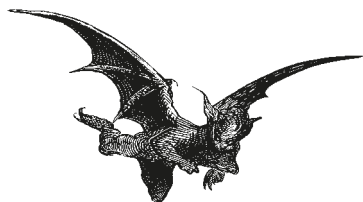


like being a mule, but if you sweet talk him and promise to share any gold or silver that you may find, you can get him to carry supplies and treasure back out. And, he's a mighty fighter. If you take care of the magic, he can probably handle any physical confrontations. Since he is a creature of living stone, the ordinary blood-drinking tactics of vampires, and other undead things are not likely to bother him."

You stand up to leave the Head Wizard's office, but he stops you. Menslar sticks out his hand and says, "Let me give you my blessing. He takes one of your hands in both of his. He closes his eyes and concentrates and you feel a sense of warm power flowing into you. "I have given you some of my own kremm to be used on this mission. At the moment you are supercharged with power. Use it wisely." You may add 20 points of WIZ to your stat, but this is temporary bonus and will not last past this adventure. "Thank you."

That was your interview with Menslar. Now you and Trann-Torr-Homm are ready to depart for K'horrer.

Note: The Empire of the Goddess is what loyal servants of Lerotra'hh call the Empire of Khazan. At the time of this adventure it covers the lands around the Dragon's Mouth, and the cities of Khazil, Khizil, Khiltarr, Kasar, Stormgaard, Silverhold, and Talleymark, plus all the little places on the Dragon's Head too small to show on the map.



READ THIS FIRST:

This is a solo adventure for powerful wizards of at least 5th level, but no higher than 12th. That range was chosen because the magic in this solo only supports up through 12th level spells. If you do not have a wizard of sufficient power, you may use the character provided on **page 59**, and name it to suit yourself. In situations where magic may be needed, only those spells that are most likely to have a beneficial effect will be offered for your character to cast. In order to cast them, your character must have sufficient INT, DEX, and WIZ to make the spell happen. Be cautious and use magic as sparingly as possible — there are complications in this adventure that I am not going to warn you about now. For example, spell batteries will not work. You must rely on your own natural kremm. For purposes of kremm regeneration and keeping track of time, you may consider each paragraph that you read to be a game turn of 10 minutes. (You regenerate 1 WIZ point every 10 minutes.)

You have a trollish NPC companion named Trann-Torr-Homm, an obvious homage to the artist and writer of the GM module. He is BIG, some 20 feet tall, armed with a huge bludgeon, and with a monster rating of 500. In combat, if he is damaged, he will regenerate 50 hits of damage each combat round.

Good luck. Now turn the page and go to **1**.



1. You and your minion, the mighty troll Trann-Torr-Homm, hereafter referred to as Trann, have been traveling for ten days, and have now arrived at the outskirts of the ruined city of K'horror. Late afternoon sunlight sparkles on the water drops clinging to the sodden leaves of the gloomy-looking trees that surround you. During your travels you had several minor adventures — the road from Khazan to K'horror is perilous in the best of times — and these are not the best of times — but there was nothing that the two of you couldn't handle. (Roll 3D6 *TARO & DARO) and take 10 times that number in a.p. for the journey. Trann has a monster rating and does not collect adventure points.) Now there is a decision to be made — will you try to enter the vampire vault by daylight — you still have a couple of hours of sunshine left — or after dark? If you choose daylight, go to **5**; enter by darkness and go to **10**.



2. As you approach the ruined wall you begin to sense malevolent magic. You noticed this aura of evil as soon as you entered the city, but it has grown much stronger as you arrived at this location. (You will be feeling this same omnipresent spirit of terror and despair for the remainder of the adventure — in fact it will intensify by a factor of 13 once you enter the vault, completely masking your ability to sense magic on objects or beings—you will be wise to consider that everything you see or find will be enchanted in some way.)

“Where is this secret entrance?” you ask Trann.

“Observe!” he answers. Trann walks up to the ruined wall. It does not quite reach to his shoulder. He thrusts his hand into the wall and it looks as if his arm is now stuck in the wall. Clearly there is an illusion of some sort covering the wall. “There is a problem here,” he tells you. “I tried to enter this portal last time I was here, but it is too small for me. I believe it is large enough for you, however. You must either enter alone, or make me smaller in some fashion.”

If you choose to leave Trann behind to guard the exit, go to **25**. If you are willing and able to use the Smaller Is Smarter spell upon him, go to **30**.

3. When you stepped through the portal you felt a sharp pain through the heart and you began to bleed slightly from your nose and ears. You just took a blast of destructive magic that reduces your CON by 10%. If Trann is with you, it did not affect him — it is a vampire spell triggered by the presence of living blood. Not only does it weaken you, but it alerts the master vampire that intruders have entered his underground fortress through a secret portal that no intruder should have been able to find. From this point you are racing against the clock. Every time you are sent to a new paragraph, count up by 1. Now go to **3B** to find out how that will affect you.

*Triples Add & Roll Over-- Doubles Add & Roll Over.

3B. When you get to 50, something will happen. At that point, stop whatever you are doing and go to **67**.

If you wish to stop and take a turn to regain CON by using a *Poor Baby* spell upon yourself, you may do so now, and during the rest of the adventure, you may do so at the end of any paragraph in which you lost CON for any reason. Remember that *Poor Baby* requires 2 points of kremm for every 1 point of CON restored, and this rule cannot be evaded by level bonuses or magical tools. (*Spell list pg. 105 of dT&T rules.*)

After you regain your composure, you begin to descend the twisty staircase. It doubles back on itself every 3 or 4 steps, making it impossible to see very far in front of you. Before you reach the bottom, make a LSSR (55-LK) on your Luck. If you succeed, continue downwards unhindered and go to **14**. If you fail, go to **26**.

4. The corridor extends for 20 feet and turns right. Just before you reach the corner you see an ancient wooden door on the left wall. It looks like the corridor opens up into a large room about 10 feet past the corner. You stop to consider your options: 1 — investigate the door you are standing next to, possibly open it; 2 — ignore the door, continue down the passage into the room you can very dimly see about 15 feet away; 3 — turn back and return the way you came. If you choose option 1 go to **11**; option 2, go to **12**; option 3, go to **13**.

5. The city of K'horror, once the capital of the Sketthor-Ha nation is ruined, but not abandoned. It is impossible to gauge the population accurately, but you estimate there are at least 1000 skeleton people living in the vicinity. Some live inside some of the less ruined buildings within the city proper; others dwell in shacks and shanties on the edges of town or even in the streets. It occurs to you to disguise yourself, either by casting *Hidey-Hole* upon yourself to be invisible, or by using an illusion

spell to look like a skeleton man or another troll. (*Spell list starts on pg. 105 of the dT&T rules.*) If you do so, go now to **20**. If you just walk into town with Trann beside you, go to **15**.

6. The walls of this chamber are rough stone, with a loose cobblestone floor and a rough stone ceiling supported by timber beams. Against one wall a very large obsidian golem stands motionless, chained to the wall with huge iron chains and manacles. When you walk closer to examine

the mechanical man, it opens large red eyes and watches you, but otherwise it does not move at all. Obsidian is volcanic glass, and not really very heavy, but this 10-foot tall homunculus probably weighs at least a ton. Lying next to the feet is a massive stone hammer with a handle of carved granite and a head of gabbro — it's very heavy.

What do you want to do? You could leave everything alone and simply exit by going to **17**. You could search the room by going to **18**. You could attack the golem and try to destroy it while it is safely in chains by going to **23**. If you have Trann with you, then you could have him try to take the hammer — it looks like something he would like — by going to **24**.



7. You decide to investigate a lesser mask first. It really doesn't matter which type you take, so just decide on elf, dwarf, or human. You examine the wall and the masks closely and then take the one that looks most interesting to you. The mask is eerie and creepy, and it seems to smile at you and promise you secret knowledge. You seem to hear a voice whispering to you, "Wear me and I will show you dark secrets that you need to know." If you listen to the voice and put the mask up to your face, it will magically adhere and replace your face with the mask — go to **35**. If you resist temptation and simply put the mask in your pack, then you must decide if you are going to leave, or take the Great Mask. To leave, go to **32**. To move on and take the Great Mask, go to **40**.

8. You are wearing one of the lesser death masks, and it has replaced your face with that of the mask. You now look horrified and haunted to all who see you, and appear to be either an elf, a dwarf, or a skeleton man. Your INT will increase by 10 points while you are wearing the mask — if you ever take off the mask, your INT will drop by 15 points. Your CHR is cut in half as long as you remain inside the vaults. (If you use this character outside the vaults you will automatically fail (roll 1, 2) all CHR saving rolls.) Now you must decide if you are going to leave, or take one the Great Mask. To leave, go to **32**. To move on and take the Great Mask, go to **40**.

9. The lesser vampire is a scrawny and hideous travesty of humanity. It has human form, but is barely 5 feet tall. An ancient piece of gray cloth draped around the neck covers its body. The fabric may have been a dress at one time. The vampire's flesh is a pale grayish-white in color, like dirty snow. The face and limbs are gaunt to the point of emaciation. The eyes are two burning red coals sunken into deep dark sockets. The teeth are large and yellow, with canine fangs that protrude at least halfway down over its receding chin. The skull is entirely devoid of hair.

Trann is in the lead and intercepts the leaping creature. Then it is a tangled wrestling match of a fight with the vampire trying to bite and gouge Trann's rocky flesh, while Trann isn't quite sure whether to punch it, or rip its head off. The vampire has a monster rating of 100 (11D6+50) while Trann has a monster rating of 125 (13D6 + 63) He also has 10 points of armor.. "I can handle this, boss," Trann growls. "Don't waste your magic." However, you use the momentary respite of the first combat round to prepare a spell, just in case. Write down the spell you have readied and keep it handy in case you decide you must help your trollish friend. (Note that Trann is a being of living stone — his very skin serves as 10 points of armor, but he can still be hurt. Spite damage will hurt him magically, and those points of damage will not regenerate during the course of this adventure.)

Do the combat. If the fight lasts more than 5 combat rounds without Trann destroying the creature, it will break free and flee back down into the darkness, screeching all the way. If the troll reduces the vampire's monster rating to 0 in 5 rounds or less, go to **28**. There is no room on the narrow stairway for you to enter the combat physically, but if you decide to use a combat spell to help the troll, calculate the damage and make a L3SR on INT. Only a fumble could possibly fail for you here, but check for it, before adding your damage to Trann's for the round. In the event of a fumble, add your spell damage to the vampire's total to use against Trann. Depending upon how big your spell is, that could be very dangerous for your minion. If you have destroyed the creature, go to **28**. If it has escaped, go to **27**.

If the vampire should somehow beat the troll in combat, it will rest only for a few seconds, and its wounds will rapidly regenerate until it has its full monster rating of 100 again. If that happens, go to **31**.

10. K'horror takes on a different aspect after dark. The skeleton folk abandon the streets and cluster around campfires built at the entrance to their dwelling places. Clouds roll in from the sea, and the air becomes chill and dank. Trolls see very well in the dark, and a simple *Cateyes* spell upon yourself will deal with the visibility problem. You enter K'horror on the main east-west road, but soon turn off on a side street leading south. Something large flaps heavily overhead. Roll 2D6. If you roll a 6 you must fight the Drake or the Griffin on **page 64**. If you win the combat, return to this paragraph and continue.

In the distance hunting wolves howl, a noise that makes most men's blood run cold. Trann moves quickly through the darkness, and you must trot to keep up with him. He pushes his way through some bushes and stops beside a ruined wall about 12 feet tall. Go to **2**.

11. The door in front of you is a massive wooden thing, fastened to the stone wall on the right side with three huge iron hinges that are riveted right into the stone. There is neither handle nor lock upon it as far as you can see. The surface of the door has been worked to show a massive humanoid figure holding a hammer. To get through it, all you must do is push. If Trann is with you, he can easily push it open — go to **6**; if the troll is not with you, then you will need to make a L5SR on STR to open it. (40 – STR). If you succeed, go to **6**; if you fail, go to **4** and choose a different option.

12. You enter a large open room carved out of mottled stone with the ceiling shrouded in cobwebs. It looks like there are bodies hanging in the webs about 20 feet overhead. The walls are covered with ghastly death masks. Legend states that the ancient skeleton men of K'horror made death masks of the people they killed in combat. The masks present in this room are testimony to that legend.

(continued next column)



12 continued - (A death mask is a mask made from a person's face just at the point of death or shortly after.)

You realize at once that this is the jackpot — the kind of magical artifacts that you were sent to find. Your ability to sense magic goes wild — as if a banshee were howling directly into your ear at point blank range — the sense of malevolent magic here is so powerful that it actually pains you. (Take 1 point of CON damage. Each time you enter this room or touch another mask you will take 1 point of CON damage — they are cursed. There are about a dozen masks on each of 3 walls of the room, but the 4th wall only holds one.

A quick search of the room shows it is empty except for the webs and whatever hangs within them, the masks on the wall, and a second door in the far corner. There is a sign on that door that states: ONLY THE DEAD MAY PASS THIS PORTAL. The door emanates some of the most malevolent high level magic you have ever felt — you instinctively realize that the magic is far beyond your own level of mastery.

If Trann is with you, he quickly turns and walks back out of the room after only entering a short distance. He tells you that he will wait and watch from the relative safety of the corridor, but that he wants nothing to do with the cursed masks. Now go to **12B**.

12B. You walk around the room once again, not touching anything but the floor, and examining the masks more closely. One wall is full of elven faces; another is full of beasts, including a few that are obviously uruks; and the third is full of human and skeleton masks. They all reek of blood, magic and curses. The fourth wall is even worse. This mask is painted with gold and turquoise runes, and seems ten times more malevolent than the lesser masks.

These masks are exactly the kind of thing that Menslar sent you to find and bring back, but you sense that they are deadly and perilous. There is no need to take them all, one of the lesser masks and the Great Mask would be quite a haul. (If Trann is with you, then he calls out, "Leave that junk and come out of there." If he isn't, of course, this doesn't happen.) What will you do? If you take a lesser mask first, go to **7**; if you take the Great Mask first, go to **29**; if you decide to simply leave the masks alone and leave the chamber, go to **32**.

13. You travel back about 20 feet. A corridor branches off to the right. (you have been this way before — it leads to the exit and the other passage). It also continues straight ahead. To turn right, go to **16**; to go straight, go to **61**; to take the last route, head to the door and go to **4**.

14. You emerge in a narrow corridor apparently hewn through solid rock. It is only 5 feet wide and approximately 8 feet high. The passage leads off to the left and right. As you step into the tunnel you feel the rock underfoot shift and wobble a little bit. This immediately makes you think that the passage may be trapped. If Trann is with you then you can have him go first, and anything that happens will happen to the troll. If you are alone,

you will slow down and tap each step before you take it with a staff or some other long thin tool like a sword or spear before you put your weight on it. Alternately, you could cast *Oh There It Is* ahead of you to see if anything appears that is hidden. If you cast the spell now, go to **19**. If you don't, and decide to go left, go to **21**; if you go right, go to **22**.

15. No mere skeleton is going to bother a mighty rock troll like Trann. None of them want to mess with a 20-foot tall rock troll (Trann) and its companion (you). Trann leads you to the location of the secret entrance he discovered on his last visit to K'horrer and manages to discourage or elude all pursuit by the inhabitants so that you arrive there alone. Go to **2** and hope your luck holds out.

16. The tunnel goes straight for 15 feet and then turns left. After about 12 more feet you find the mark you made on the wall indicating the hidden stairway. If you wish to exit now, go to **37**. If you wish to keep walking and see what is in the other direction, go to **22**. Or you can turn around again and go back to the last intersection, go to **21**.

17. Seeing there is nothing worth taking in the golem's room, you wisely leave it alone and step back outside. For that you get a one-time award of 100 adventure points. If you ever return to this paragraph, you do not get any more adventure points. You are in the halls again. You can go straight ahead for about 15 feet and enter a large open room by going to **12**. Or you can turn right and retrace your steps by going to **13**.

18. The quickest way to search the room is by casting *Oh There It Is*. (Spell list starts on pg. 105 of the dT&T rules.) A purple radiance fills the room for a few seconds and then fades away, except for one floorstone in a corner opposite where the golem is chained. A closer look shows that the stone is loose and can be removed. You pull it out of the way and beneath it you find an iron box. Inside the box is an ancient scroll. The ink has faded almost to illegibility, but you think you can make out the words. This seems to be a spell to control the golem. If you wish to try reading the spell out loud and gain control of the magical slave, make a L2SR on INT. If you make it, go to **57**; if you fail, go to **36**. If you just tucked the scroll into your pack, or if you leave it in the box, go back to **6** and make a different choice.



19. Your spell discovers no traps in this passage. It does bring out very faint images of skeletons and bats with human faces painted on the walls with some brown pigment. Onward! If you go left, go to **21**; if you go right, go to **22**.

20. Your disguise is successful. If you chose to be invisible, no one notices as Trann leads you to some ruined buildings on the south edge of the city. If you remained visible and simply chose to look awesome, then several of the skeletons spotted you, but gave you a wide berth. None of them want to mess

with a 20-foot tall rock troll (Trann) and its companion (you).

[Remember to give yourself a.p. for the kremm spent in casting your spell.] Trann leads you to the location of the secret entrance he discovered on his last visit to K'horrer and manages to discourage or elude all pursuit by the inhabitants so that you arrive there alone. Go to **2**.

21. The passage goes forward for 15 feet then turns abruptly to the right for another 15 feet where it branches into tunnels that go both left and right. If you wish to go left, go to **4**; if you go right, go to **61**.

22. The corridor goes about 15 feet, makes a sharp right turn, goes 5 feet and ends in a door. There is a plaque on the door with ancient runes carved into it. You recognize it as an archaic form of the Common Tongue. Make a L11SR on INT to correctly translate it. If you make the saving roll, go to **38**; if you miss the saving roll, you think the plaque says "I, Emberholm the Mighty, curse everything in this room, and all who enter to steal my stuff." Now you must decide. If you enter the cursed room, go to **62**. If you turn back go back to **19** and take the option that leads to **21**, or you may choose to exit at that point by going to **37**.

23. You have decided to attack and destroy the golem, even though it isn't bothering anything. Since you are a wizard, it only makes sense to attack it magically. Spells that you think might work include: *Blasting Power*, *Boom Bomb*, *Death Spell #9*, *Freeze Please*, *Hellbomb Burst*, and *Take That You Fiend*. Choose one of those. Decide what level to cast it on. Write down the spell, the level, the damage it should do, and how much kremm you expend in casting it. The golem looks strong, so you'd better hit it pretty hard. If Trann is with you, he says, "Bad idea, boss." But not in time to keep you from casting. Go to **39** for the result.

24. Trann has no difficulty picking up the hammer. It is an enchanted weapon and while he is fighting with it, he will add another 10D6 to his combat. Return to **6** and choose something else.

25. Trann cannot enter the vaults. He is simply too large to fit. You prepare yourself. (You ready a light source, and make sure any weapon you may be using is easily grasped. Your magic is at full strength, and your CON is at maximum.) You cautiously approach the invisible portal and stick one foot through it. You feel a step going downwards. You feel around the edges of the portal and discover the doorway is only about 5 feet high and 3 feet wide. It is a tight fit even for you. You stick your head through and squeeze inside. There is total darkness on the other side. You activate your light source — a sunstone that now gives off a golden radiance that drives the darkness back a few feet. In front of you is a winding stairway that leads deep into the earth. You start walking down. Go to **3**.

26. You run into a lesser vampire on its way upstairs to get out of the vault and try to feed. It is surprised to see you, but you have blood, and look like food. The vampire leaps at you. If Trann is with you, go to **9**; if you are alone, go to **34**.



27. The vampire has run off to its master to get help. Start counting. You have 20 paragraphs before something happens. If you reach the count of 20 on paragraphs explored, drop whatever you are doing, and go to **67**. Right now, you must decide whether to continue into the vault by going to **14**, or return to the surface and cancel the expedition by going to **37**.

28. Now that it is inanimate (dead would be the wrong term for such a creature — it was already undead), it's hard to believe so much fury was contained in such a small package. If you don't look at the ghastly face, you'd think this is just a small beggar child. Do you wish to search the body? If yes, go to **33**; if no, then keep going downstairs — go to **14**.

29. Having resisted the temptation to put on the Great Mask, the temptation to wear a lesser mask is almost negligible. Nevertheless, make a L1SR on CHR to resist putting on a lesser mask when you choose one and start to put it in your sack. If you resist the temptation you will feel that it is time to leave. Go to **32**. If you fail the saving roll, then you will put on the first lesser mask you touch — in that case, go to **35**.

30. The *Smaller is Smarter* spell requires a minimum INT of 31 and a minimum DEX of 28. If you do not have attributes of that magnitude or greater, you simply cannot do the spell — go to **25** and proceed without your troll. The kremm cost is 50 points of kremm. You may reduce that cost by your own level number if you are using a magical staff or focus of any sort. If you have all 3 attributes sufficient for casting the spell and you know it, then you are granted special dispensation to focus it on the amount of reduction that you wish to achieve. To make Trann small enough to enter the portal you must shrink him to $\frac{1}{4}$ his current size. Doing that will reduce his monster rating from 500 to 125. In combat he will only get 13D6 + 63 combat adds and he will only regenerate 13 hits per combat turn. Even though Trann has been reduced to $\frac{1}{4}$ of his original size and strength, he will still be able to carry his bludgeon which will remain a 13D6 weapon, as reflected in his new MR. *[Remember to give yourself a.p. for kremm expended on this spell.]* For purposes of kremm regeneration and keeping track of time, you may consider each paragraph that you read to be a game turn of 10 minutes. The spell will wear off in 24 hours or 144 paragraphs. You will probably not last that long underground, but keep track of time.

When Trann is the proper size, you have him step through first and activate a light source — a sunstone that you brought with you. It radiates a golden glow that drives the darkness back a few feet. He enters and after a few seconds you follow him. Go to **3**.

31. The undead creature beat the troll. You can see it regenerating from the damage that Trann did to it before your eyes, and you know that in seconds it will rise and attack you again. Choose quickly: fight or flight. If you fight, choose a spell and compute how much damage it will do; then go to **58** to see what happened. If you decide to flee, then turn and get back up those stairs as quickly as you can, go to **63**.

32. You are in a corridor. In one direction is the room of masks; the other direction goes 15 feet and turns to the left. You feel a strong compulsion to re-enter the Mask Room. Make a L8SR on INT. (55-INT). If you fail it, return to **12**; you must re-enter the Mask Room and choose a mask. If you made the saving roll, you found the strength of will necessary to walk away and you soon find yourself in front of the wooden door you have seen before — go to **11**.

33. When you pull the rag off the body, you find a small copper amulet on a string made of thin gold, not much more than a wire. The amulet is magical, of course, and it shows a crude image of a wolf on one side and a strange hieroglyph on the other. It doesn't seem to do anything to you. Including the gold wire, the value of this piece of trash is perhaps 5 gold pieces, but it might be worth more to Menslar. You tuck it into a pouch and resume your journey downstairs. Go to **14**.

34. You have been taken by surprise. You just have time to snap off one spell—the most basic combat spell you know: *Take That You Fiend!* Calculate how much damage you do, and turn to **58**.

35. When the mask seizes control of your features, you feel a surge of conflicting emotions: exultation mixed with despair, glee mixed with horror; confidence mixed with fear. It occurs to you that putting on the mask was unwise, and that you should take it off now. This is a choice, but you only get this one chance to make it. If you decide to take the mask off, make a L2SR on INT. If you make it you can pull the horrid thing off your face and take only 1 point of CON damage; now you must decide if you are going to leave, or take the Great Mask. To leave, go to **32**. To move on and take the Great Mask, go to **40**. If you let the mask stay on your face, or failed the INT save, go to **8**.

36. Perhaps you mispronounced something. Perhaps the evil magic that permeates this chamber cloaked some kind of ward that you have broken by your mere presence. Whatever, something very bad is happening now, something completely unexpected. Go to **67**.

37. You find yourself on the stairway leading out. You easily climb up and out of the vault. If Trann is with you, go to **63**; if he is waiting for you outside, go to **45**.

38. A good translation of the plaque would say: I, Emberhelm the Mighty, am not truly dead, and I will return from the darkness to slay anyone attempting to take my treasure or steal my weapons. Return to **22** and choose to either enter the tomb room or turn back.

39. If the spell you cast was *Death Spell #9*, go immediately to **41**. If the spell was any of the others you will have done X number of hits to the golem (fire, ice, lightning, explosion, psychic — doesn't matter what kind of damage so long as it was damage). If X = 250 or more, go to **42**; if less than 250, go to **43**.

40. As you approach the Great Mask you feel an almost uncontrollable urge to take it down and put it on. Some part of your brain is screaming: "No, this is evil, this is wrong!" but you really, truly want to do it. Make a L10SR on CHR (65 - CHR) to resist the impulse. If you make the saving roll, go to **56**; if you fail, go to **55**.

41. The golem is not alive. A death spell cannot kill it. The spell rebounds on you. Make a L9SR on Luck. If you succeed, go to **44**; if you fail, go to **47**.

42. Your spell was powerful enough to destroy the golem. The rocky body disintegrates into small rocks and grains of sand and a huge enchanted fire opal the size of your hand falls to the floor. A gem that big and magical could be worth 8000 gold pieces. You can sense that it is strongly cursed. Do you choose to take the gem or not? If you take it, go to **51**; if you leave it, go to **52**.

43. The golem attacks you. It gets 26D6 and as many combat adds as its current monster rating would give it. To compute the monster rating, subtract however much damage your last spell did from 250 and divide the remainder by 2 to determine its combat adds.) If Trann is not with you, you must take all that damage to your CON immediately. If that kills you, close the book. If Trann is with you, he will step up and fight the golem for you. He gets 13D6 + 63 combat adds. (Trann gets an extra 10D6 if he picked up the hammer.) Because he is a troll, Trann regenerates 13 hits per combat turn. If you wish to let the combat simply play out between the troll and the golem, then simply keep rolling those dice until one of them is destroyed. If you and Trann win this combat, go to **54**. If you decide to help Trann, return to **23** and play through the loop again using the revised monster ratings from this round of combat. If Trann is not with you (or currently not strong enough to fight for you), and you survived the golem's attack, then return to **23** and play through the loop again — you really won't have time to flee, and the golem is surprisingly fast, blocking your exit, and relentlessly attacking.

44. As the magic hits you, you feel violently ill, your heart stops beating, and you fall to the floor. Everything goes black. But you can still think. With your last conscious thought, you cast *Poor Baby* on yourself, using half your remaining magical energy. It works. You survive a spell that should have killed you. Your CON is now equal to one half the amount of energy you put into that *Poor Baby* spell. If you wish to cast another healing spell upon yourself, you may do so at this time. The golem just remains unmoving in its chains. Six combat turns (1 hour) have gone by while this was happening. Return to **6**.



45. As you approach the top of the stairs, you hear noises from above, noises that sound a lot like combat. Apparently skeleton men or some other foes have discovered your troll and are attacking him. You must decide whether you want to fight or flee when you reach the surface. If you are going to fight, then ready your most effective combat spell, figure out how much damage you will do, and go to **49**. If you decide to flee, write down the most important spell that you will use to get away, and go to **48**.

46. The spell triggers again as you jump through the door, and you lose another 50% of your CON. You run back down the corridor until you reach the point where you entered these tunnels at **14**. You should probably make a different choice there, but If you decide you wish to exit, go to **37**. You may also stop and expend kremm on *Poor Baby* spells to repair your CON if you wish.

47. That was not very smart. You just killed yourself — no way out. If Trann is with you, he will recover your body and return with it to Khazan to report on what happened. At that point you may or may not be revived. Menslar can't do it, but he might be able to talk Lerotra'hh into bringing you back. If Trann is outside the vaults, the world will probably never know what happened to you. In either case, this is the end of the adventure for you.

48. Simple invisibility is not enough to make an escape here, but either flight, teleportation, or moving at enhanced speed would do it. If you wrote down *Fly Me, Wink Wing, Little Feets*, or *Blow Me To*, then you managed to flee the scene and reach the safety of the woods beyond town. When Trann sees that you have escaped the battle, he manages to bash his own way free, and rejoin you on the road back to Khazan at the pre-arranged meeting point. The mission is a success — go to **50**.

If you tried to use any other spells to make your escape, things like *Hidey Hole* or *Illusions*, then you were caught and slain. The skeleton men have their own wizards — low level, to be sure, but several of them working together could take you down.

49. The fight could be long and complicated, but let's simplify. If you do enough damage to cause your foes to panic and run away, then you will escape. If you did not do enough damage to rout the skeleton men, then more will come and you will be overwhelmed and die. The only 3 combat spells that could do enough damage over a wide enough area are *Blasting Power*, *Freeze Please*, and *Hellbomb Burst*. If you legally cast one of those, then many foes are slain, the rest are routed, and you escape triumphantly — go to **50**. If not, then you are slain, the mission fails. Trann probably escapes and reports back to Menslar, but without any of the treasures you were carrying.

50. You return to Khazan safely and report to Menslar, Head of the Wizards Guild. You get an additional 1000 adventure points for completing the mission successfully. You turn over all the artifacts that you brought back, and are paid for them: 3000 gold pieces for a lesser mask and 10,000 gold pieces for the Great Mask. This is not technically selling them, so any curses that might be activated by selling them do not occur. Congratulations! You have done well, and the Goddess may call upon you again some time. (See *Agent of Death* if you'd like another, more challenging, mission.)

51. You take the gem and put it in your pack. Whatever the curse may be, it will not affect you at this time. (To learn the consequences of your act, read the description of Room 8 in the GM version of this module). If Trann is with you, he may take the Golem's hammer. It counts as an enchanted weapon and will add an additional 10D6 to Trann's combat using his monster rating. There is nothing else of interest in the room. You exit by the same door that you entered by and find yourself back in the hall. You can either go toward the large room you can see some 15 feet ahead of you by going to **12**, or you can head back toward the entrance/exit by going to **13**.

52. There is nothing else of interest in this room except the golem's hammer. If Trann is with you, he can attempt to take it by going to **24**. When you are ready, you exit by the same door that you entered by and find yourself back in the hall. You can either go toward the large room you can see some 15 feet ahead of you by going to **12**, or you can head back toward the entrance/exit by going to **13**.

53. The side walls of Emberholm's tomb are lined with huge vases full of ancient gold coins (each one being worth 5 times the value of a current gold coin) and beautiful gems. The gems, however, are all glass and paste — it seems that Emberholm had no way of knowing when merchants were cheating him, so each is worth no more than a gold piece itself. You may take as many as you can carry, but if you use up all your carrying capacity on treasure, you won't be able to take anything else. The only other notable treasure is Emberholm's four-bladed axe. (*80 Weight Units*.) It is a magical weapon — anyone can use it including you. The weapon is in fact a bound demon, and it more or less fights on its own, but it has to be swung by somebody in order to fight. In the hands of anyone but Emberholm it only does damage equal to the user's STR rating in D6. (Example: character with STR of 15 gets 15D6 of magical damage when fighting with the axe.) You may rest and recover kremm in this chamber as long as you wish, but every 10 minutes counts as a turn, and the clock is running.) When you have finished looting and examining the room, there is only one way out. Go to **46**.

54. You had to shatter the golem to defeat it. The rocky body disintegrates into small rocks and grains of sand and a huge enchanted fire opal the size of your hand falls to the floor. A gem that big and magical could be worth 8000 gold pieces. You can sense that it is strongly cursed. Do you choose to take the gem or not? If you take it, go to **51**; if you leave it, go to **52**.

55. The Great Mask is that of an ancient dwarven warrior king. As soon as the Mask touches your face it bonds to it and replaces it. At that moment, all magic leaves your body and mind. Your STR and CON are immediately doubled. However, you will remember your mission, and that you were once a great mage, and this will fill you with sorrow. If Trann is nearby, he will immediately rush in and pick you up, and run for the exit. He's not sure what happened, but he's sure it's bad news. If Trann is with you, then you will exit safely without further complications — go to **50**. If Trann is not with you, then you will be stunned for 5 counts of your paragraph count, and then you can continue your mission. Remember that you are a warrior now, and all cases that require you to cast spells are invalid. You can only fight with whatever weapon you may be carrying and your combat adds in such situation — fight or run. Return to **12B** and make another choice.

56. With a great effort of will, you simply take the Great Mask off the wall and place it in your pack. Somewhere in another part of the vaults, Vakshmi, the master vampire of these pits, becomes aware that one of his treasures is being stolen. It takes him a while to rouse from his unholy dreams, but rouse he does, and he will go to investigate. Add 10 counts to your master count. If the count has reached 50, go immediately to **67**. If you are not at 50 yet, then it may be time to exit this chamber — go to **32**. But if you haven't picked up a lesser mask and would like to take one, go to — go to **29**.

57. The incantation works and the great golem becomes your personal servant. It will now follow behind you, and if you are attacked by anything or anyone, it will fight on your side. It has a monster rating of 250. (26D6 + 125 in combat.) If there is a hammer in the room, the golem will take it, but the hammer does not increase its fighting ability. There is nothing else to gain in this room. You exit and you are in the halls again. You can go straight ahead for about 15 feet and enter a large open room by going to **12**. Or you can turn right and retrace your steps by going to **13**.

58. If your combat spell (something like *Take That You Fiend*, or *Blasting Power*, or *Fire at Will*) did more than 100 points of damage to the vampire, then you blasted it, and destroyed it. You get adventure points equal to 100 plus the WIZ cost of your spell. Trann is gone. Being a rock troll, he will probably regenerate some time in the future, but he may not remember much. In this case, he has been removed from this adventure. You may either continue your explorations by entering the vaults proper at **4**, or you can turn around and get the hell out of this cursed dungeon by going to **37**.



59. Before you can even get a spell cast Vakshmi leaps upon you and tears out your throat with one vicious chomp. Your life's blood erupts from your jugular vein in a gory fountain. The vampire bathes in it, and laps it up with an unnaturally long tongue. The last thing you hear is "Ahhhhh, so delicious." Then all goes black. . . .

But this is not the end for you. Some time in the future you will awaken. You will find yourself lying upon a stone slab in a dark room somewhere else inside the vaults. You will feel a craving, and you will know that what you want, and what you need is fresh blood — preferably fresh human blood. You have become an undead vampire. Your attributes have changed. Turn to page 183 in the dT&T rules and apply the vampire modifiers to your character. You retain the knowledge of magic that you had when beginning the adventure. You have a vulnerability to direct sunlight. It will burn you like fire doing 6D6 hits of damage for each combat turn (or 2 minutes) that you are exposed to it. You hear the sibilant voice of Vakshmi in your mind. "You are my creature now," the vampire gloats. "Do what you will, but come to me when I call." Eventually you will find the exit from the vaults, and new horror will be unleashed upon Trollworld. The End.

Note to the player: your character is now a vampire. You may play it as you wish, unless a Game Master invokes the power of Vakshmi and gives you commands in His Unholy Name. You must tell your game masters that you are a vampire, but you only have to reveal your origin and vulnerability to command if she asks you how you became a vampire. You are cursed, and you radiate evil magic that any other wizard can easily detect. You now have the strengths and the weaknesses that affect any vampire

Have fun! — *Ken St. Andre*

60. BAMMFFF! You teleport yourself to a prechosen place of safety — perhaps the sanctum sanctorum of your home. You brought whatever you were carrying with you. When the shaking of your body subsides and the sheer terror that almost paralyzed your mind fades, you realize that you have somehow survived. You must return to Khazan and report to Menslar. The world must be warned about the incredible evils lurking in K'horror. When you feel fully recovered, go to **50**.



61. After 10 feet, the tunnel turns left abruptly and there it comes to an end. About 20 feet up the passage, the ceiling has caved in, and a recent massive rockfall completely fills the corridor. Given time, one could dig through this blockage, but you do not have that much time. You must turn back. Return to **13** and make another choice.

Ken's note to the players: this passage was supposed to lead you into room 9, but the adventure is too long already — I had to cut it out. You have the GM adventure. Check that to see what you missed. — (*evil grin*)

62. As you walk through the door, you are hit with a malevolent spell that reduces your CON by 50%. Each time you go through the door that will happen. However, the spell will have no effect on Trann if he is with you. The chamber inside is quite large. At one end of it is a marble throne. Seated upon that throne is what looks like an old skeleton warrior in plate armor. Since all you can see of his body is his face, and that appears to be a skull, you assume he is a skeleton warrior. His jaws rattle as he stands up and grabs a large quadruple-bladed axe. You assume he's saying something, but it's just clackety-clack-clack to you. The undead thing charges at you. If Trann is with you, he will step forward to fight it. If the golem is with you, you can command it to fight Emberhelm, and it will do so, using its hammer and getting its full 26D6 + 125 combat adds. This is the lich of Emberhelm the Mighty. He has a monster rating of 300 (31D6+150). Emberhelm simply wants to destroy you for disturbing his meditations. Emberhelm can only be harmed by magical attacks, although he can be warded off with ordinary physical combat. You will just have time to snap off one spell before Emberholm is on top of you. Trann and the golem if you have it will fight for you. (If you don't have a golem in your party, don't worry about it — it's a long story, and you haven't gotten to that part of it yet.)



You have four options: 1. Jump back through the entrance into the corridor outside and flee. If you do that, go to **46**; 2. Attack it with a magic spell. If you do that, go to **64**; 3. Use a defensive spell to avoid the attack. If you do that, write down the spell you used and go to **65**; 4. Engage in physical combat or let your minions fight for you. If you do that, go to **66**.

63. Since Trann was not topside to be found, there is no one waiting for you when you come out. You slip out of town even more easily than you entered it, and are soon back on the road to Khazan. Go to **50**.

64. Cast your combat spell. Do your damage. If you have managed to do more than 300 points of damage, then you stopped Emberholm cold — go to **53**. If you didn't stop him in a single blast, then he hits you with his full combat damage. That should be fatal to you. If you're dead, close the book. If you somehow lived through that, return to **62** and choose again for the next combat round.

65. The only defensive spell that will stand up against Emberholm's furious and sorcerous attack is *Protective Pentagram*. If you wrote that down, and had the necessary attributes to cast it, then you find the angry lich battering futilely at the glimmering barrier of magical force that surrounds you. *Hidey Hole* won't hide you from his undead eyes; *Little Feets* won't enable you to move fast enough to dodge him; the various Wall spells will be smashed aside as fast as you cast them.

If you didn't cast *Protective Pentagram*, then Emberholm hits you with his full damage, and that should be the end of you. If you still live, return to **62**, and go through it again, because the situation hasn't really changed. You just used a lot of your magical energy to buy a brief respite.

66. Emberholm is only vulnerable to magical attacks. The golem's hammer is magical and will damage him in the hands of either Trann or the golem. If you only have Trann and he has no magical weapon, then all Trann can do is hold the mighty Emberholm off for a while. If the troll is defeated or slain, then your death will not be far behind. Fight the fight. At the end of each combat round you may escape if you wish by going to **46**. If you do that, and Trann still lives, he will also make a run for it, and get out alive.

But if you hang in until the bitter end and your guardians lose the fight, then you will die also. Note that after the first combat round, you could choose to enchant Trann's weapon. He has a bludgeon that will do 13D6 in combat and if you whammied it, it could do 39D6 magical damage for each turn that you cast the spell.

On the other hand, if Trann and/or the golem defeat Emberholm you may loot the room by going to **53**.

67. Suddenly the air goes freezing cold. You sense a presence behind you. Turning, you see a mist filling the passageway/room. It condenses into the form of an ancient vampire. Vakshmi the Vampire, Lord and ruler of these ancient vaults has come to you. You sense a power greater than any you have ever known, perhaps a power even greater than that of the Goddess (Lerotra'hh) herself. The ancient vampire leers at you and speaks in a voice scarcely louder than a whisper. "It's a little wizard, and it has brought me fresh blood in its own body. How kind of you. For such a generous act, I grant you the privilege of serving me forever." Vakshmi floats toward you, his feet not touching the floor. His canine fangs seem to enlarge. If Trann is with you, he turns and flees as fast as he can go in the other direction, back toward the exit. If the golem is with you, it will do nothing to protect you.

You can't look away from the vampire's burning red eyes; you feel your will to resist dissipating; your knees start to tremble and you fall back against a wall to stay upright. You realize that flight is your only chance. If you have the ability to cast "*Blow Me To*" (Requires INT of 31, DEX of 28, and if you have a focus object like a staff, then a minimum WIZ of 32), then cast it on yourself and go to **60**. If you are not strong enough to do that, go to **59**.



THE END

Use this character for the solo adventure if you do not have any that are high enough level.

DELUXE TUNNELS & TROLLS CHARACTER SHEET



Character portrait

NAME: _____

KINDRED: HUMAN LEVEL: 12

CHARACTER TYPE: WIZARD

GENDER: M HEIGHT: 5'9" WEIGHT: 1500 w.u.

AGE: _____ HAIR: FAIR MONEY: 2000 G.P.

ADVENTURE
POINTS: 90

PRIME ATTRIBUTES:

AT FULL HEALTH *Physical* CURRENT STATUS

21 **STR**
Strength*

16 **CON**
Constitution

40 **DEX**
Dexterity*

17 **SPD**
Speed*

AT FULL HEALTH *Mental* CURRENT STATUS

19 **LK**
Luck*

72 **IQ**
Intelligence

125 **WIZ**
Wizardry

10 **CHA**
Charisma

TALENTS:

PERSUASION

SLEIGHT OF HAND

LOCK PICKING

VAMPIRE LORE

HORSEMANSHIP

ANCIENT LANGUAGES

WEAPONS:

ENCHANTED FLAME DAGGER
does 6D6 + 15 magic
damage each combat round

PERSONAL / COMBAT ADDS:

+ 42

**Your character receives a BONUS of one point for each of the following attributes over 12: STR, LK, DEX & SPD.*

SPELLS/MAGIC ITEMS:

ALL SPELLS UP TO LEV. 12

ROBES OF T'UCH MINOTT

(100 HITS ARMOR)

WT. POSSIBLE: 4100 WT. CARRIED: _____

EQUIPMENT: DELUXE STAFF,

BACKPACK, MAGIC FOOD PILLS

SUNSTONE



BONUS WANDERING CHARACTERS COURTESY OF THE KICKSTARTER BACKERS!

As part of the Kickstarter for this book, we gave T&T players the chance add their own characters to this book as NPCs. Some of them are potential allies you could join forces with, while some are rivals or creatures that could be used as wandering monsters or enemies you might encounter on your way to K'Horror. Here is a wandering encounter chart that you can use with the solo or the GM adventure.

On the following pages are descriptions and stats for these characters to make it easier for you to use them or assign to other players to play.

Finally there are the dreaded **Vampire Lords**. (and others) We're listing them separately from the other characters as they are unlikely to be wandering, will be found only in their tombs and or are too powerful to be wandering NPCs.



WANDERING NPC/MONSTER LIST

Roll two 6-sided dice to determine who the players (or yourself) meet. Stats and details on each character are on the following pages.

If a wandering character comes up a second time during an adventure and it doesn't make sense for them to do so, add +1 to your roll and go to the next NPC on the list. If you roll a 6 you can choose either 6a, 6b or both.

ROLL Character/Type

- 2** **B'shae Hoggsnoogle** -
Dwarven Female Rogue
- 3** **Memlath** - Male Octo-Human Wizard
- 4** **Madiya** - Female Human Rogue
- 5** **Sofia** - Female Fairy Wizard
- 6a** **Golden Death Drake** - Creature
- 6b** **Blue Moon Griffin** - Creature
- 7** **Kyle the Red** - Red Death Knight
- 8** **Talia Briarthrone** - Female Leprechaun
- 9** **Mensa Bar Samuala** - Male Dwarf
- 10** **Marigold "the Blunt"** - Female Dwarf
- 11** **Arbalax the Souless** - Male Human
- 12** **Tann Tallith** - Male Hobb





B'SHAE "THE BADGER" HOGSNOGGLE

B'Shae Hogsnoogle

ST: 23 IQ: 14 LK: 18 DX: 12
CON: 31 CHR: 11 SPD: 13 WIZ: 10

Combat Adds: +19

Type: Rogue Kindred: Dwarf female

Level: 3

Armor Points: 6

Armor Carried: Leather plus greaves,
Steel cap plus buckler

Weapons: Cutlass 3d6 +3, short spear

Talents: *Diggin'* and *Sniffin'* (Ability to track and locate buried items)

Spells: *Vorpal blade*, *Knock knock*, *Oh there it is*

Notes: Along with her badger companion, Mr. Mighty, Betsy travels far and wide searching for adventure. She is headstrong and sassy, and don't take no guff, much like her animal namesake. Betsy's magical steel cap is adorned with a badgers hide, and grants her full immunity to the first spell cast at her on a given day.

Languages: Common & Dwarven

Location: You are likely to encounter B'Shae while traveling across the ruined lands, on your way to or from K'Horror.

Character created by Thessaly Chance Tracy.



2

MEMLATH

3

ST: 18 IQ: 40 LK: 27 DX: 17
CON: 25 CHR: 10 SPD: 13 WIZ: 28

Combat Adds: +26

Type: Wizard Kindred: Talktipus

Spells: 1st level: all. 2nd level: all. 3rd: all. 4th: *Dum dum*, *Shield me*, *Shield you*, *Smog*, *Spirit mastery*

Talents: *Horrification*, *Chemistry*, *Poison tolerance*, *Arcane Knowledge*, *Deception*, *Trivia*.

Notes: Memlath is a strange octo-humanoid with a spiny purple sea urchin familiar. His alien mind cannot be fathomed by the likes of men, so Memlath remains aloof unless someone proves their utility. He is motivated primarily by his search for new arcane lore, and artifacts. Memlath's body is rubbery and can squeeze through unimaginably tight spaces.

Languages: common, mermaid, elven, kuda, dragon

Items: Memlath carries a wand that fires a geyser of boiling water 20' for 10d6 and goggles of cateyes, enabling him to see in the dark. He carries potatoes enchanted with boom bombs to shoot from his blunderbus

Location: You are likely to encounter Memlath near the Vaults or in another location where mystical artifacts are likely to be found. He might become an ally or a rival depending upon the actions of the adventurers and the difficulty of obtaining the treasures within.

Character created by Thessaly Chance Tracy.





MADIYA

4

ST: 12 IQ: 24 LK: 14 DX: 21
 CON: 8 CHR: 21 SPD: 12 WIZ: 42
 Combat Adds: +11

Type: Rogue **Kindred:** Elf **Level:** 4
Spells: 1st level: *Oh Go Away, Beast Master*
Talents: *Streetwise II, Charming, Cleverness, Stealth, Sharpshooter (sling), Disguise*
Weapons: Rapier - 4d6 + 14, Sling 2d6

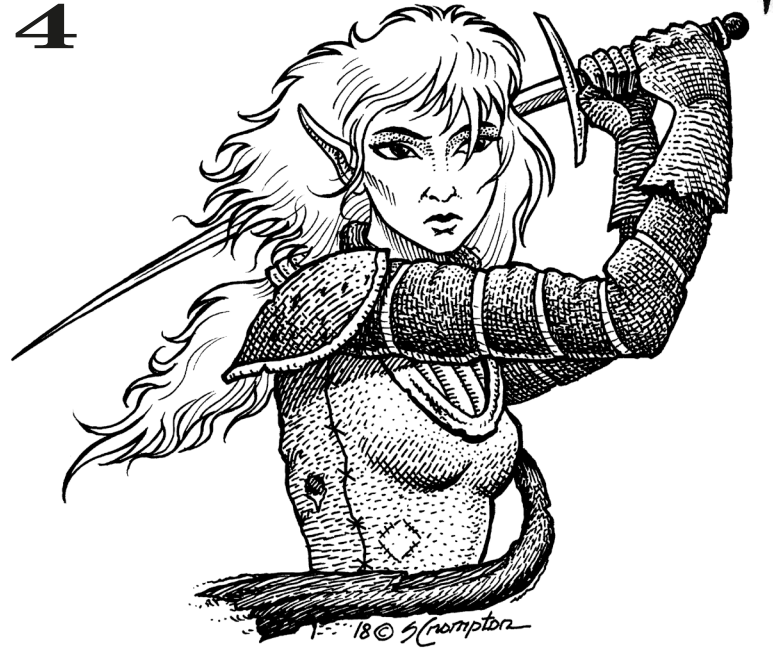
Back story: Madiya's mom, Ermoriel, was a bar maid and her father is an elven lord, hence her high Wizardry. Madiya has met her father thrice and knows him only as "Uncle". Her dad secretly helped Madiya and Ermoriel for years. Ermoriel was murdered protecting her daughter from a pimp. After the murder, Madiya lived on the streets, fighting for survival.

During this time an old, drunken wizard saw her wizardry and taught her the two spells she knows.

On the anniversary of her mother Ermoriel's murder, Madiya "found" a rapier named "Vivamus" gifted to her by her father. She murdered the pimp within a week. Madiya sees the rapier as the last connection to her mom.

Location: Madiya is a city dweller and is going to be found in a town or village, probably living in an abandoned building. She is likely to steal food or supplies from the adventurers but could be persuaded to join the group with the promise of gold or Spell training by an elven magic-user.

Character created by Charles Isaacs.



5

SOFIA THE SANCTIFIED

ST: 12 IQ: 15 LK: 30 DX: 18
 CON: 11 CHR: 20 SPD: 15 WIZ: 31
 Combat Adds: +25

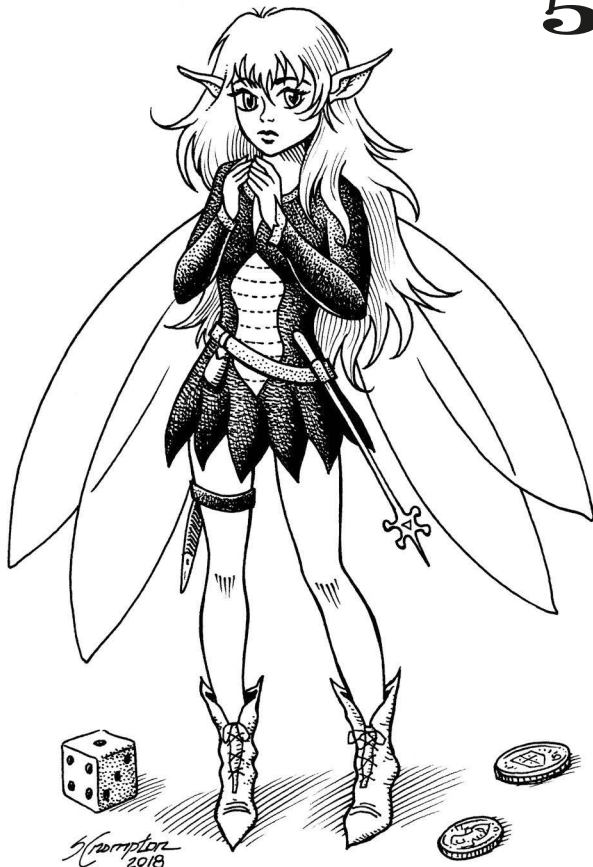
Type: Wizard **Kindred:** Fairy

Spells: 1st level: All. 2nd level: All. 3rd level: All. 4th level: *Protective Pentagram, Rock-A-Bye, Too-Bad Toxin, Wing Wink*, 5th Level: *Dryad, ESP*.

Talents: *Arcane Knowledge, Healing*

Notes: As a young fairy she was always different. It wasn't that she didn't like the light or the warmth of the sun, it was that she felt a compulsion to explore the darker places. One fateful day she came upon the final resting place of an ancient fallen fairy. The residual aura from the dark magics once employed in those caverns drew all kinds of evil spirits and demons, and one of those demons saw the young innocent fairy as a vessel to directly affect this plane. Upon return to her village it was thought she had fallen ill but it quickly became clear this was no natural illness. It just so happened that a cleric was on a pilgrimage through her forest at that same time. He expelled the demon, but the ordeal left her unconscious. Before she had awoken he had departed without a word. When she did awake she was holding a small golden wand. It gave her strength and a new compulsion. The dark was not enough anymore, she needed to bring her light to the dark. And that is what led her to K'Horror.

Character created by Paul Velez.



*5/18/2018
 2018*





GOLDEN DEATH DRAKE

6a

Golden Drakes have long been known for their predilection to lair amongst all things gold and shiny and these are no different than their cousins in that respect. But while many will just see beauty in the lustrous hue these drakes have adopted, the experienced adventurer will note these drakes are something different (and hopefully they will note this before it is too late!). This particular breed of drake appears to have become corrupted by their long tenure buried beneath the ruins of K'Horror. While they certainly remain among those we would classify as "the living", they have adopted much more here than just the metallic tones of their favored environment. Sunken eyes, elongated fangs and golden scales that appear more necrotic than tarnished. While Golden Drakes generally appear most interested in the precious metal in which they cherish, these drakes are clearly more interested in your death!

Combat: Each Drake has an MR of 50. Roll one die for # of drakes encountered (1-3 = easy fight, 4-5 = marginal threat, 6 = medium threat).

Character created by Paul Velez.



6b



BLUE GRIFFIN

These griffins are black as night at birth. The fur and feathers of this majestic menace take on an iridescent indigo sheen into maturity. It is only by the light of the moon that one is likely to catch a glimpse of this stealthy stalker. Rarely seen, encounters are even more rarely survived. Night Griffin's see very well in the dark and bright lights and fires can sometimes deter the creatures from attacking groups of people. They prefer to swoop in and attack single individuals who are alone in the dark.

Location: These nocturnal predators predominantly dwell in the Drybones Mountains south of K'Horror and travel alone, except during mating season. With the recent surge of adventurers to their north, these reclusive hunters have expanded their feeding grounds and developed a taste for the flesh of the northerners -- horse and human alike! They often live in caves on high mountains and go searching for prey just after sunset.

Combat: Each Griffin has an MR of 75. At beginning of encounter each player character must make an appropriate level SR on Dex to avoid initial stealth sneak attack (failure takes x-dice damage before round 1 begins). The Griffin attacks with beak and claws.

Character created by Paul Velez.





KYLE THE RED

The Red Death Knight

7

As a young squire he was enthralled by the color red. He changed his family's coat of arms to red. His fancy for red became a fascination for blood. Enemies on the battlefield became like lambs at a slaughter. He knew no quarter, only to kill and release that sweet flow of red unto the world. He never fell in battle, but he fell from his lord's grace and was banished. Across the Plains of Tomb-mee and through the Forest of Doom, a bloody path of death lie in his wake until a misstep in Grimtooth's Realm left this fallen knight at death's door with an arrow in one of his vital spots. But the Death Empress Lerotra'hh intervened and made him her own. In life he was a knight of death but in "undeath" he's become the Empress's Death Knight. His armor and blade shining an unholy crimson red, he has made his way to K'Horror to serve his Empress in the manner he knows best.

Combat: MR of 90. Any damage taken (not including hits absorbed by armor) requires SR on Con to resist temporary localized paralysis (failure halves dex for one round).

Location: The Red Knight might be found anywhere in the Ruined Lands, killing Skeleton men and Vampires.

Character created by Paul Velez.



8

TALIA BRIARTHORNE

Level 2 Female Leprechaun Wizard

STR: 3 CON: 7 DEX: 28 SPD: 10 LK: 26 IQ: 13 WIZ: 26 CHR: 11

Combat Adds: 30

Height: 1'8" Weight: 14 lbs Age: 27

Hair: Auburn, Eyes: Blue, Money: 107g.p.

Talents: *Acrobatics, Stealth*

Spells: Talia has all level one and level two spells.

Weapons: Dagger (2d6)

Notes: Talia was going to follow in her father's footsteps as a spy for the kingdom, using her Leprechaun abilities to gather info and report back to the court. Her father Alric had other plans, using his court influence to send Talia into the Rasmere school of sorcery. Talia was the first leprechaun to join this prestigious human school, for sorcerers. Shortly after she graduated, word came that her father was missing from lands of K'horror. He'd been sent to observe strange happenings and report. Talia left, determined to find what happened to her father.

Playing Talia: She is rather optimistic and confident, her size makes her a perfect candidate for sneaking and she is light enough to be carried, making her a good candidate to ride in a pack and shoot of a few TTYF spells into combat making her compliment a fighter where foes might not expect such a surprise. While she is an earnest and honest soul she is not behind using deception to get what she needs.

Location: Likely to be found in a town or on the road to K'Horror.

Character created by Jamie Hubert.



MENSA BAR SAMUELA

Level 3 Male Dwarven Warrior

STR: 22 CON: 26 DEX: 11 SPD: 16

LK: 35 IQ: 5 WIZ: 10 CHR: 24

Combat Adds: 30

Height: 3'10" Weight: 250 lbs Age: 146

Armor: Leather armor 5 points, Horned helmet 3 points

Weapons: Pretty Axe 3+2, Spiked throwing stick 2+1,
Madu 1+3, War Shovel 3+1

Languages: Dwarven, Common

Talents: *Breaking things* (STR+4), *Metalcraft*, *Axe throwing*

Notes: Gristlegrim Dwarf. Curious, naive, babbles when excited. Mensa travels with a wolf (whom he is certain is his old friend 'Wulfe' who was changed into a wolf by an evil mage. Mensa remembers nothing of where he came from, or his life before he was zapped in a magic explosion during a battle a few months ago. He knows his name, has all his fighting and survival skill and he hates goblins. ("gobbles") But his past is a mystery and he constantly struggles to remember it.

Location: Mensa is likely to be found travelling or camping along the road to K'horror. He is not certain where he is going and can be easily convinced to join adventures on a quest. His wolf does show signs of understanding what is being said and will follow Mensa as well. The wolf has an MR rating of 45. It fights with claws and teeth generating 3d+ 4 hits.

Character created by Grandpa Chet Cox.

MENSA BAR

9



MARIGOLD 10 "THE BLUNT"

Level 7 Female Dwarf Rogue

STR: 22 CON: 78 DEX: 17 SPD: 10 LK: 15

IQ: 17 WIZ: 13 CHR: 7 Combat Adds: 18

Height: 5'6" Weight: 125 lbs Age: 36 Hair: Blonde

Weapons: Bludgeon (5D6), Dirk (2D6)

Armor: Buckler (3 hts), Open Helm (2 hts)

Gold: 2818 g.p.

Spells: Knock Knock,

Talents: *Roguary* (LCK) +3, *Knife Throwing* (DEX) +3

Notes: Marigold has been blessed with strength and tremendous stamina (rolled a triple-triple for CON), she hasn't been blessed in terms of appearance, however. She lacks female characteristics even for a dwarf; she has a square rather masculine face and is flat-chested. To compensate for this she always has her hair in 2 elaborate plaits worn either long or curled into Princess Leia style buns. For all her desire to be feminine, she swings a mean bludgeon and has spent many hours practicing knife throwing. Her forthright manner and lack of sophistication has earned her the soubriquet "The Blunt" but she is a loyal companion to any who choose to go adventuring with her.

Character created by Sid Orpin.

ARBALAX 11 THE SOULLESS

Level 2 Male Human Rogue

STR: 13 CON: 15 DEX: 15 SPD: 12 LK: 22

IQ: 10 WIZ: 19 CHR: 7 Combat Adds: 14

Height: 5'6" Weight: 125 lbs Age: 36 Hair: Blonde

Equipment: Hardened leather armor (full suit, 4 hits)
30 ft. rope, Lockpicks, Poison bottle, Three days of rations, Fire-starting equipment, Healing potion, Sun stone

Talents: *Roguary* (LCK) +3, *Lockpicking*, *Demonology*

Gold: 2818 g.p.

Spells: *Knock knock*, *Clown nose gas mask* - (custom spell)

Notes: Arbalax grew up comfortable in Jepik, but dabbled in roguery on the side. His first dungeon-delve went badly wrong when the demon Refikul* stole his soul. Arbalax the Soulless now knows no fear, and in fact has no feelings at all! This means he has little empathy for other characters and will often take risks that few others would ever dare.

Character created by Jason Ninneman.



TANN TALLITH 12

Level 1 Male Hobb Rogue

STR: 9 CON: 11 DEX: 13 SPD: 10 LK: 15 IQ: 14

WIZ: 14 CHR: 17

Combat Adds: 4

Height: 3'2" **Weight:** 110 lbs **Age:** 36 **Hair:** Dk. Brown

Weapons: Khopesh (Stats as Sickle), Dirk, 8 small Caltrops

Armor: Leather Jerkin, Buckler Shield, Cap-Leather

Spells: Detect Magic, Knock Knock

Talents: *Roguary, Wilderness Survival, Sleight of Hand*

Notes: Tann was taken in by a travelling performing troop after he'd been orphaned. His life soon became part of the 'circus' troop where he developed skills he still uses either to charm and entertain, or to extricate himself from tricky situations.

Some years ago he rescued a kitten near to the dangerous Darklands. Greysquire grew into a larger than average feline, and has become his lifelong companion, rarely leaving Tann's side; a noble feline of mysterious lineage, with unusual talents of his own.

Despite his diminutive size in the world of men, Tann is an attractive character to people of all races and alliances. He uses this to his advantage when required, but can be relied on to aid his friends and allies, and even strangers when he feels a wrong needs to be righted.

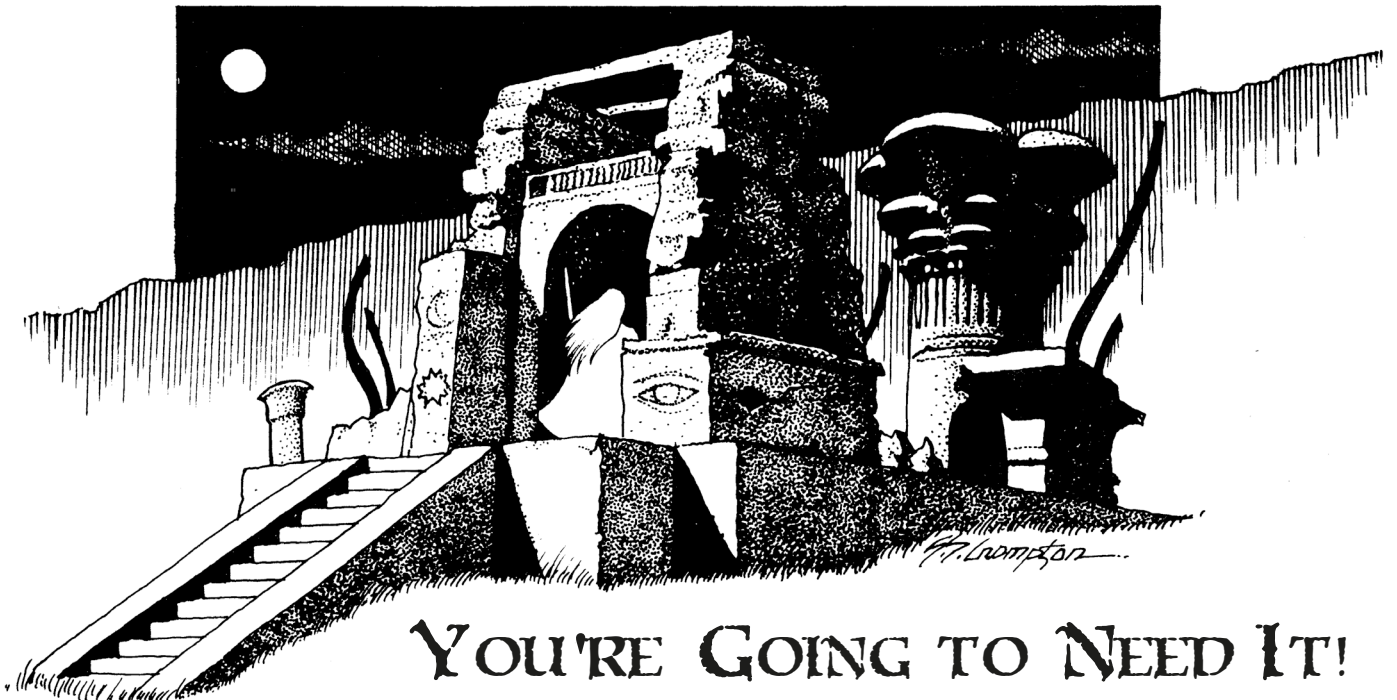
Character created by Madeleine (Maddie) Pursey.

TANN TALLITH



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GOOD LUCK IN THE VAULTS...



Crampston

YOU'RE GOING TO NEED IT!

VAMPIRE LORD

GROGHIS KAHN MAXIMUS

Type: War/Wiz Kindred: Alien Psychic
Level: 5 Vampire

ST: 40 IQ: 30 LK: 30 DX: 50
CON: 20 CHR: 20 SPD: 50 WIZ: 30
Combat Adds: +122

HT: 9'10 WT: 300 lbs Age: 450

Spells: he knows all spells up to 5th level.

Talents: *Psionic Life leech, Psionic Mind Probe, Psionic Domination, Psionic Telekinetic Crush, Alien Kung Fu Alien Alchemy, and Technology*

Weapons: he carries a bladed staff 4d+6 which holds a 20pt *Take that you Fiend Spell* in it, that he can fire every turn in addition to his using another spell.

Notes: Groghis Kahn Maximus comes from the unknown reaches of space. He was stranded on Trollworld after his spacecraft crashed and sank in the swamps. Groghis is very batlike, with dark grey skin, long pointed ears, red eyes, long white hair, fangs and black talon-like claws. Very strong, but not obviously so, as he is more taught and wiry. Very quick and devious, he has often played the part of the hooded man behind the throne, as a mysterious agent/enforcer to persons of power.

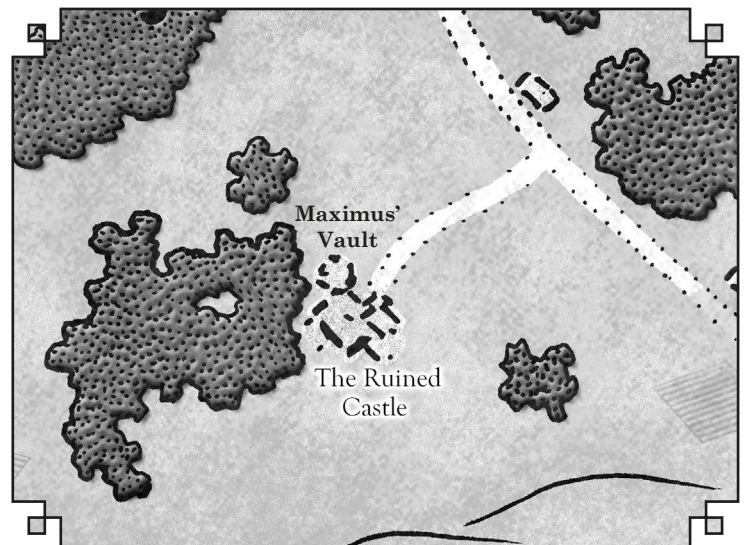
Maximus still holds out hope that he might yet find a way off Trollworld and researches magic that can create portals to other realms and worlds. He is also interested in any rumors of spacecraft or alien visitors from other planets in hopes he might be able to get back to his own world of Groghis.

Location: Maximus (*what the skeleton men call him*) dwells in the vaults under a large ruined castle located just south of K'horror. He emerges at night in search of the blood of the living and any items he might find useful. (Examples might include torches, good weapons, magical items, tomes or technological devices.)

It is possible for the party to run into him at night while he is looking for prey or valuables. He is very dangerous and should be avoided by most lower lever adventurers.

Character created by Gregory Huelsenbeck.

Groghis Kahn
Maximus



VAMPIRESS

ELEXULIA

Type: Wizard **Kindred:** Elf/Vampire
Level: 9

ST: 41 **IQ:** 54 **LK:** 42 **DX:** 54
CON: 67 **CHR:** 93 **SPD:** 50 **WIZ:** 122
Combat Adds: +139

HT: 5'10 **WT:** 120 lbs **Age:** 7369

Spells: She knows all combat and mind control related spells up to 10th level.

Talents: *Seduction*+7, *Enthrall*+7, *Paralyze*+7

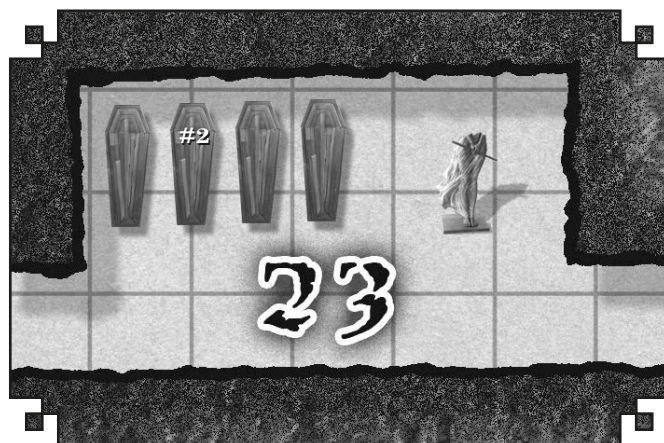
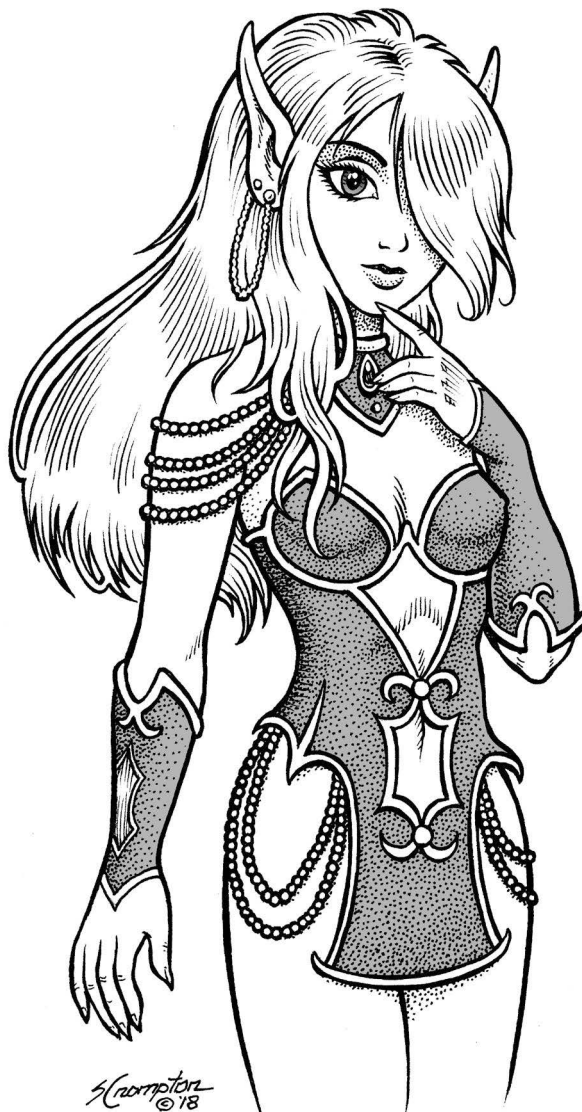
Weapons: She carries a bone dagger 2D6+99

Notes: Born an elf, Elexulia spent her younger years exploring every indulgence and vice possible. When she grew bored, she decided to change things up. She found a vampire, lured him into a seductive trap, then murdered him, drinking his blood, becoming a vampire herself. She has spent multiple lifetimes committing horrible atrocities, wiping out entire villages, just to amuse herself. She enjoys luring unsuspecting heroes into her clutches, then spending endless hours listening to their screams for mercy. In short, Elexulia is an unrepentant villain. A sociopath. So dangerous, even her fellow vampires give her a wide berth. However, she looks like a beautiful, albino elf and so many are fooled into trusting her.

When the heroes encounter her tomb, they trigger silent alarms. These alarms both awaken Elexulia and cast spells at the trespassers. These spells are charms and allures designed to give her an edge when the heroes encounter her. She awakens just as they enter her private sleeping chambers. She appears wide-eyed and afraid. Elexulia immediately begs the heroes not to kill her. She says her name is Talanja and she was forced to become a vampire bride against her will by Vakshmi the Terrible. "If you kill Vakshmi, his curse will be lifted and my vampire curse will be lifted!" She knows where Vakshmi rests and she will pretend to help the heroes kill him, using the opportunity to either escape their presence or assist Vakshmi to kill and/or capture the heroes.

Keep in Mind: Elexulia is an ancient vampire. She's seen it all. She knows how to trick mortals such as these. She isn't a dupe or a rube. She's a deadly trap (*Grimtooth approved*) waiting to spring on the players when they are weakest. Use her appropriately. She sometimes can be mistaken for a dark elf, rather than a vampire, due to her striking beauty.

Character created John Wick.



Elexulia sometimes tells adventures that her coffin is the 2nd one in room 23, though she actually spends her time in room 22, as she likes its better condition.

VAMPIRE FIGHTER

SVEN SILVERMANE

Level 6 Male - Cleric

Type: Paragon (War/Wiz)

Kindred: Human

ST: 62 IQ: 33 LK: 58 DX: 50
 CON: 56 CHR: 43 SPD: 39 WIZ: 30
 Combat Adds: +161

HT: 6'1 WT: 207 lbs Age: 34

Spells: he knows all combat and healing spells up to 6th level.

Talents: *Tracking, Healing, Weapon repair, Undead/Vampire mythology, Elven Lore.*

Weapons/Armor: Sven wears Plate armor and carries a hammer that has been handed down through generations of the Silvermane clan. This as his main weapon. Other Clerics may have heard of the *Silvermane Hammer*, as it has been used in many battles over the last several hundred years.

Notes: Sven spends a fair amount of time on missions for his order, the Clerics of Kalban. Kalban was a legendary wizard from Trollworld's distant past and is believed to be the first Cleric. The order is pledged to protect the world against the undead, both zombies and vampires. Sven fights in the Ruined lands, helping the Khazani army to keep the Vampires and Skeleton men from encroaching any further East. He considers the Skeleton men to be undead (although they really aren't).

He has a wife named Brittany who is an Elf mage healer and a young daughter named Emily, a Half-Elf who likes to sing.

The family operate an apothecary and magic supply store at Khazan outpost 9 (see map). Most of their customers are travelers heading into the Ruined Lands to the West. When home, Sven does work from the shop repairing weapons, helping to create magic potions or whatever needs doing.

Sven looks very imposing, but is actually fairly friendly and good-matured. However he is very protective of his wife and child and does not trust anyone who might be or looks like they are undead or Necromancers.

Character created by Sven Berglowe.



TROLL LORESEEKER

GHAURTH'AHM

Level 10 Male - Specialist

Type: Wizard Kindred: Troll

ST: 66 IQ: 46 LK: 34 DX: 18
CON: 101 CHR: 30 SPD: 12 WIZ: 56
Combat Adds: +82 (+164)

HT: 8'4 WT: 487 lbs Age: Unknown

Key Equipment: *"No Place Like Home"* Amulet. This amulet holds a single teleport spell, locked to the Greeting Hall within the Vaults of Ironfang. *Lesser Staff of Umslopagaas* - Acquired (stolen, if you will) during his escape from the DED, this functions as an improved Staff Ordinaire. In combat, it is a 4-die weapon. As a kremm battery, it has a capacity of 50 WIZ.

Talents: *Combat Foresight:* Make an IQ saving roll at the level of the opponent, adding one for each additional foe. If successful, halve the opponent's combat adds for the duration of the battle. *Defensive Stance:* When fighting defensively, double the Loreseeker's combat adds. No damage is delivered upon opponents (excluding Spite Damage). The remaining talents can be whatever the GM deems necessary, but should focus on survival and knowledge.

Magic: As a Loreseeker, Ghaur has access to many "lost" spells. The following list is limited to the DTT basic listing, and GMs are encouraged to use him to introduce spells from other sources into their game. Fifth level spells should be limited, as Ghaur barely has the necessary dexterity.

1st level - knows all. 2nd level - knows all. 3rd level - lacks *Fly Me, Hollow Tree, Little Feets*. 4th level - *Pet Rock* (Tree Friend but a stone golem), lacks *Upsidaisy*. 5th level - knows ESP, *Gotcher Back, Second Sight, Stone Fist*.

Notes: Ghaur started out as one of Uncle Ugly's feared Zoot Suited Trolls. His adventuring career began when he was one of the few denizens to survive the near-total destruction of the Underground by the infamous group of delvers known as "The Band on the Run." A series of mis-adventures into the Deathtrap Equalizer left him stripped of much of his combat prowess, but awakened his la-



tent magical abilities. His rescue of the ringless Gimor Ironfang resulted in a true friendship, a new purpose - and the eternal enmity of Umslopagaas.

In the Vaults of K'Horror: Ghaur is here to study and gather the truths of K'Horror, seeking neither fame nor treasure. He can be used to give hints to delvers, a barter of information, even offer some small succor - his small encampment seems tolerated by the Great Vampire Lords. He knows much, but the wise delver knows that Ironfang deals equally with good and evil, for truth lies within the eye of the beholder.

Character created by Kurt Romig



SURVIVORS IN THE VAULTS OF KHORROR

“Let it be known to all who enter the Vaults that there are those who have survived its perils. So there is hope. We honor those survivors on this wall by carving their names at the Shrine of Gorath.” — Anonymous

SURVIVORS

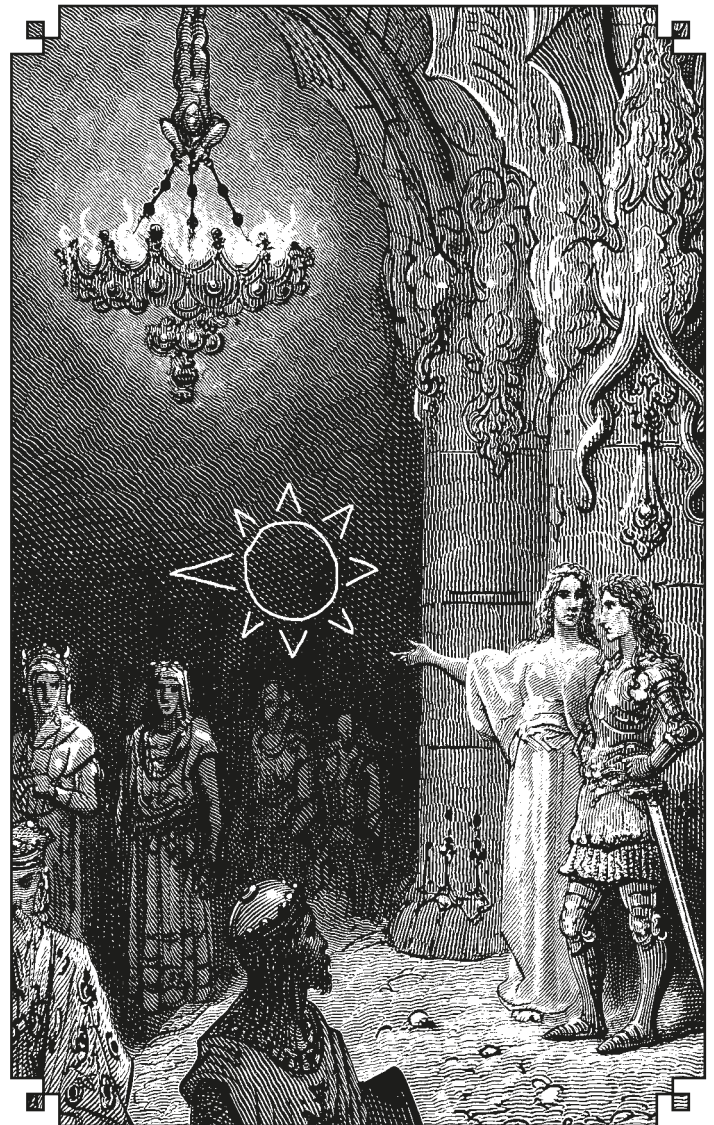
Bryant T Biek
Allan E Bray
Mario M Butter
Johannes Cabal
Benjamin Chee
Doreena Clark
Hanno Conring
Andrew Cotgreave
Byron “Baragoon” Crane
demonsaxe2
Roberto J. Devoto
Richard Fogarty
Noble Hess
Mike Jarvis
Jerbear
Keith A Justus
Jody and Christian Lindke
Michael G Little
Mark Maloney
Scott Meredith
Derek Miller
Seven Deadly Dwarves of Normaalmiekka
Daniel Petersen
Peter Prinesdom
qivux
David Reid
Vern Roberts
Liz Roth
Marcin Segit
matt selter
Dr Rich Staats (“Dr Games”)
SATO Takuya
Prof. Dr. Oliver M. Traxel
Jennifer Trog
Jeff Troutman
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Kristopher Volter
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Vampire Lord Contributors

Sven Berglowe
Gregory Huelsenbeck
Kurt Romig
John Wick



TUNNELS & TROLLS Mini-Rules

By Ken St Andre & Steve Crompton

HOW TO ROLL UP AND
PLAY YOUR CHARACTERS IN
SOLO ADVENTURES OR
WITH OTHER PLAYERS.

SO LALLA,
YOU WANT US
TO SHOW THESE
INVISIBLE FRIENDS
OF YOURS HOW TO
BE PART OF A T&T
ADVENTURE?

SOUNDS
CRAZY! WE'D
YOU'D NEED A
GIANT BOOK
TO EXPLAIN
IT ALL.

BUT
IT MIGHT BE
FUN TO HAVE
SOME MORE
CHARACTERS
AROUND
HERE!

WELL OUR
FRIENDS ARE PRETTY
CLEVER. I BET WE CAN EXPLAIN
HOW TO ROLL UP A CHARACTER
IN JUST A FEW PAGES. WE JUST HAVE
TO TELL THEM THE BASICS AND
MAYBE TAKE A FEW SHORTCUTS.
SO WHO'S WITH ME?

T&T INTRODUCTION

Tunnels & Trolls is one of the **easiest** Role-Playing Games to play. Once you know how, you can roll up a character in less than 10 minutes. T&T is best known for all its solo adventures that ONE person can play. (*You'll find a solo in this book on page 41.*) And like any RPG, you can play T&T with a group of friends. We also have a GM (*Game Master*) adventure in this book you can run. (*Those adventures are for higher level characters*)

This **Mini version of the T&T rules** will give you what you need to roll up a character, customize them, get them equipped and ready for adventuring. We'll also give you a little info on how to run an adventure for your friends. Remember that these are mini-rules and in the full *Deluxe T&T Rulebook*, you have many more options and choices. These mini-rules will give you just the basics, but plenty enough to enjoy some fantasy role-playing.

YOU NEED A CHARACTER SHEET

On page 83 and 84 are pre-rolled *player characters* (PCs) that you can use for playing. There are also a blank character sheet on page 85 so you can create your own characters. In T&T, characters may be any gender or kindred, and the basic character is presumed to be an adult Human. But you can also be an elf, fairy or dwarf. Below is details on what all the info on the character sheet means.

ROLLING UP A CHARACTER

For creating your character, you need three 6-sided dice (3d6). Roll the three dice and add up the total. Now write that down on a separate piece of paper. Do that 8 times. The 8 numbers you have rolled will be your character's attributes. T&T characters have 8 attributes: 4 physical attributes: **Strength** (STR), **Constitution** (CON), **Dexterity** (DEX) **Speed** (SPD); and 4 mental attributes: **Intelligence** (INT or IQ), **Luck** (LK), **Wizardry** (WIZ), and **Charisma** (CHR). It is best to assign the higher rolls to STR, LK, DEX, and SPD if one is going to be a fighter. If the character is going to rely on magic, it is best to assign the higher values to INT, DEX, WIZ, and CHR. However, you may assign them as you wish.

Super Rare: TRIPLES

When rolling all three dice, if you roll triples (3 dice with the same number) add their total up and roll again. Then add that roll total to the triples you just rolled. This will make for a more powerful attribute, but it doesn't happen too often.

Each of the attributes is important (more or less so depending on the character class you choose) and may be called upon in the course of play. Attributes also help determine what weapons and armor may be used, or what magical spells are known and can be cast. You'll use these attributes to cast spells, use weapons, and take other actions while you play.

ABOUT DICE: You will see notations like "2D6" or "5D6+2" in these rules. A "D6" is an ordinary, cube-shaped, six-sided die. The first number is the number of dice to roll. Toss that many dice, and add up the spots. The "+2" means to add two to the result of the 5D6 roll."

CHOOSE YOUR KINDRED

(Human, Elf, fairy or Dwarf)

A *kindred* is a race or species such as humans, elves, dwarves, and so forth. Here we'll only talk about 4 kindreds: humans, elves, dwarves, and fairies. (*In Deluxe T&T, but you can play lots of others including monsters.*) What kindred you choose can modify your character's attributes. A modifier is what you multiply the base attribute by to get the final initial value. For the mini-rules we'll make the modifiers super easy, so here's what you should do to your character's attributes based on what kindred you pick.

Humans: All attributes are the same as you rolled them, so they stay the same. However, humans get to reroll **saving rolls** a second time (*more about that later.*)

Elves: Add 3 to your IQ, WIZ, DEX and CHR attributes. Subtract 2 from your CON. All other attributes stay the same.

Dwarves: Add 10 to you STR and CON. Subtract 4 from LK. All other attributes stay the same.

Fairies: Subtract 4 from STR and CON. Add 5 to CHR. Add 3 to LK and DEX. Add 4 to WIZ. All other attributes stay the same.

Characters also have physical characteristics such as height, weight, hair color, age, etc. You may choose these without rolling dice, as long as the choice seems reasonable to the game master. Use the pre-rolled character sheet on page 83 as a guide to the general height and weight of the kindreds you chose. It doesn't matter whether a character's skin or hair is black, white, red, or green - choose whatever you would like them to have. *Player characters* (PCs) are run by the players. *Non-player characters* (NPCs) are run by the GM.

You also get to decide what their personality is like. Are they serious or playful, shy or outgoing? Do they like to study/read or do they prefer the outdoors? YOU get to decide all this as you Role-Play the character you have created. (In dT&T you get to add *talents* to your character, but we aren't using them in the mini-rules.)

PICK YOUR CHARACTER CLASS

You get to pick what class your character is. Class gives your character additional powers and bonuses while playing. The character classes in the T&T mini-rules are Warrior, Wizard and Rogue. The Deluxe rules have even more classes, but these three are the main ones. Any kindred can be whatever class you want.

Warriors are superb physical combatants, proficient with most weapons, able to use armor better than other character types, and totally **unable** to cast magical spells. Warriors get an extra six-sided dice (D6) for combat with each level they attain. Thus a sword worth 3D6 in combat to most first level characters is worth 4D6 to a first level warrior. (*Character levels are discussed on page 78.*)



Wizards are spellcasters, proficient in the theory and practice of magic. Once a wizard learns a spell, they know it forever. Spells require energy. That comes from the WIZ attribute. They also require a minimum INT & DEX to master. Note that wizards are perfectly able to wear armor and fight with weapons, but due to their lack of training, they do not get to use their combat adds with any weapon worth more than 2D6.



Rogues are characters that can do both—fight and cast magic. Rogues never got the years of training that make warriors so good at combat, nor did they get the magical training that all wizards have. They don't fight as well as warriors, or cast spells as well as wizards, but they can do both. They do not get any of the bonuses that Wizards and Warriors get. People confuse Rogues with thieves, and play them that way, but they usually are just street-wise survivors.



HOW TO DO COMBAT

The heart of any role-playing game is its combat system. T&T has one of the simplest combat systems around, but even it has complications. When judging combat, the basic thing to consider is: *What is reasonable under the circumstances.*

Almost all fights break down into **Us** vs. **Them** situations. The players group (the adventurers) fight, and their enemies (usually the monsters) fight the other group. (When more than three characters are in a fight, we call that *Melee* combat.) Both sides have weapons, and weapons are rated with dice. For example: bare hands are worth 1 die, a dagger is worth 2 dice, a sword is worth 3 dice and so forth. We roll our dice and get a total; they roll their dice and they get a total. The totals are compared; the smaller is subtracted from the larger; and the losing party takes the difference in *hit points*. Divide the hit points among the monsters or the party (whichever side lost the round). Hit points reduce a monster's Monster Rating, or a character's Constitution (CON).

Let's do a very simple example: Cassio is lost in the forest and gets attacked by Goblin Bugzi. Cassio has a dagger worth 2D6. Bugzi has a spear worth 3D6. They fight. Cassio rolls a 1 and a 1, so Cassio's combat total is 2. Bugzi rolls a 4, 3, and a 2, so his combat total is 9. Bugzi's 9 minus Cassio's 2 equals 7, so Cassio is going to take 7 hit points of damage. Cassio has a CON value of 10. So 10 - 7 is 3. Cassio is badly hurt, but he can still fight. Combat round 2: Cassio does better, rolling 5, 2 for a total of 7. Bugzi is still the better fighter with a better weapon. He rolls 6, 6, 2 for a total of 14. 14 - 7 = 7. Cassio has to take another 7 hits. 3 - 7 = -4. Cassio loses and he is out of the fight.

T&T combat can get more complicated, but the basic principle remains the same. You can do groups: say 3 humans vs. 10 goblins. Humans roll a grand total of 30. Goblins roll 45. Humans have to take 15 points of damage. They divide the damage among themselves however they can to avoid being killed.

WHAT ARE COMBAT ADDS ?

Weapons are not the only thing that determines the outcome of combats. One must also consider the basic abilities and strengths of the fighters. These are wrapped up in a number called *combat adds*. Combat adds are added to the weapon scores. Combat adds



are derived from the attributes that make a character better in combat. **Strength**, because the harder you hit, the more damage you do; **Dexterity**, because the more skillful you are in landing your

blows, the more damage you will do; **Luck**, because well duh; and **Speed**, because the more blows you manage to strike within a time limit, the more damage you will do. Anything **above 12** in those 4 attributes produces combat adds. Strength of 15 produces 3 adds; Dexterity of 16 produces 4 adds; Luck of 12 produces 0 adds and Speed of 13 produces 1 add.

Bearing that in mind, let's do our simple example again. Cassio's pal Braksen is looking for Cassio in the forest and he finds him a few minutes after Bugzi beat Cassio up. Braksen has 10 combat adds—he is both strong and fast. Bugzi has zero.

Braksen also has a dagger worth 2 dice. Bugzi has his 3 dice spear. Let's fight! Braksen rolls 8 and adds 10 for his combat adds for a total of 18. Bugzi rolls 13. The goblin still has the better weapon, but he is no longer the better fighter. Bugzi takes 5 hits on his CON, which was only 8 to begin with. Seeing how this is likely to end, Bugzi gets smart and runs away.

In a T&T combat, both sides have combat adds, even if the value of the adds = zero. The combat totals are determined by the sums of the weapons dice plus the party's combat adds.

FIGHTING AGAINST MONSTERS

Instead of attributes, monsters often have a simple *Monster Rating (MR)*. MR shows the amount of damage

the monster can take before being defeated, and how well it fights. See the table for how many dice (D6) the monster rolls in combat. Its combat adds are equal to half of its MR; these are reduced as damage suffered reduces the monster's MR. (But combat dice are **not**

MONSTER RATING	NUMBER OF DICE
1 - 9	1
10 - 19	2
20 - 29	3
30 - 39	4
40 - 49	5
etc...	etc...

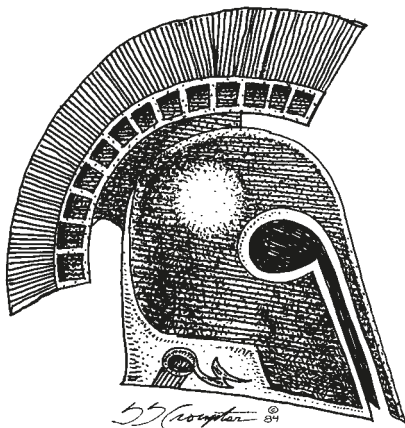
reduced as the monster suffers damage.) Monsters who only have monster ratings also have weapons and adds. If I tell you that you are attacked by a lion, you know what the lion's weapons are: teeth and claws. So if the lion has a monster rating of 40 then we know its weapons (teeth and claws) are worth 5D6 and it has 20 combat adds. (*see chart on previous page.*)

Combat with monsters work the same way. Braksen is out walking in the forest when he is attacked by a lion. The lion rolls (5 dice) 4, 3, 2, 2, 1 + 20 combat adds. Braksen rolls 2, 1 + 10. $32 - 13 = 19$. Braksen had a robust Constitution of 14, but $14 - 19 = -5$. Poor Braksen! Eaten by a lion.

SURPRISE ATTACKS

There are other factors involved in combat, and they may change the outcome. Surprise happens when one party attacks and the other does not get to make a combat roll. Let's say Braksen met that lion when it was asleep and decided to attack it. He rolls his dice (poorly) getting 1, 1 plus 10. Lion gets zero (*because its asleep*). Braksen wins, inflicting 12 points of damage. Lion's monster rating goes down from 40 to 28. Lion wakes up and fights. It still gets 5 dice because it started as a 5 dice monster, but only gets 14 combat adds. Can you see that he has hurt the lion, but is still probably going to die as the combat goes on?

PROTECTIVE ARMOR



Armor can affect how combat goes. Armor is protective clothing of any sort that will always stop some of the damage from getting through. Armor is rated in terms of how much damage it can prevent. For example: a small shield can stop 3 points of damage. Leather armor can stop 6 points of damage. Let's do an example: Ben is the friend of Cassio and Braksen.

EQUIPPING YOUR CHARACTER

To make things a little easier, let's give your new character **250 gold pieces** (gp) that can be used to buy weapons and armor for adventuring. Usually there are STR and DEX requirements to use certain items, but in the mini-rules we aren't worrying about that. Below is a very short list of some basic items you can buy. The Deluxe T&T rulebook has hundreds of detailed weapons and armor, if you want to **really** customize your character. *NOTE: if you are a Fairy, assume that smaller versions of these items are also available at the same price, but they all do half the damage or take half the hits listed below.*

WEAPONS

Weapon Item	Details	Damage	Cost
Dagger	8 inches	2d6	10 gp
Short Sword	30 inches	3d6	35 gp
Long Sword	38 inches	4d6	66 gp
Spear	6 ft long	4d6	50 gp
Axe	5 lb head	5d6	73 gp
Light Bow	+24 arrows	3d6	40 gp
Throwing Stars	(15 stars)	2d6	30 gp
Magic Wand (<i>Wizards/Rogues</i>)		0	80 gp
Magic Staff (<i>Wizards/Rogues</i>)		2d6	100 gp

ARMOR

Armor Item	Details	Hits	Cost
Metal Gauntlets	Pair	2	30 gp
Small Shield	3ft across	3	15 gp
Target Shield	5ft across	4	35 gp
Small Helmet	top of head	1	20 gp
Mengu Helmet	full face	3	15 gp
Chainmail Shirt	covers torso	4	170 gp
Studded Leather	full suit	5	130 gp
Warrior Armor	full suit	9	300 gp

GENERAL SUPPLIES

Adventuring Item	Cost
Dry clothing and pack	5 gp
1 day's provisions (<i>food, drink, "matches"</i>)	6 gp
5 ordinary torches (<i>each lasts ten turns</i>)	1 gp
Small hammer & iron spikes	18 gp
20 feet of heavy twine (<i>rope</i>)	2 gp
Vampire Hunter's Pack	
<i>Includes 5 wooden stakes w/hammer, 3 torches</i>	
<i>5 matches, holy relic, & bag of garlic</i>	
	10 gp

He knows the forest is home to both goblins and lions, so Braksen always carries a sword and shield and wears his leather armor. His sword is worth 3 dice in combat. One day he runs into two goblins carrying spears and they attack him. Ben has 12 combat adds — mostly because he’s always been very lucky. Ben rolls his dice getting 6, 5, 3 plus 12 for a total of 26. The goblins attack with their spears getting 6, 6, 6 and 6, 6, 4 — these are elite goblins! $18 + 16 = 34$ and the goblins won the combat round by 8 points. But Ben has 9 points of armor. He is not harmed.

These are some basic examples. Things can get more complicated with all the different things that can happen in combat, but the thing to do is just work through it in a logical fashion and simply determine what the numbers are, and what would likely happen next.



IS YOUR CHARACTER READY?

At this point, you should have a basic character rolled up and they should have some equipment. From here, we’re going to give you some more information on HOW to use your character in game play, what saving rolls do, where you can spend adventure points and how wizards cast spells...

WHAT IS A SAVING ROLL?

A *saving roll* is the way we check to see if something happens in T&T. Any character can make a saving roll if the Game Master (or the text in a solo adventure) asks or tells them to do it. To make a saving roll, **you roll 2 dice** and get a number. Doubles always add and roll over. For example a roll of 1, 2, which equals 3, is a saving roll — a terrible one that always fails, but a roll of 1, 1 would be doubles. Set the 2 points aside and roll again. Let’s say you roll a 5, 3 on your second try. That’s $8 + 2$ for a total of 10.

Saving rolls are rated by levels of difficulty. 1st level is something that could be difficult for the average human as the target number is 20. 2nd level is some-

thing that could be very difficult for the average human as the target number is 25. 3rd level is something that should be impossible for the average human as the target number is 30. The target number goes up by 5 for each additional level of saving roll. However, no saving roll attempt is ever actually impossible in dT&T. They just get increasingly unlikely as the level of difficulty goes up. In T&T, **Doubles Add And Roll Over**. We call this the *DARO rule*.

Saving Roll Chart	
Level of Saving Roll	Target Number
1	20
2	25
3	30
4	35
5	40
etc...	etc...

For example: Iris the Fairy wants to test a treasure chest for traps. She announces that she’s checking for traps. The Game Master tells her to make a level one saving roll on her Intelligence to see if she finds any. Iris has an IQ of 13. She rolls 5, 2 on 2 dice. She adds that 7 to her attribute of 13 to get a total of 20. The target number for level one saving rolls is 20. Iris just barely made the saving throw. The G.M. says you found something that indicates a trap of some sort will be set off when you open the lid. Now what do you do? The player might answer, “I want to try and disarm the trap.” Now the G.M. asks for a level two saving roll on Dexterity or a level 3 saving roll on Luck. Iris has a DEX of 15. Her target is 25 for level 2. She has a Luck of 16. Her target is 30 for level 3. Iris decides to try for the level 2 saving roll on DEX. She rolls a 4, 2. $15 + 6 = 21$, but her target was 25. The trap goes off. Terrible things happen to Iris!

BUT, suppose Iris had rolled 4, 4 instead of a 4, 2. $15 + 8$ is 23. Did Iris fail? No! Because 4, 4 is a double and that adds and rolls again. On her 2nd roll she gets a 2, 2 and she adds that to her total. That’s enough to succeed, but is she done? No. 2, 2 is also a double, so she rolls again getting a 5, 2 at the end. Iris’s total roll was $8 + 4 + 7$ for a total of 19. $(15, \text{her DEX}) + (19, \text{her roll total}) = 34$. Iris made a third level saving roll when she was only trying for a second level one. Good job, Iris! (*Because her roll was so successful, a GM might allow Iris be able to remove the trap mechanism, so that she could use it to create her own trap to use on a monster*).

ARE YOU PLAYING A HUMAN? One other thing to keep in mind if you are playing a **human** character - you get to *reroll a saving roll a second time* if your first attempt fails. You do NOT add those two attempts together, the 2nd attempt is treated like a new saving roll. This is a special bonus given just to human characters to reflect their dogged persistence and refusal to give up despite the odds against them.

PLAYING A VAMPIRE:

If your character becomes a Vampire, here's what to change on their stats. Double their **STR**, **WIZ**, and **CHR**. (Add 5 pts to their **LK** & **IQ** per level).

Remember their Weaknesses: Vampires cannot go out in the sun, and can be weakened by fire, garlic and silver. No longer warm-blooded, they are cold to the touch. If their head is cut off, a Vampire is dead. And you must drink the blood of the living every day or so.

SAVING ROLLS & ADVENTURE POINTS (A.P.)

One way that players are rewarded for their actions during the game is by gaining *adventure points*. Adventure points are awarded for slaying monsters or foes, or for doing or saying something clever or funny during the play of the game, or for solving difficult puzzles and in-game problems, or for SAVING ROLLS. Adventure points have only one purpose in the T&T mini-rules. They help your character improve by increasing their attributes. When the Game Master says "Make a saving roll on (any attribute)," the GM is giving you adventure points.

As you play, keep track of the totals of any numbers you rolled while trying to make a saving roll (whether you made the roll or not). All those totals are adventure points. A Game Master or a solo adventure will also reward you Adventure Points at the end of the game. Add all those numbers together to see how many adventure points you have earned. Now, let's see how you can make your character more powerful by spending these adventure points...

USE ADVENTURE POINTS TO INCREASE YOUR ATTRIBUTES

So what are adventure points (a.p.) good for? They buy attribute points. To raise an attribute by one point costs 10 times the current value of the attribute in a.p. Our

hero Cassio has managed to accumulate 152 a.p. He decides this would be a good time to bring his DEX up by 1 point. Cassio tells the Game Master that he wants to spend a.p. to increase his DEX. The G.M. sees that Cassio has 152 adventure points—just enough. He takes 150 of them away and Ji'belle's DEX goes from 15 to 16. This is a permanent increase and his new base value for that attribute.

YOUR CHARACTER'S HIGHEST ATTRIBUTE DETERMINES THEIR LEVEL

In T&T, a character's level of power is decided by their highest attribute, Divide that by 10 and ignore remainders.

Iris the Fairy has a highest attribute of DEX = 16, so she is a level one character.

Braksen the Dwarf has a highest attribute of CON = 28. He is a level two character.

Lalla the Elf has a highest attribute of WIZ = 35. She is a level three character.

Cassio the Human has a highest attribute of STR = 33. He is a level 3 character. (And so on...)

MAGIC IN T&T (And how to use it)

OK, now its time to talk about how to use Magic in T&T. If you are playing a Warrior, you can skip this section and come back to it when you roll up a Wizard or Rogue. GMs should read this section so they know how magic works in the game.

Trollworld is an extremely magical place. The planet produces a force, just like Earth produces magnetism, called *kremm* that the peoples of Trollworld can tap and use to change reality. That's magic! Each spell requires a certain amount of kremm energy (WIZ stat), a certain level of intelligence and dexterity. The spells almost always work (higher magic can sometimes block other magic from working.) You use your WIZ stat as the amount of magic that you can use to cast a spell. If a spell costs 2 points to cast, you subtract 2 points from your WIZ stat. Note that you can only cast one spell per combat round and you recover used WIZ at 1 point per 10 minutes of game time.

Since this is the **mini** version of the rules, we're going to give you 11 spells to work with: 4 first level, 4 second level, 2 third level, and 1 fourth level. There are 118 spells available, but if you want to know them all, you're going need the Deluxe Tunnels and Trolls rules.

To keep things simple, wizards know all the spells up through their own level. A first level wizard only knows first level spells. A fourth level spellcaster knows all 11 spells shown below.

Rogues can also do magic, but typically they do not know as many spells as wizards do. Rogues get to choose one spell to know per each character level they attain. A first level rogue would know one spell; a third level rogue would know three spells. Remember that Rogues are not able to use magic staffs to help them cast spells. Rogues can learn additional spells though.

Learning Spells: To learn new spells, a Wizard or Rogue needs to find a higher level magic-user (usually a NPC run by the GM) that is willing to teach them a spell. The cost is 1000 gp per level of spell. So a 2nd level spell cost 2000 gp and a 4th level spell costs 4000 gp. Also your character has to have high enough WIZ, INT and DEX to be able to cast the spell. (*The dT&T rulebook describes additional ways to learn spells.*)

Note that all 3 requirements must be met in order to cast a spell. The magician needs to have enough **kremm** (WIZ points), along with a high enough **Intelligence** (INT) and **dexterity**. (DEX).

MINI T&T SPELLBOOK

LEVEL 1:

Level One Spells require a minimum of 10 points in both INT and DEX

Detect Magic

Level: 1 **Cost:** 1 WIZ **Duration:** 1 combat turn
Range to cast: 5' per character level
Range of effect: 5' radius per level around cast point.
Power up per level: Doubles range of effect

Description: Detects the presence of magic being

used or stored by objects (not beings), and the type of magic it is. *Trained wizards get a vague sense of something magical in range, even without casting the spell. Casting the spell gives them specifics. Rogues particularly find this spell useful.*

It's Elementary

Level: 1 **Cost:** 4 WIZ **Duration:** Instant
Range to Cast: 5' **Range of Effect:** 5'
Power up per level: Damage doubles per level.

Description: Caster must specify fire (small flame), water (splash), ice (icy gust) earth (pebble), or wind (puff or air). Each is capable of 1 point of damage depending on use.

(These spells light torches and campfires, can chill a mug of beer, douse campfires or provide enough water to wash your face. Wind gusts can move a small light object such as feathers, leaves or a layer of cloth).

Knock Knock

Level: 1 **Cost:** 3 WIZ **Duration:** Instant
Range to Cast: Touch **Range of Effect:** N/A

Power up per level: Unlocks higher level locks — spell level = lock level (Yes, there can be a 5th level lock that is 5 times as hard to unlock as a first level lock. The world is complicated.)

Description: Unlocks most mechanical locks or magical locks of the same or lower level. Complex mechanical locks may also require higher level spells.

Take that, you Fiend

Level: 1 **Cost:** 6 WIZ **Duration:** Instant
Range to cast: Line of sight up to 200 feet
Range of effect: N/A
Power up per level: Damage X 2

Description: Deals deadly (killing) damage equal to the caster's INT in hit points, but only affects a **single** target.

LEVEL 2:

Level Two Spells require a minimum of 12 points in both INT and DEX

Boom Bomb

Level: 2 **Cost:** 7 WIZ

Duration: Item explodes on contact or 10 seconds after being cast, whichever comes first.

Range to cast: 5'

Range of effect: 2 foot blast radius per level.

Power up per level: Damage X 2

Description: Infuses a small rock or pebble with energy such that it explodes on any sharp impact. Does 10 points of damage to all targets within range.

(Suitable as a sling stone or thrown object but not for a bullet—it would blow up in the chamber. The blast radius can affect friendly targets)

Cateyes

Level: 2 **Cost:** 6 WIZ

Duration: 30 minutes (or 15 combat turns)

Range to cast: 10'

Range of effect: Range of good vision - at 40' fades out completely by 60'

Power up per level: Duration X 2.

Description: Gives target the night vision of a nocturnal animal. Does not grant vision in complete darkness or through thick fog.

Poor Baby

Level: 2 **Cost:** 2 WIZ **Duration:** Instant

Range to cast: Touch **Range of effect:** One person

Power up per level: N/A

Description: Restores 1 point of CON lost to wounds or injuries. (Maximum up to original CON. *Has no effect on disease or poisons, only on CON damage.*)

Vorpas Blade

Level: 2 **Cost:** 5 WIZ **Duration:** 1 combat turn

Range to cast: 10'

Range of effect: Affects entire weapon

Power up per level: Duration X 2

Description: Doubles base weapon dice roll for a single weapon. (The weapon must have a blade, i.e. a cutting edge. The spell works on daggers, swords, axes, polearms, spears, but not on clubs, mauls, maces, bullets, etc. It doubles the dice roll, not the number of dice rolled) Takes effect the same round it was cast, doubling effect immediately. It also counts as enchanting a weapon in cases where only magical weapons can do damage.)

LEVEL 3:

Level Three: Spells require a minimum of 14 points in both INT and DEX

Dis - Spell

Level: 3 **Cost:** 11 WIZ

Duration: Instant **Range to cast:** 50'

Range of effect: 10' radius from Target Point

Power up per level: Nullifies higher level magic

Description: Negates and/or banishes magic of the same or lower level. Works on all magic within range (which may include friendly magic)

Fly Me



Level: 3 **Cost:** 7 WIZ **Duration:** 10 minutes

Range to cast: 5' **Range of effect:** 1 being

Power up per level: Duration X 2

Description: Allows the target to fly at normal running speed (or slower). Target may carry up to their own weight. (Spell has no effect on dead or inanimate objects)

LEVEL 4:

Level Four: Spells require a minimum of 16 points in both INT and DEX

Rock-A-Bye

Level: 4 **Cost:** 11 WIZ

Duration: 1d6 x 10 minutes

Range to cast: 30'

Range of effect: Affects single target

Power up per level: Adds 1d6 duration per level

Description: Causes target to fall asleep for specified time if the casters total of IQ + WIZ + CHR is greater than the target's MR (or IQ + WIZ + CHR).

THE FREE WIZARD'S SPELL

All wizards can sense magic—think of it as a sense of smell for concentrations of magical energy. It is not smell, but is instead a feeling, a certainty. Most of the time the wizard must touch an object to sense it for magic, but more powerful spells have a greater radius of perception. Generally magic will fall into three classes: beneficial, malevolent, and functional. Most magic is functional—it does stuff. Beneficial helps the person/thing being affected while malevolent magic will always do harm. Rogues may learn the spell called *Detect Magic* that only costs them 1 point of WIZ to cast, but they never reach the point where they can automatically *detect magic*.

USING A MAGIC STAFF

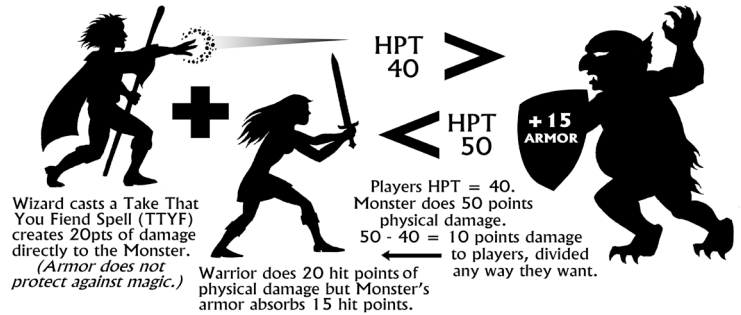
Focus objects—such as magical staffs or wands help make it easier for Wizards to cast a spell. Wizards can have them and use them. Rogues **can't** use them for casting magic, but can use staffs as physical weapons.

How they work: A wand or staff reduces the cost of casting a spell by your character level. Thus a first level wizard using a magic wand can cast a *Take That You Fiend* spell for 5 points of WIZ instead of 6 points. A 3rd level wizard could cast the same spell for only 3 points instead of 6. However wands and staffs can never reduce the cost of the spell below 1. To work magic, at least 1 point of kremm energy (WIZ) must be used/expended by the spell caster.

MAGIC IN COMBAT

COMBAT ROUND EXAMPLE: WIZARD & WARRIOR vs. MONSTER

Wizard & Warrior Hit Point Total (HPT) = 40 Monster HPT = 50



Spells that do damage work the same way as normal combat damage (unless the spell's description states otherwise). The spell is cast and whatever damage it creates goes against the enemy being fought. Only one spell per combat round can be cast by a magic user.

RECOVERY OF ENERGY/WIZ EXPENDED:

Spellcasters naturally recover 1 point of *kremm* energy for every 10 minutes of game time. If a long period of time passes between uses of magic it is easiest to simply let the wizard regenerate all used WIZ points. On the other hand, if the action is happening fast and furious, wizards will not have enough time to recharge all their magical energy. In such cases wizards can and do run out of magic. (They can still engage in regular non-magic combat though).

RUNNING T&T AS GAME MASTER

When you're first starting, you want to run simple short adventures that can be finished in 3 hours or less. Do a larger campaign as your players level up.

Let your players do things and shine. Reward them for participation. If they're shy, ask questions to draw them out. Every player should have one or two opportunities to excel in every adventure.

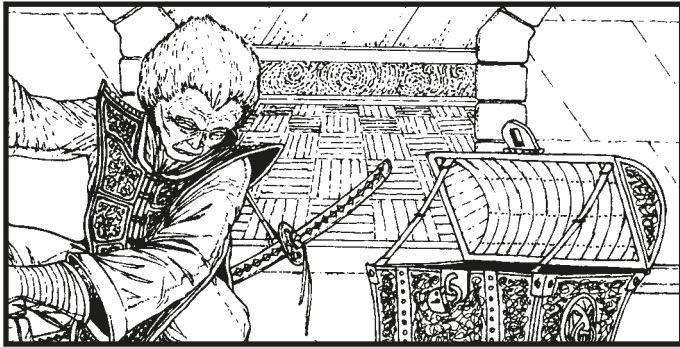
Did your players all lose that last fight horribly? You don't have to kill them. Let them be knocked out and wake up as prisoners somewhere else. Suddenly the adventure takes on a whole new direction.

And remember that you are the Game Master—you are in control of the game. Don't let the game bog down with arguments or rules questions. As GM you can overrule any written rule in T&T. Do this to keep the game fun, interesting, and moving right along.

See next page for a treasure generator.

MINI T&T TREASURE GENERATOR

By Ken St. Andre



As a GM, there are occasions when you may not want to write down what every monster in every room is guarding in the way of treasure; also, several of Flying Buffalo's solitaire dungeon series suggest the use of the *Treasure Generator* in some of the dungeon rooms. Magic treasures have been stricken from this Generator — GMs should create their own magic items to suit a particular purpose, not merely read them off a chart. This Generator will create mostly coins, a few gems or weapons/items.

Finer treasures should be created by the GM personally. To work the Generator, you'll need up to three dice (3D6.) Roll two dice first: **What You Find:** If you roll **2**, there is a **jewel** (or possibly a jeweled item, see below). If you roll **3 — 11**, its **coins**. A roll of **12** means **coins and a jewel**.

COINS

If you find coins, roll 3 dice to find out how many there are. Multiply the total of the 3 dice by 10 to get the number of coins there. Roll one die to see what metal the coins are made of.

- 1 = copper coins 2,3,4 = silver coins
5,6 = gold coins

JEWEL SIZES

If you have rolled and discovered a jewel, roll 1 die to determine what size it is, or if it is a jeweled item. The symbol x is a multiplication symbol; base values of gems (in G.P.) are given with the gem names:

- 1 = **Small:** 5x base value.
2 = **Average:** 10x base value.
3 = **Large:** 20x base value.
4 = **Larger:** 50x base value.
5 = **Huge:** 100x base value.
6 = **Jeweled item** (see jeweled weapon list)

If you have rolled a jeweled item, roll once more on the **Size** list (if you get another '6', disregard it and roll again): if small, there will be 5 gems; if average, 4 gems; if large, 3 gems; if larger, 2 gems; if huge, only 1 gem.

TYPE OF GEMS

Now roll 3 dice to see what type of gem was found. the total of the 3D6 reveals the gem type.

Die Roll	Gem Name	Base Value	Die Roll	Gem Name	Base Value
3	Sapphire	15 gp	11	Fire-opal	6 gp
4	Jade	13 gp	12	Aquamarine	8 gp
5	Serpentine	12 gp	13	Jade	9 gp
6	Aquamarine	11 gp	14	Serpentine	10 gp
7	Fire-opal	10 gp	15	Pearl	11 gp
8	Opal	9 gp	16	Ruby	13 gp
9	Ivory	6 gp	17	Sapphire	15 gp
10	Amethyst	5 gp	18	Diamond	17 gp

JEWELLED ITEMS

If you rolled a jeweled item, Roll 1 die to find out what the jeweled item is:

- | | |
|--------------|---------------|
| 1 = Necklace | 2 = Head-gear |
| 3 = Bracelet | 4 = Ring |
| 5 = Belt | 6 = Weapon |

JEWELLED WEAPONS

Weapons will always be made of some kind of metal. If the weapon is found on a dead body, have it be made of bronze or iron. If the weapon is found in a chest or near a noble, make it be silver. If the weapon is near a King or a deity it might be hardened Gold. Having generated a weapon, now roll 1 die to find out what type of weapon it is.

WEAPON TYPE

- | | |
|-------------|-----------------------|
| 1 = Dagger | 4 = Hafted Weapon |
| 2 = Sword | 5 = Spear |
| 3 = Polearm | 6 = Projectile Weapon |

To determine which weapon it is in that class, roll 3 dice. Chose the weapon closest to that number in 'ST-required' — if 2 or more weapons fit this designation, chose the heaviest.

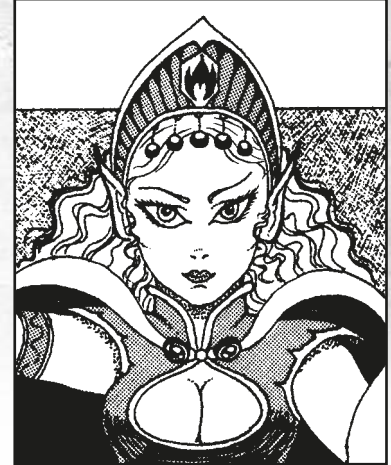
As always, use your common sense, and as GM do what is best to make the adventure fun and engaging. ■

CHARACTER STATS OF OUR ADVENTURERS

Here are the stats of our four adventurers. Use them as a group in the GM adventures or choose one character from the group to use with a solo adventure. We've also included a blank character sheet so you can create your own characters. See the T&T mini-rules on page 73. Use the complete dT&T rulebook for full details, magic spells, weapons and armor lists.

NAME: LALLA KINDRED: ELF
 LEVEL: 2 CHARACTER TYPE: WIZARD
 GENDER: F HEIGHT: 5'8" WEIGHT: 130LB
 AGE: 195 HAIR: WHITE MONEY: 214GP

LALLA THE ELF



PRIME ATTRIBUTES

Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

STR: 10 CON: 8 DEX: 17 SPD: 14
 LK: 16 IQ: 25 WIZ: 18 CHA: 17

Personal Combat Adds: +11
 You get one combat add for every point that each of these attributes is over 12.: STR, LK, DEX, & SPD.

Adventure Points
25

SPELLS:
SHE CAN DO ALL 1ST & 2ND LEVEL SPELLS.
HAS MAGIC STAFF
(2D+6 WEAPON)

WT: POSSIBLE: 1000 WT: CARRIED: 300

NAME: BRAKSEN KINDRED: DWARF
 LEVEL: 2 CHARACTER TYPE: WARRIOR
 GENDER: M HEIGHT: 3'9" WEIGHT: 200LB
 AGE: 123 HAIR: GRAY MONEY: 31GP

BRAKSEN



PRIME ATTRIBUTES

Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

STR: 22 CON: 26 DEX: 10 SPD: 12
 LK: 8 IQ: 13 WIZ: 15 CHA: 9

Personal Combat Adds: +10
 You get one combat add for every point that each of these attributes is over 12.: STR, LK, DEX, & SPD.

Adventure Points
10

WEAPONS & ARMOR:
LIGHT DOUBLE- BLADED AXE 7D+6.
FULL DWARVEN PLATE
TAKES 16 HITS
BUCKLER TAKES 3 HITS

WT: POSSIBLE: 2200 WT: CARRIED: 1000

ABOUT THESE T&T CHARACTERS

The information on these character sheets and the stats listed here are explained in the mini-rules on page 73. Additional details on weapons and spells can be found in the Deluxe Tunnels & Trolls rulebook. For playing the solos you will not need to worry about some of the character information unless it is referred to in the solo itself.

NAME: CASSIO KINDRED: HUMAN

LEVEL: 3 CHARACTER TYPE: ROGUE

GENDER: M HEIGHT: 5'10" WEIGHT: 153LB

AGE: 24 HAIR: BLONDE MONEY: 214GP

PRIME ATTRIBUTES

Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

STR: 11 CON: 30 DEX: 23 SPD: 14

LK: 14 IQ: 15 WIZ: 12 CHA: 10

Personal Combat Adds: +15

You get one combat add for every point that each of these attributes is over 12.: STR, LK, DEX, & SPD.

WT: POSSIBLE: 1100 WT: CARRIED: 400

CASSIO



WEAPONS & ARMOR:

SABRE SWORD 4D+6

LEATHER JERKIN: 1 HIT

GREAVES: 1 HIT EACH

GUANTLETS: 1 HIT EACH

Adventure
Points
14

NAME: IRIS KINDRED: FAIRY

LEVEL: 2 CHARACTER TYPE: WIZARD

GENDER: F HEIGHT: 6 INCHES WEIGHT: 1 LB

AGE: 92 HAIR: GREEN MONEY: 13GP

PRIME ATTRIBUTES

Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

STR: 3 CON: 4 DEX: 16 SPD: 10

LK: 18 IQ: 16 WIZ: 26 CHA: 18

Personal Combat Adds: +10

You get one combat add for every point that each of these attributes is over 12.: STR, LK, DEX, & SPD.

WT: POSSIBLE: 30 WT: CARRIED: 10

IRIS THE FAIRY



SPELLS: CAN DO ALL 1ST
& 2ND LEVEL SPELLS.

HAS SPECIAL MAGIC

WAND THAT ALSO

SHAPESHIFTS & HAS

SLEEP SPELL IN IT.

Adventure
Points
8

CREATE YOUR OWN D&T CHARACTERS

These blank character sheets can be used to create your own characters for T&T games. Use the other characters on the previous pages as a guide. The T&T mini-rules give you enough information to create some basic character types. The complete Deluxe Dungeons & Dragons rulebook allows you to create characters of many different kindreds and with a large variety of weapons, armor and spells.

NAME: _____ KINDRED: _____

LEVEL: _____ CHARACTER TYPE: _____

GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES

Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

STR: _____ CON: _____ DEX: _____ SPD: _____

LK: _____ IQ: _____ WIZ: _____ CHA: _____

Personal Combat Adds: _____
You get one combat add for every point that each of these attributes is over 12.: STR, LK, DEX, & SPD.

WT: POSSIBLE: _____ WT: CARRIED: _____

Adventure
Points

WEAPONS & ARMOR:

NAME: _____ KINDRED: _____

LEVEL: _____ CHARACTER TYPE: _____

GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES

Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

STR: _____ CON: _____ DEX: _____ SPD: _____

LK: _____ IQ: _____ WIZ: _____ CHA: _____

Personal Combat Adds: _____
You get one combat add for every point that each of these attributes is over 12.: STR, LK, DEX, & SPD.

WT: POSSIBLE: _____ WT: CARRIED: _____

Adventure
Points

SPELLS: _____

TUNNELS & TROLLS STUFF!

The items listed here were specifically made for or updated for Deluxe Tunnels and Trolls. Most of these were made as part of the highly successful Kickstarter, which also means that the supplies of many of these items are very limited.

Coins of Trollworld



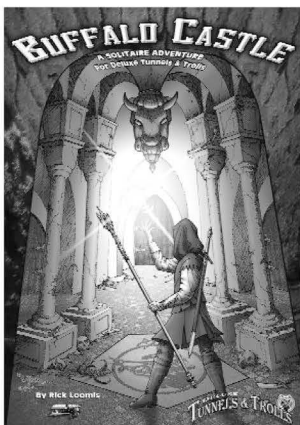
Four metal coins are from famous cities of Trollworld. Khazan, Khosht, Knor & Gull. Each is a different size and finish. The diameter of the largest coin is 2.25 inches - the smallest is 1.5 inches. Each coin comes in a plastic pouch and a black felt finish bag.

Any one coin is \$40.00, the set of all four is \$100.00

SOLITAIRE ADVENTURES

T&T is one of the few RPGs that easily allow for solo play. Each solitaire adventure can be played many times. Most of the solos listed are coded for difficulty, number & type of characters permitted within. "War" means warrior; "Wiz" means magic-user; "any" means any character class allowed (warrior, wizard, or rogue). "L1-3" means it is for 1st through 3rd level characters. "MM" means Magic Matrix is included.

Deluxe Buffalo Castle



By Rick Loomis. This is a "new and improved" Buffalo Castle, with new material written by Rick Loomis and new artwork by Liz Danforth! Revealed at last - why are you visiting this weird castle? What is the reason all these crazy traps and unrelated rooms exist in this one mysterious place? Buffalo Castle is the very first solitaire adventure for any role playing game. 1 War, L1. - \$8.95.

Deluxe Deathtrap Equalizer

by Ken St Andre. Adventure on the incredible Trip of the Lion - or for the fainthearted, the Trip of the Frog.

Ken has revised DED for the Deluxe Edition of Tunnels & Trolls. This long-out-of-print adventure is once again available. The updated edition includes new art and layout, plus information /suggestions for using DED as a game-master adventure. 1 Any, L1-4 (up to 70 adds recommended.) \$8.95



Deluxe City of Terrors

By Michael Stackpole. The deluxe outdoor adventure in the



city of Gull, on the sun-baked isle of Phoron, Meet strange denizens and dangerous foes in this massive solitaire adventure for Deluxe Tunnels & Trolls. Can you uncover the secret that is lurking in the shadows, as you fight for survival in the streets and buildings of Gull? This longer Deluxe edition of City of Terrors has been updated by Ken St. Andre to be compatible with the new

Deluxe Tunnels & Trolls rpg and includes additional options for players and new art, including a gorgeous color version of the classic Liz Danforth/Rob Carver cover digitally painted by Steve Crompton. 64 pages, B&W \$11.95

Other solos for dT&T

Deluxe Goblin Lake	36pgs.....	\$8.95
Deluxe Agent of Death	64pgs.....	\$11.95
Deluxe Adventurers Compendium	88pgs.....	\$14.95
Deluxe Naked Doom	36pgs.....	\$8.95
Deluxe Arena of Khazan	56pgs.....	\$12.95

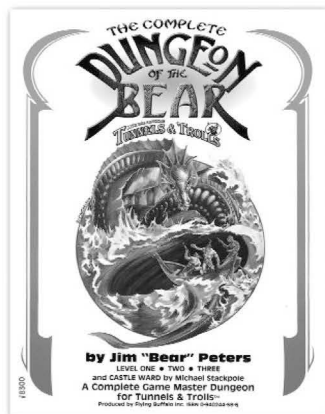
And more solos for Classic T&T

(Note: these are also playable with dT&T)

Sea of Mystery	32pgs.....	\$8.95
Gamesmen of Kasar	40pgs.....	\$8.95
Sea of Mystery	32pgs.....	\$8.95
When the Cat's Away	56pgs.....	\$8.95



Deluxe Dungeon of the Bear



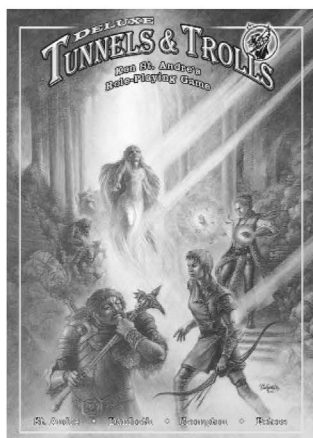
GM Adventure

The three-level GM adventure is available once again and has been updated by Jim "Bear" Peters for Deluxe T&T, and also includes some new maps of the entrance to the Dungeon, a nearby village and surrounding lands. 48+ pages of GM adventure, traps and maps! \$8.95.

NEW! Uncle Ugly's Underground Doom GM adv. - \$6.95

Deluxe T&T Hardcover Rulebook

This book includes 165 pages of rules and 250 pages with a solo, gm adventure, details on Trollworld four of its cities & 16 pages in color. Includes the full deluxe T&T rules, Elaborations and the Trollworld section. Price: \$60

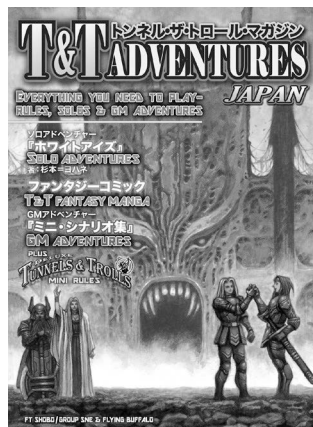


7-12 6-sided die (not pictured)

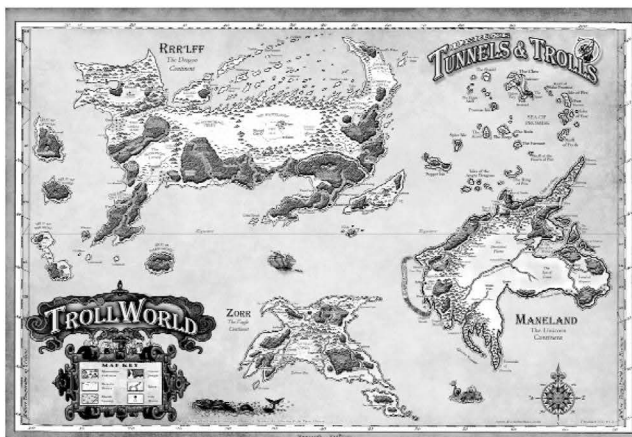
This unique die designed by Ken St Andre has pips that number 7-12. Ken says that Trolls never roll less than a 7! One die - \$10.00.

T&T Adventures Japan includes Solo, GM Adventures & Mini-Rules

A collection of Solo Adventures, Game Master Scenarios and FRPG Manga all translated into English, with the original Japanese illustrations and maps, from the pages of T&T Magazine in Japan! PLUS Ken St Andre has developed a mini-version of the rules especially for this book, These T&T mini-rules will allow first time players to be able to roll up and start playing in just minutes. The perfect book for new RPG players and a must-have for fans of all things Japanese or any T&T player!



Large Color Map of Trollworld



Full-color 17 x 22 map of the T&T Continent as done by Ken, Bear Liz and Steve: the color map from the dT&T \$10. (First 700 are signed by cartographer Steven S. Crompton.)

dT&T GM Screen



Sturdy full-color cardboard GM screen, packed with charts and info to make running a game that much easier! Laminated GM Screen - \$9.95

dT&T Magnet Set

One of the extras we created for the kickstarter is a set of magnets. We still have some left. 4 different magnets - \$8.00



How to Order:

Don't forget to add \$5 shipping on all orders to the USA. For all orders outside the USA: \$11 for Canada, \$19 for Europe, and \$27 for Japan or Australia.

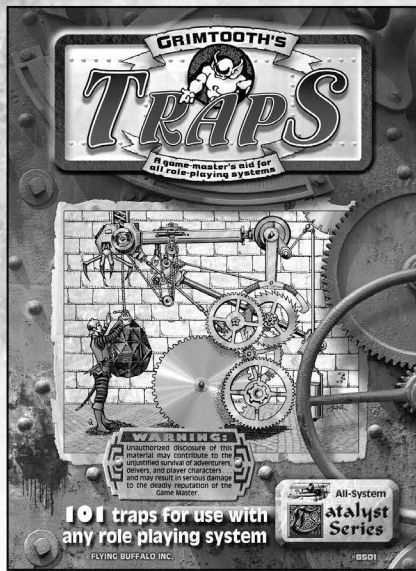
Your order will be sent airmail.

Flying Buffalo Inc. P.O. 8467, Scottsdale, AZ 85252

Or visit www.flyingbuffalo.com/tandt.htm

Many of our books are also available at www.DrivethruRPG.com

GRIMTOOTH TRAPS BOOKS:

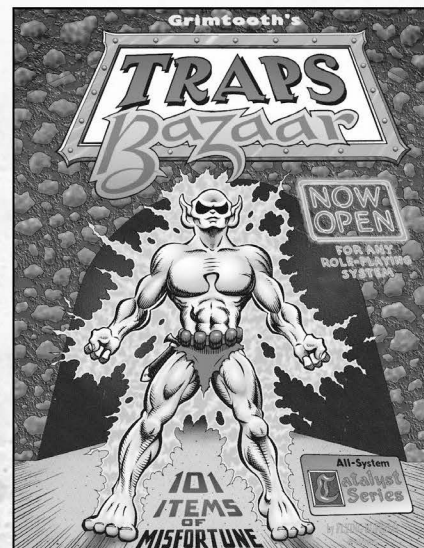
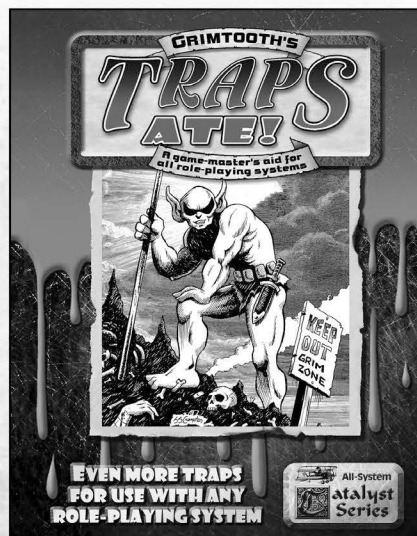
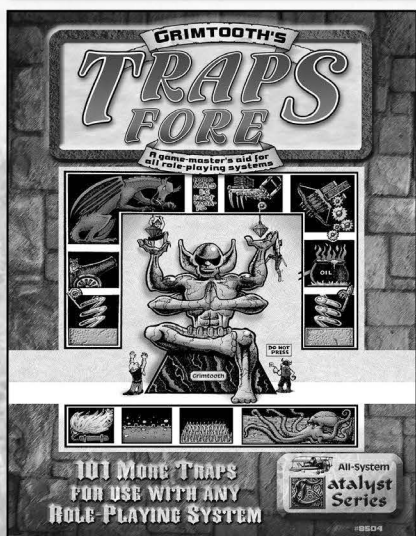
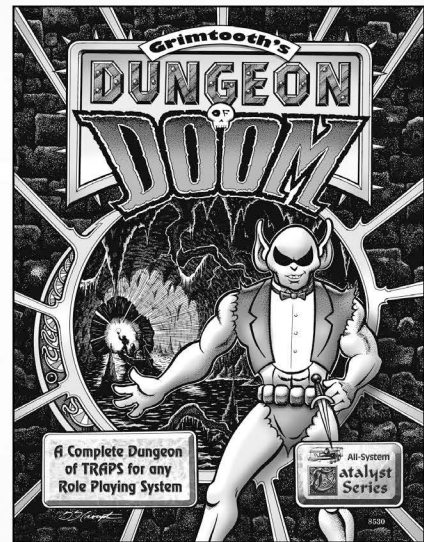
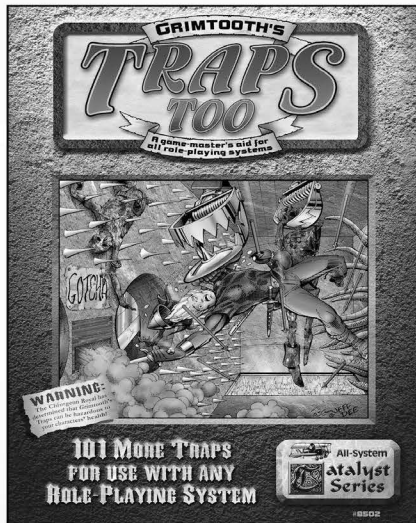
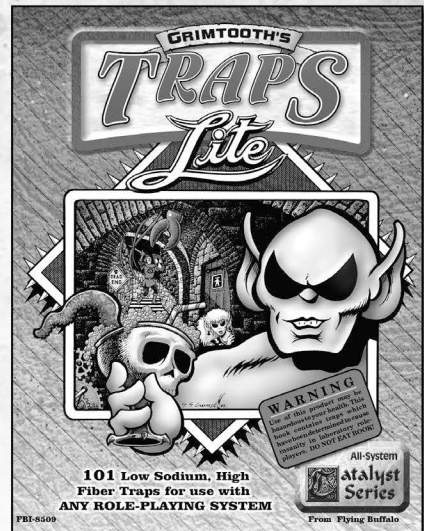


Back in print - all the original Traps books with enhanced covers, additional art and features all done by Grimtooth artist-slave Steve Crompton. Each book has 101 different traps you can use for any role-playing system. (*Dungeon of Doom is an actual Traps GM adventure*).

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