

MONSTERS MONSTERS

RPG & TOUGHEST DUNGEON



HARDCOVER
EDITION PDF

KEN ST. ANDRE'S

MONSTERS! MONSTERS!

RPG RULES



TAKE A WALK ON THE WILD SIDE!

2ND EDITION

MONSTERS! MONSTERS! & TOUGHEST DUNGEON HARDCOVER PDF

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TROLL TALK-ABOUT MONSTERS! MONSTERS!

By Ken St. Andre

What would Grimtooth tell you in this situation? Probably to keep your guard up and watch for traps.

You can blame (I mean credit) Steve Crompton and David Logvin for help on this updated *Monsters! Monsters!* I really just wanted to get *Toughest Dungeon in the World* back into print, preferably with better editing and illustrations. *Toughest Dungeon* is really an adventure written as a challenge for Trolls — the second half of it (first published as *Strange Destinies*) was written for Hrogrs. That means it was really designed as a *Monsters! Monsters!* adventure, instead of a *Tunnels and Trolls* adventure.

So, if it's an M!M! adventure, shouldn't you have the M!M! rules to go with it? But those rules haven't been revised since 1979, and a lot has changed since then. It was Steve's idea to put mini-rules for T&T into the Free RPG day products that Flying Buffalo has produced the last few years. That idea has been very successful. The main idea is for you, the player, to be able to pick up our adventure modules and quickly learn the game so you can play right away. Sure, we want you to buy deluxe *Tunnels & Trolls* (dT&T), the moderately large and expensive rule book, but it really isn't necessary for you to get into this RPG.

Steve has been pushing me for a new set of mini-rules for M!M! for some time now, and then David came out of the blue with a proposition for just such a critter. Frankly, I didn't like all of David's ideas, but at least he had new ideas, which is more than I had at the time. It was enough to get us going. (*It quickly became obvious that what started as mini-rules expanded into the full M!M! rules set in this book.*) The rules that follow are a collaboration between Steve, David, and me, with Steve and David doing a fair amount (but not all) of the actual writing, and Ken (that's me) making sure that it all conformed to my personal vision of Trollworld and *Monsters! Monsters!*



I hope that the result is so seamless that you can't tell who actually wrote what.

I'm very excited to be bringing you both a revised version of *Toughest Dungeon* and the *Monsters! Monsters!* Rules. There are enough changes in the M!M! part to really make it a different game from *Tunnels and Trolls*, but the underlying principles are the same, and those who understand one system should be able to play the other easily enough.

Now that you understand what we're doing, and why, then, in the immortal words of Maurice Sendak who wrote *WHERE THE WILD THINGS ARE*, "Let the wild rumpus begin!"

— Ken St. Andre

January 14, 2020.



HOW TO THINK LIKE A MONSTER AND WHY WOULD YOU?

Monsters! Monsters! is the flip side of standard fantasy role-playing. Its basic concept is of players rolling up monster characters that do monstrous things. This was a shocking concept in 1976 when the game was published. So for the decades that followed, *Monsters! Monsters!* was played in secret, behind closed doors, by only those souls brave enough to risk the judgeful glances of others. Now it's here again for a whole new generation of players to enjoy.

THE STANDARD RPG...

In the standard fantasy RPG, players usually role-play characters much like themselves in many ways. Civilized humanoids in search of treasure, glory, knowledge and the comradeship of others. In search of these things, adventurers explore caverns, dungeons and tombs often stocked with creatures, traps and of course treasure of various types. If they are lucky they get in, kill a bunch of mindless creatures and get out with a lot of loot they can sell in the nearby town.

WHAT IS MONSTERS! MONSTERS?

But think about this situation from the **Monsters'** perspective... They live in their caves, hunting for food and trying to guard family heirlooms, when all of a sudden a bunch of strangers break into their homes, attack their neighbors and families and then try to steal and break everything in sight! No wonder the monsters are angry and want revenge! In this game **YOU'LL** be playing the monsters. It's only natural that the monsters should come out of their tunnels and dungeons to strike back at the smug world of Humans, Elves, Dwarves, Hobbs, etc, who had been so greedily despoiling their homes and treasure. They are tired of having pesky human-types breaking into their lairs and they are going to take the fight out of the caves and up on the towns and villages in the human realm.



ON PLAYING A MONSTER

There is a huge variety of monsters one can play and we are listing dozens of different ones you can roll up from Goblins and Trolls, to Griffins and Dragons. The rest of these rules detail how to roll up these creatures and modify your dice rolls for a specific monster you'd like to play. First here's a way to think about HOW to play your monster. Keep in mind the following question:

What would a Monster do in any given situation?



Part of the fun of playing *Monsters! Monsters!* is role-playing the Monster, so instead of thinking what you might do, try to think of what the monster you are playing would do. For example, let's take a room with a treasure chest in it. Certainly a humanoid is likely to want to open the chest in search of treasure. But a Wyvern might not care at all about any treasure and instead might see the chest as a handy item to wrap around while taking a nap. A Basilisk or Slime-Mutant might see the chest as a great place to use as a hideout, or safe place. A ghoul might be interested in the chest in search of food. A troll might want to just smash the chest as target practise. Only a dragon might have any interest in the gold or gems that could be inside the chest.

That is a simplified example, but hopefully you can take that concept forward as you role-play. Remember though you can still layer the monster with your own personality traits. Are you cautious or impulsive? Are you humorous or serious? Would you fight or would you rather run away? These are all things that you can incorporate into how you play a monster.

What is the Monster's motivation? Is the monster looking for food, getting revenge, just exploring, likes to smash things in general or defending its home or friends and family? Keep this in mind as you play and it will help you decide its actions.

ROLL UP YOUR MONSTER



ROLLING UP YOUR MONSTER

For creating your Monster you need three 6-sided dice (3d6). Roll the 3 dice. Now write that total down on a separate piece of paper. Do that 8 times. The 8 numbers you have rolled will be your character's attributes. (*Note that if you roll triples, you roll again and add the totals of those two rolls together - This is called the **TARO** rule. **Triples Add and Roll Over***).

Monsters! Monsters! characters have 8 attributes:

4 **Physical** attributes: Strength (STR), Constitution (CON), Dexterity (DEX), and Speed (SPD);

4 **Mental** attributes: Intelligence (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 focus on physical combat.

If the character is going to rely on magic and trickery, it is best to assign the higher values to IQ, DEX, WIZ, and CHR. However, you may assign them as you wish.

CLASSES?

MONSTERS DON'T NEED THEM!

Monsters don't need classes. They don't attend formal training programs (magic or military schools). There is no need to pick Warrior, or Wizard, or Rogue. All monsters fight, and some can cast spells.

But every monster has a Kindred. This is their ancestral race and what gives them their "secret sauce." In *Monsters! Monsters!* every Kindred has its own buffs and debuffs to the 8 attributes, as well as a unique special ability based on their evolution in Trollworld.

CHOOSE YOUR KINDRED!

BE THE MONSTER OF YOUR DREAMS!

Monsters! Monsters! raises player monster choice to the next order of magnitude. If you can think of a monster, you can play it, subject to your GM's approval. It's up to your GM to find suitable adventures or make some ground rules as not every adventure is appropriate for every creature.

FAST START

FAST START KINDREDS

For a **Fast Start**, let's limit the choice to 5 kindreds:

Trolls (Forest or Jungle): Add 20pts to STR & CON, subtract 3pts from IQ & LK, add 10pts to DEX, and add 30pts to CHR. **Special Ability:** *Self-Healing* 1d6 pts of CON/10mins. Average wt/ht: 480 lbs, 12'.

Lizardmen (also called Dhesiri): Add 10 pts to STR & CON, add 4 pts to DEX & LK, subtract 3 pts from IQ, and subtract 5pts from CHR. **Special Ability:** *Armored skin* (2 pts per level), *Teeth* (2d6+4), & *Claws* (2d6+2). Average wt/ht: 195 lbs, 6'2".

Uruks: Add 4 pt to STR & CON, subtract 3 pts from LK, subtract 2 pts from IQ, and add 2 pts to CHR. **Special Ability:** *Fire Resistance* (Armor: 6 pts vs all fire-based attacks) Average ht/wt: 245 lbs, 6'.

Gremlins: Subtract 4 pts from STR & CON, add 5 pts to LK & IQ & DEX, and subtract 6 pts from CHR. **Special Ability:** *Bad Luck*. The mere presence of a Gremlin within 10 feet will automatically reduce the Luck attribute of every non-Gremlin in range by 25%. Average wt/ht: 65 lbs, 4'3".

Hrogrs: Add 20 pts to STR, add 30 pts to CON, subtract 5 pts from IQ, subtract 3 pts from LK, add 5 pts to CHR. **Special Ability:** *Winning smile*. Can befriend other kindreds with a Charisma saving roll equal to the other character's level. Average wt/ht: 270 lbs, 8'5".

There's more information about each kindred on page 20. Once you have rolled up your monster character and chosen its kindred and gender, pick a name for it. Your character's name can be whatever you like.

Below is a character sheet that shows what your character might look like once you've rolled them up. On page 31, we've included some blank character sheets so you can easily roll-up your own monsters. On the following pages we'll also give you details on how to fill out the other details on the character sheet like height, weight and money. (Roll 3D6 and \times that by 10 to determine how much money you start with.)

Note: The highest attribute number your character has divided by 10, determines your **level**. Any of your 8 attributes - whichever is highest. So if your highest attribute is a STR of 21, your character is 2nd level. If your highest attribute is a SPD 39, you are 3rd level and so on.

NAME: DREELEEK'SA KINDRED: LIZARDMAN
 LEVEL: 2 GENDER: M HEIGHT: 6'2" WEIGHT: 195
 AGE: 17 HAIR: NONE MONEY: 60

PRIME ATTRIBUTES

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

STR: 22 CON: 22 DEX: 12 SPD: 20
 LK: 19 IQ: 18 WIZ: 7 CHR: 5

Personal Combat Adds: 25
 You get one combat add for every point that each of these attributes is over 12.: STR, LK, DEX, & SPD.

SPECIAL ITEMS/CHAOS FACTOR: _____



This is what a standard character sheet would look like after you've rolled up your character and bought some equipment.



CHARACTER SHEET

WEAPONS & ARMOR:
GIANT CUDGEL 4D6
TEETH 2D6+4
CLAWS 2D6+2

SPELLS & POWERS:
NATURAL SCALES
GIVE +6 ARMOR

WANT TO PLAY A DIFFERENT MONSTER?

On page 20 and 21 are the *Monster Character Modifier Tables*, with 49 different monsters and their attribute modifiers. These are modifiers to the three dice you roll, customizing your character to the monster kindred you want them to become. Remember: triples add and roll again when rolling up attributes.

HOW TO DO COMBAT

The core of any role-playing game about monsters will be conflict and combat, lots of it actually. *Monsters! Monsters!* combat is fully compatible with the systems described in *Tunnels & Trolls* (see *dT&T rulebook for latest details*). The purpose of this system is to provide options and creative choices to the players, keep the story and action moving, and create reasonable outcomes based upon the fantastical circumstances that encompass an adventure.

The majority of battles break down to an **Us vs. Them** situation. The players (the monsters) are battling their enemies (typically Humans and their good kindred allies.) If there are more than 2 combatants, we call that Melee combat. Both sides have weapons, and the weapons are rated with dice (standard six-sided dice are all that is needed, just lots of them)!

For example, bare hands are worth 1 die, a dagger is 2 dice, and a sword provides 4 dice. The Equipment/Weapons List (see *Equipment Weapons Etc.*) provides the typical cost, along with the damage dice, and the number of hands required to wield it. Some Monsters have natural weapons (claws, teeth, and tails) that inflict similar damage.

Each side in a fight rolls their damage and produce a total pool of hits. Then the two pools are compared, and the losing side takes the difference as damage to their characters, however they want to split the damage. The hit points will reduce the CON of the player monsters or enemies, or MR Rating* if the enemies are just simple peasants or beasts without any adventuring skills (*see *Mankind Rating and Monster Rating section on page 9 for details*).

Let's do a very simple example: Dreeleek'Sa the Lizardman spots a lone human barbarian near a cave

and attacks. Lizardman has a giant cudgel worth 4D6 and the human has a spear worth 3D6. They fight. Lizardman rolls a 1, 1, 4 and 6, so his combat total is 12. The human rolls a 4, 3, and a 2, so her combat total is 9. Lizardman's 12 minus Human's 9 equals 3, so the barbarian takes 3 hit points of damage. The barbarian has a CON value of 12. So 12-3 is 9. The human is hurting, but she keeps fighting (since she is a barbarian). Combat round 2: Lizardman does better, rolling 3, 5, 5, and 6 for a total of 19 and is still the better fighter with a better weapon. The human rolls 6, 1, and 2, for a total of 9. 19-9=10. The human has to take another 10 hits. 9-10 = -1. The barbarian loses and falls to the ground.

M!M! combat can get more complicated, but the basic principle remains the same. You can do groups: say 4 gremlins vs. 5 humans. Gremlins roll a grand total of 55. Humans roll 40. Humans have to take 15 points of damage. They divide the damage among themselves however they can to avoid being killed by those devious Gremlins.

WHAT ARE COMBAT ADDS?

The damage dice of the 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 and are derived from the attributes that make a character better in combat.

Strength, because the more force you apply, the more damage you inflict; **Dexterity**, because of your prowess in landing your blows, the more damage you will do; **Luck**, because your good fortune improves your battle outcomes; and **Speed**, thanks to your quick reflexes, you are able to strike your target more often during the timing of a single combat round, dealing more damage.

Anything above **12** in those 4 attributes produces combat adds. **Strength** of 16 produces 4 adds; **Dexterity** of 13 produces 1 adds; **Luck** of 12 produces 0 adds and **Speed** of 15 produces 3 adds.

Keeping this in mind, let's do our example again. The barbarian's sister is looking for her in the wastelands and she finds Dreeleek'Sa the Lizardman close to the

scene of the first skirmish. This human has 30 combat adds—she is both strong and lightning fast. The Lizardman is an experienced combatant and has 26 combat adds, thanks to his powerful Strength, quick reflexes, and overall toughness. The human warrior has a hand axe that deals 3d6 damage, while the Lizardman has his trusty cudgel that he nicknamed “Peacekeeper” which deals a solid 4d6 of damage.

While the Lizardman still has the better weapon, this human barbarian is actually the more skilled fighter, thanks to her training and experience. The human rolls a dice total of 15 and adds 30 for her combat adds for a total of 45. Lizardman rolls 10 and adds 26 for a total 36. Lizardman takes 9 hits to his CON and retreats as this battle is not going well. The human chooses not to pursue the Lizardman, and instead rescues her fallen sister after the Lizardman escapes.

ADDING SPITE DAMAGE

Spite damage gives monsters of any size a chance to do damage to an opponent, even if they lost a combat round. For every one (1) rolled on the combat dice, an enemy takes 1 point of damage. (Straight to MR or CON, armor doesn’t protect against spite damage).

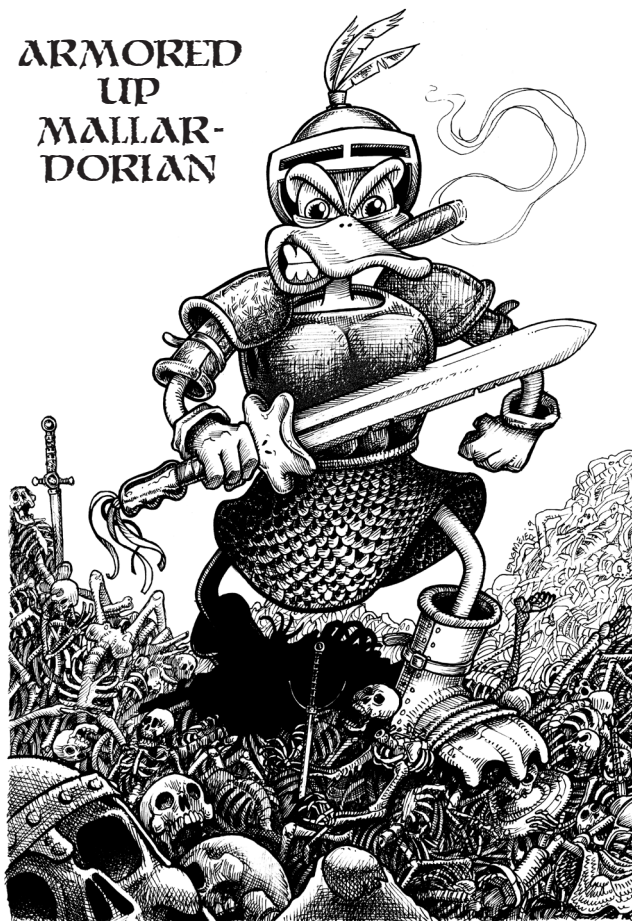
MISSILE COMBAT IN M!M!

Missile Combat in M!M! is different than T&T. Relatively few monsters use missiles as weapons (humans, centaurs, etc.), and those that do are proficient in their use. **Monsters or characters using monster or mankind ratings (MR) always hit any target larger than small** - i.e. bigger than a bread box and do their damage. **Monsters with attributes are good shots, but must always make a level 2 saving roll on DEX to hit a moving target, and a level 1 saving roll on DEX to hit a stationary one.**

They will always **hit** any target at point blank range, and always **miss** any target at long range or greater. The GM determines the range. (Most melee combat is short range.)

Since these are saving rolls, characters making them get adventure points for them. A catastrophic failure on a missile saving roll will either result in hitting a friendly target, or breaking the missile weapon in some fashion, or shooting oneself by accident. Let

ARMORED UP MALLAR- DORIAN



the player choose what happens.

ARMOR: A MONSTER'S BEST FRIEND

Armor is any protective gear that protects the head, torso, or extremities from all the pointy, slashy, and stompy things a monster (or human) might encounter in Trollworld. Think of it as protective clothing that will always block some damage. Not all monsters use armor and instead go “au naturel”, but for those that do equip protection, please see the Equipment/Weapons List for the values of common items of armor.

Let’s try an example to show how armor works. Kor-Tu the Uruk, an ally of Dreeleek’Sa the Lizardman, wears studded leather armor that provides 5 pts of protection, as well as an open helm that provides 2 additional pts of protection. He is equipped with a spear that deals out 4d6 damage and he has +17 combat adds. He is attacking three human militia, each equipped with short swords that do 3d6 damage each and zero combat adds. The soldiers are wearing simple quilted armor that only provides 4 pts of protection to each of them.



Round 1 begins with the Uruk rolling 13 pts of damage, plus 17 adds for 30 total. The three militia roll 9d6 total with zero adds and yield a combined pool of 36 hits. $36 - 30 = 6$ pts of damage. The Uruk luckily has an armor total of 7 points, so his armor can absorb all 6 hits and takes no wounds. The battle continues next round until one side is defeated or withdraws. Dirty tricks might help sway the battle one way or the other.

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 that Kor-Tu the Uruk finds a Giant Spider when it is asleep and decides to attack it. He rolls his dice (poorly) getting 1,1,2,4 plus 15. Spider gets zero. Kor-Tu wins inflicting 23 points of damage. The Spider's Monster Rating goes down from 64 to 41. The spider wakes up and wants to chomp the Uruk. It still gets 7 dice because it started as a 7-dice monster, but only gets 21 combat adds. Can you see that Kor-Tu has hurt the spider, but he is still probably going to die as the combat goes on?

USING MONSTER RATINGS

Not every opponent needs a full set of attributes in order to provide a challenge to the players. Fighting a pack of wolves or giant spiders are a good example

of a situation when all you need is the number of hits they can take and damage dice/combat adds. The Charisma score of the giant spider is not useful information. For quick encounters, we will use an alternative statistic called Monster Rating (MR). This is a single number that ranks its power.

The MR number will be used as its CON and dividing by 10 (rounding up) yields the number of dice it rolls when it attacks. Damage dice are a constant number, even when the creature is heavily wounded. Combat adds are calculated by taking the current $MR/2$ (based on any wounds taken), rounding up.

MANKIND RATING = MONSTER RATING

Since most humans aren't Warriors, Wizards, and Rogues (they are peasants, farmers, and tradespeople), they don't need a full set of attributes, as their abilities are not exceptional. We can likewise describe these common humans with MR. It will function identically, but the acronym will now have a secondary definition – **Mankind Rating**. The GM can use MR to define the hundreds of regular citizens who could potentially defend their village from attack, and then create stats for the two local knights who will pose a challenge to any potential raiding parties. *(Note: weapon adds and armor should be included as part of the MR rated characters' attacks/defences.)*

MONSTER RATING FOR THE PLAYERS

While every monster controlled by a player needs the full set of 8 core attributes, those values can also be converted into a MR. A Humanoid's CON = **Mankind Rating (MR)**. Calculated MR is useful for a wild player maneuver called Beast Mode. When a player chooses to go berserk and release their inner animal, they will no longer use their normal stats and instead use their converted MR and attack twice every combat round. This sounds great, but like everything in Trollworld, there is no free lunch. The first round in Beast mode will cost 4 pts of MR, the second 8 pts, the 3rd 16 pts, and so on.

The player cannot leave Beast mode until one of the following conditions is met:

- a) They collapse from the frenzy of battle rage once MR goes to zero (unconsciousness) or;
- b) There is no one (friend or enemy) within 20' — moving, fighting, talking, spellcasting, etc. It is quite easy to accidentally attack your comrades when using this berserk mode of combat.

HOW TO BE A BETTER MONSTER

At this point, you should have a basic character rolled up and now it's time to help you be a better monster. From here, we're going to give you some more information on HOW to use your character in game play, what Saving Rolls do, how to use Chaos Factor or Magic to affect your world, and where you can spend adventure points to develop your monster.

WHAT IS A SAVING ROLL?

A saving roll is the way we check to see if something happens in M!M! Any character can make a saving roll (SR) 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**. (**DARO** rule) For example, a roll of 1, 2, which equals 3, is a saving roll — a terrible one that **always fails** (critically), but a roll of 1, 1 would be doubles. Add the 2 points together and roll again. Let's say you roll a 5, 3 on your second try. That's 8 + 2 for a total of 10. Then you **add that total to your characters attribute** that the Saving

Roll is on be it LK, STR, WIZ, CHR, DEX etc.) Saving rolls are rated by levels of difficulty. A 1st level SR is something that could be difficult for the average monster as the target number is 20. 2nd level is something that could be very difficult for the average monster as the target number is 25. 3rd level is something that would be close to impossible for the average monster as the target number is 30. The target number goes up by 5 for each additional level of saving roll. (*Note: some GMs use Zero level saving rolls [15] for very minor tasks like walking across a narrow ledge of jumping over a small ditch etc.*)

However, no saving roll attempt is ever actually impossible in M!M! They just get increasingly unlikely as the level of difficulty goes up. Just like in T&T, Doubles Add And Roll Over. We call this the **DARO** rule.

For example: Grunhark the Gremlin is attempting to booby-trap a treasure chest with a poison dart trap mechanism. She announces that she's building a trap with components she has already purchased or stolen. The Game Master tells her to make a level one saving roll on her IQ to see if she is able to safely install this trap. Grunhark the Gremlin has an IQ of 13. She rolls 5, 1 on 2 dice. She adds that 6 to her attribute of 13 to get a total of 19 for her Level 1 Saving Roll (L1SR). The target number for L1SR is 20. The trap installation has failed!

Now the GM offers a few choices to Grunhark to avoid being injured by her own device. She can roll a Level 3 Saving Roll against DEX (try to dodge the poison darts) or a Level 2 Saving Roll versus Luck (slam the lid closed and hope for the best).

Grunhark has a DEX of 20 and Luck of 17, so she decides it is better to be lucky than it is to be good. She rolls 4,4. Doubles! She rolls again per the DARO rule and gets 3,4. Her grand total is 4+4+3+4+ 17 (Luck) for a total of 32. L2SR requires a 25 for success, so Grunhark is lucky today and manages to slam the lid of the treasure chest in time without injury to herself. (Since she made Luck L2SR by a healthy margin, the G.M. could announce that trap was not permanently damaged, so she could remove it and use it elsewhere).

STUNTS AND STUNTING

In any face-to-face role-playing session, situations will come up where the player will want to do something to change the outcome of a situation that is not going well for them. Game Masters should give them an opportunity to do so if they ask for it. Such an action is called a Stunt; the process is Stunting, and it's simple. The player explains what they would like to do. The GM evaluates the likelihood of the character being able to actually perform that action under the circumstances and **assigns a saving roll** based on an attribute or combination of attributes. The difficulty of the saving roll is based upon the GM assessment of how difficult the action would really be. Remember, in M!M! or T&T almost anything is possible, but some things are extremely unlikely.

Here's a simple example of *Stunting*. Morrkk the Uruk is fighting two human warriors, and losing—combat round one has already inflicted wounds equal to half his CON on him, and round two would probably kill him. Morrkk's player says, "Wait a minute! I want to try something to get out of this pickle." The GM says, "Ok. What do you have in mind?" The player says "I want to suddenly drop to the floor so that their next attacks miss me completely. While I am down there, I will kick them in the ankles and make them fall down also. As they go down, I will get up and run away." The GM says "That could work. Of course, you would really have to catch them by surprise. To do that will require a L2SR on Speed. (Level 2 because there are two foes.) Then to kick successfully will require a L2SR on Dexterity to hit them in the ankles or lower legs and drop them." Morrkk has a SPD of 16 and a DEX of 21, his best attribute.

(I leave it to you, Dear Reader, to determine whether Morrkk succeeded in his desperate move, and so lived to run away and fight again another day, or whether his foes were not fooled, and chopped him into wolf-meat on his way down. - Ken)

That is how Stunting works, and players who use it frequently get more adventure points and more fun from their roleplaying than those who simply do what the GM tells them.



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 M!M! 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

EQUIPMENT

make a saving roll (whether you made the roll or not) and defeating enemies. 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've 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 can be used to buy attribute points. To raise an attribute by one point costs 10 times the current value of the attribute in A.P. Our favorite fiend, Grunhark the Gremlin has managed to accumulate 212 A.P. She decides this would be a good time to bring her DEX up by 1 point. She tells the Game Master that she wants to spend a.p. to increase her DEX. The GM sees that Grunhark has 212 adventure points—just enough. She takes 200 of them away and Grunhark's DEX goes from 20 to 21. This is a permanent increase and becomes her new base value for that attribute. The higher your attributes, the easier it is to do a saving roll at your monster's level.

EQUIPMENT WEAPONS ETC.

Now that you have a basic character rolled up and understand the mechanics of M!M!, you just need some equipment to help you be a better fiend. To kickstart your career as an up-and-coming monster, roll 3D6 and then multiply that total by 10. That will be the amount of gold you start with. Some monsters don't need a lot of equipment, in that case, consider this your stash or hoard of gold and gear that you have acquired over the years from robbing & looting humans. Keep in mind most everything on this list is meant for humanoid monsters (and not even all of them would use everything on this list). Non-humanoid monsters are unlikely to be able to, or want to use most of these items.

The Equipment List provides a very short catalog of basic weapons, armor, and general supplies that you can buy. The *deluxe T&T* rulebook has hundreds of detailed weapons and armor, if you want to really customize your character. Usually, there are STR and

DEX requirements to use certain items, but in M!M! we aren't worrying about that. Be sure to record any purchased gear on your character sheet, and use the sheet to keep track of changes in your equipment inventory as you have adventures.

EQUIPMENT / WEAPONS LIST WEAPONS

(Odds are most all this equipment is 2nd hand as most monsters can't just go into a human city to buy things.)

Weapon Item	Details	Damage	Cost
Dagger	8 inches	2d6	9 gp
Large Dagger	11 inches	2d6	20 gp
Whip	5 feet long	2d6+3	35 gp
Short Sword	30 inches	3d6	35 gp
Longsword	42 inches	5d6	65 gp
Axe	5 lb head	5d6	73 gp
Club or Cudgel	42 inches	3d6	20 gp
Warhammer	38 inches	6d6	70 gp
Spear	6 ft long	4d6	45 gp
Light Bow	+24 arrows	3d6	40 gp
Heavy Bow	+24 arrows	5d6	75 gp
Troll-sized club	10 feet	8d6	50 gp
Magic Wand	<i>(Magic-users)</i>	0	70 gp
Magic Staff	<i>(Magic-users)</i>	2d6	80 gp

ARMOR

Armor Item	Details	Hits	Cost
Metal Gauntlets	Pair	2	20 gp
Arm Bracers	One arm	2	60 gp
Small Shield	3ft across	3	15 gp
Target Shield	5ft across	4	32 gp
Small Helmet	top of head	1	20 gp
Roman Helmet	open face	3	18 gp
Chainmail Shirt	covers torso	4	140 gp
Studded Leather	full suit	5	100 gp

GENERAL SUPPLIES

Adventuring Item	Cost
Leather Knapsack	3 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	15 gp
20 feet of heavy twine (<i>rope</i>)	2 gp
Monster Exploring Pack	
<i>Includes chalk, cloth sacks, 3 torches</i>	
5 matches, 20 feet of rope & waterskin	9 gp
Keg of Beer (<i>a Troll, Uruk & Hrogr favorite!</i>)	11 gp

CHAOS FACTOR

(Optional Rule)



Trollworld is a mystical place, and magic is the energy that holds the planet together. Monsters on the other hand are either reshaping the world or breaking the world. They tap into what we call *Chaos Factor*. *Chaos Factor* represents the forces in the nature that spread misfortune, bad luck, and ill omens throughout the land.

WHAT IS CHAOS FACTOR?

Monster kindreds bring chaos to the land as well as uncertainty, doubt, fear, and terror. This doesn't mean anything in regards to an "alignment" or personal philosophy or guiding principle, just extra hit points. To learn spellcasting, monsters have to permanently lose their primal connection to chaos energy.

Non-magic using monsters have a chaos factor equal to their level. This chaos factor allows them to change the total of any dice roll by that number of points either up or down. They can do this every time the GM calls for one or more players (or NPCs) to roll dice, but only once per turn. This can work for either combat rolls or saving rolls, but not both on the same turn. 1 monster gets 1 effect per turn. Monsters of the same kindred may combine their chaos power to alter the dice roll, but different kindreds can't. Example: Xmahg the dragon is a level 50 monster. When he attacks with flame breath he would roll 50 dice and add his combat adds, and if he wished, he could add another 50 points of damage. Or he could see that some hero was aiming at his one vulnerable spot and declare that he would decrease the hero's die roll, if possible just enough to make it come up as a 3 (1, 2) which is a critical fumble. Bad news for the hero! However, if two heroes were aiming at him, he could only affect one of them on that turn. Thus, chaos factor becomes an awesome power for the monster player who uses it effectively, but it can't fix everything.

MAGIC

OK, now it's time to talk about how to use Magic in M!M! If you are playing a character that isn't a spellcaster, you can skip this section and come back to it when you roll up a new monster with mystic powers. 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 (IQ) and dexterity (DEX). The spells almost always work (higher magic can sometimes block other magic from working.) Sometimes casting a spell will deplete another attribute by the same amount as it depletes the WIZ attribute. For example, uruks lose STR when they cast magic, and are mostly unaware that they even have a WIZ attribute. That was the general understanding of magic in earlier ages. To keep things simple for the game, we are only using the WIZ attribute, but reality is never simple, and it is possible to use other means of paying for magic in the game. You use your WIZ stat as the

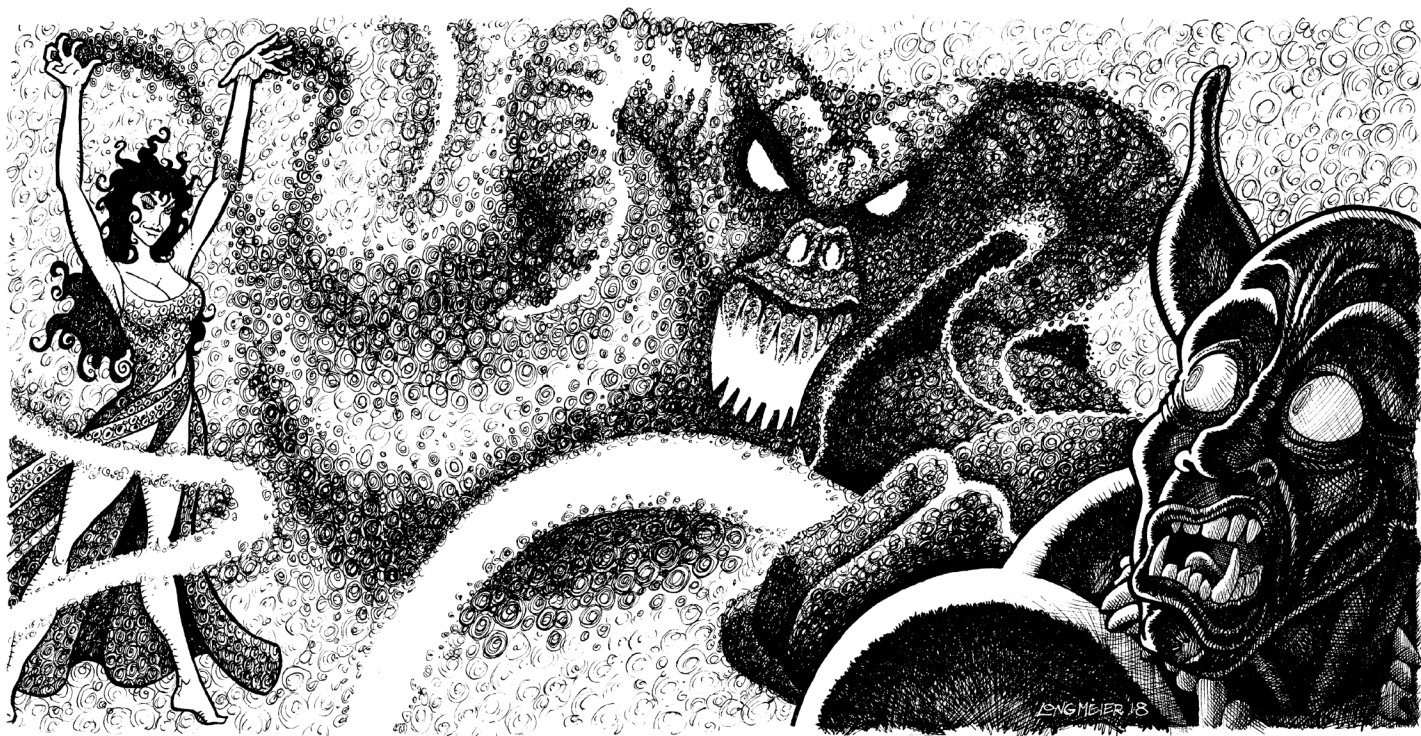
amount of magic that you can use to cast a spell. If a spell costs 2 points to cast, you subtract 2 points from your WIZ stat. Note that you can only cast one spell per combat round and you recover used WIZ at 1 point per 10 minutes of game time. Note also that there are generally 5 combat rounds of 2 minutes each — you'd be surprised how fast 2 minutes go by when you're fighting for your life, but in some cases where the action is really fast and intense, the GM may shorten combat rounds down to 1 minute, 30 seconds, or 10 seconds — whatever she feels is most realistic in the circumstances.

Monsters generally do not have the benefit of being able to attend a school for wizards and thus pick up a lot of magical knowledge. Because they usually don't have the training, they cannot use focus objects such as magic wands or staves. However, there are always exceptions. For example, uruks have a long tradition of shamans, and each older shaman teaches younger uruks various spells if they are willing to learn. They might even teach members of other kindreds if they had some incentive to do so. It's also possible for a humanoid monster raised among humans to gain schooling or training in combat or mag-

ic. When making a monster character, think about its backstory. Why do you want that character to be able to do magic? What spells do you want it to have? If you can think of a reason why your ogre would know a spell like *Lock Dat*, and you have the attributes to support it, then you can have that spell — just weave it into your backstory. Remember also that some parts of Trollworld are friendly to monsters — the city of Khazan, for example, and you can go there without being attacked on sight.

All spells are listed at their basic or lowest level. Some spells can be cast at higher levels to have greater effects; some can't. If it says N/A anywhere in the spell description, or a solo adventure, that means it's Not Applicable, and you simply can't do that action.

This rulebook gives a sampling of spells for the first five levels. There are, of course, many more spells available in the world, and you can find some of them in dT&T or spellbooks available at www.drivethrurpg.com and search for Trollhalla Press. When you feel comfortable with the game system and with the Game Master's approval, you can make up new spells of your own to include in your games.



MONSTERS! MONSTERS! SPELLBOOK

LEVEL ONE SPELLS

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

CURSE WEAPON WITH FIRE

Level: 1 **Cost:** 8 WIZ **Duration:** 10 game minutes
Range to cast: blade of target weapon
Power up per level: Doubles extra dice of damage per level.

Description: Causes the blade of a weapon to flame doing an additional 1D6 of damage at level 1. Each additional level of damage doubles the number of additional dice of extra damage.

DETECT MAGIC

Level: 1 **Cost:** 1 WIZ **Duration:** 1 combat turn
Range to cast: 5' per spell 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.

LIGHT UP!

Level: 1 **Cost:** 1 WIZ **Duration:** 10 minutes
Range to cast: N/A
Range of effect: Will light up an area 10ft around the caster.
Power up per level: Doubles range/or intensity of light.
Description: Lights up finger (or tendril) with equivalent of light from a torch.

SMOKE 'EM IF YOU GOT 'EM

Level: 1 **Cost:** 5 WIZ
Duration: 10 minutes or 5 combat turns.
Range to cast: Line of sight up to 100'
Range of effect: Varies, but similar to range to cast.
Power up per level: Doubles range of effect.
Description: Creates smoky tendrils that you can control. You can't actually touch or carry anything, but you could create air currents to blow out a candle, open an unlocked window or even go into someone's lungs and create a coughing fit.

TAKE THAT YOU FOOL

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 $\times 2$
Description: Deals deadly (killing) damage equal to the caster's IQ in hit points, but only affects a single target. Perfect for blasting Foolish Humans. Also works on Fiends!

LOCK DAT!

Level: 1 **Cost:** 3 WIZ **Duration:** Instant
Range to cast: Touch **Range of effect:** Touch
Power up per level: Locks doors and lids — spell level = lock level (*A higher level Open Dat will undo a lower level lock or Open Dat spell.*)
Description: Locks most of the same or lower level. Prior to the locking, magical energy will create a snapping sound.

OPEN DAT!

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 of the same or lower level. Prior to the unlocking, magical energy will create a snapping sound.

OH DERE IT IS

Level: 1 **Cost:** 4 WIZ **Duration:** 1 combat turn
Range to cast: line of sight (up to 20')
Range of effect: target
Power up per level: double the range of spell
Description: Causes invisible items, doors or beings to glow with a soft purple radiance.

* N/A - Not applicable

GIT OUTTA HERE

Level: 1 **Cost:** 5 WIZ **Duration:** 1 combat turn
Range to cast: 20'
Range of effect: Targets only one being.
Power up per level: Doubles range to cast.
Description: Combines total IQ, LK and CHR of-caster to drive away foe with lower MR or IQ, LK & CHR. If spell fails, foe will chase caster, ignoring other characters.

TURTLE FEET

Level: 1 **Cost:** 8 WIZ **Duration:** 1 combat turn.
Range to cast: Touch
Range of effect: One target
Power up per level: Doubles duration.
Description: Target slows down by half. Any action that would take 1 combat turn to perform takes 2 combat turns. In combat character does only half damage per turn.

LEVEL TWO SPELLS

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

BOOM BOMB

Level: 2 **Cost:** 7 WIZ **Duration:** Instant effect on use, but spell fades after 24 hours
Range to cast: 5' **Range of effect:** N/A
Power up per level: +2' blast radius per level
Description: Infuses a small rock or pebble with energy such that it explodes on any sharp impact. Does 10 points damage split among targets. Suitable as a sling stone or thrown object, but not for a bullet (it would blow up in the chamber). Blast radius can affect friendly targets.

DARK EYES

Level: 2 **Cost:** 6 WIZ
Duration: 30 minutes or 15 combat turns.
Range to cast: 10'
Range of effect: 20'
Power up per level: Duration $\times 2$
Description: Gives target night vision of a nocturnal animal such as a cat.

SHADE MA EYES

Level: 2 **Cost:** 6 WIZ
Duration: 30 minutes or 15 combat turns.
Range to cast: 10' **Range of effect:** line of sight
Power up per level: Duration $\times 2$
Description: Gives nocturnal creatures perfect day-vision. Removes any light sensitivity issues (*Note this spell does not protect any creatures that are adversely affected by sunlight, it only allows them to see better in the sun*).

OH DREAD

Level: 2 **Cost:** 3 WIZ **Duration:** N/A
Range to cast: N/A
Range of effect: Self
Power up per level: N/A
Description: Premonition spell. Used to predict the next peril that will threaten you, but does not tell you when or where.

THAT'LL TEACH YA

Level: 2 **Cost:** 5 WIZ **Duration:** N/A
Range to cast: N/A
Range of effect: Targets only one being.
Power up per level: N/A
Description: May be used to teach another spell-caster a spell that the teacher knows. Target must have high enough attributes to be able to learn/use the spell.

WHACK A HOBB

Level: 2 **Cost:** 5 WIZ **Duration:** 1 combat turn
Range to cast: 10' **Range of effect:** Affects entire blunt weapon.
Power up per level: Duration $\times 2$
Description: Immediately doubles base weapon dice roll for a single blunt weapon. The weapon must not have a blade, i.e. a cutting edge. The spell works on clubs, maces, hammers, stones, and bullets, but does not work on daggers, swords, axes, or arrows. Doubles the dice roll, not the number of dice rolled. It counts as enchanting a weapon where only magical weapons can do damage. Great for knocking on Hobbs popping out of their burrows!

DOUBLE-TROUBLE

Level: 2 **Cost:** 9 WIZ **Duration:** One turn
Range to cast: Touch **Range of effect:** Touch
Power up per level: Doubles duration
Description: Doubles any prime attribute of any character for up to 5 turns. When the spell wears off, that attribute is halved for same number of turns.

HIDE US ALL

Level: 2 **Cost:** 10 WIZ **Duration:** 3 turns
Range to cast: line of sight up to 50'.
Range of effect: 6' radius around target.
Power up per level: Doubles duration
Description: Makes user and party invisible (usually undetectable) for 3 turns.

POOR BABY

Level: 2 **Cost:** 2 WIZ per 1 CON
Duration: Instant
Range to cast: Touch **Range of effect:** One creature
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 poison, only on CON damage.)

MAGIC FANGS

Level: 2 **Cost:** 4 WIZ; 2 per combat round to maintain. **Duration:** Varies; see text.
Range to cast: Touch **Range of effect:** Touch
Power up per level: N/A
Description: Changes a small non-living organic object (like a belt, shoes, wood, etc.) into a small, poisonous serpent with an MR equal to or less than the casters CHR. **Poison:** Any Spite damage scored is applied again each combat turn until the end of the fight. Snake cannot communicate, but will obey simple commands from the caster.

OMNIPOTENT EYE

Level: 2 **Cost:** 5 WIZ **Duration:** Instant
Range to cast: 5' **Range of effect:** N/A
Description: Allows caster to assess the nature and level of any one spell or magical effect on an object or being.

LEVEL THREE SPELLS

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

TRIPLE STRIKE!

Level: 3 **Cost:** 9 WIZ **Duration:** One combat turn
Range to cast: Touch **Range of effect:** One weapon
Power up per level: Doubles duration
Description: Triples dice roll of any weapon for one combat turn.

DOUBLE-DASH

Level: 3 **Cost:** 7 WIZ **Duration:** One turn
Range to cast: Touch **Range of effect:** Touch
Power up per level: Doubles duration.
Description: Allows up to two actions per combat turn.

I FLY!

Level: 3 **Cost:** 8 WIZ **Duration:** One turn
Range to cast: N/A **Range of effect:** N/A
Power up per level: extends duration by 1 turn per level
Description: Allows user to fly for one turn. (Only affects spellcaster) Flight is at running speed.

THEY FLY!

Level: 3 **Cost:** 9 WIZ **Duration:** One turn
Range to cast: Line of sight
Range of effect: One person/item
Power up per level: Doubles duration
Description: Allows user to levitate one object or person for a turn. (Approximately 50 feet).

TAKE ME AWAY!

Level: 3 **Cost:** 14 WIZ **Duration:** One turn
Range to cast: Touch **Range of effect:** 50'
Power up per level: Doubles range of effect.
Description: Allows user to teleport touched object or person up to 50' in the direction of their choice.

SLEEP IT OFF

Level: 3 **Cost:** 11 WIZ **Duration:** 1-6 turns
Range to cast: 30'
Range of effect: Affects single target.
Power up per level: Doubles duration.
Description: Puts foes to sleep for 1-6 turns (roll 1 d6 per foe) Caster's STR, IQ & CHR must exceed each victim's STR.

RAVEN'S VIEW

Level: 3 **Cost:** 7 WIZ **Duration:** 30 minutes or 15 combat turns
Range to cast: 50'
Range of effect: One animal, fish, or bird.
Power up per level: Doubles range.
Description: Provides exact visual data from any 1 animal, fish or bird. You don't get to summon the creature or control its movement, but instead must use a nearby critter as your eyes to scan an area.

PROTECTIVE PENTAGRAM

Level: 3 **Cost:** 24 WIZ **Duration:** 10 minutes
Range to cast: 15'
Range of effect: 3' radius around target.
Power up per level: Doubles radius.
Description: Creates a protective energy barrier around a single target. Barrier will protect others that can fit within its range approx. 9 feet total size of pentagram. Pentagram cannot be moved.

CURSES FOILED

Level: 3 **Cost:** 7 WIZ **Duration:** Instant
Range to cast: 40' **Range of effect:** N/A
Power up per level: Nullifies higher level curses if user cast the curses foiled at the higher level.
Description: Negates and or banishes magic of the same or lower level. Works on all magic within range, which may include friendly magic.

OBEY ME!

Level: 3 **Cost:** 7 WIZ **Duration:** Instant
Range to cast: Touch **Range of effect:** Target
Description: Used on an already-subdued foe, this spell will enslave them for 10 turns, if the victim's total STR, IQ, and CHR are lower than the spellcaster's.

NEED FOR STEED

Level: 3 **Cost:** 10 WIZ **Duration:** Until user dismounts

Range to cast: 50'
Range of effect: One animal, fish, or bird.
Power up per level: Doubles range to cast.
Description: This will summon a nearby creature that will then be forced to be your steed. It will not assist you in battle, merely provide transport. The spell works well on wild animals (wolves, giant spiders, and large birds of prey,) but may require higher level magic on trained steeds.

HEALS 'EM

Level: 3 **Cost:** 12 WIZ **Duration:** instant
Range to cast: Must touch target.
Range of effect: One being. **Power up per level:** N/A
Description: Cures diseases and stops all further damage from that disease. Does not restore CON points lost.

DEM BONES

Level: 3 **Cost:** 14 WIZ **Duration:** 2 combat turns
Range to cast: 30' feet **Range of effect:** N/A
Power up per level: Duration $\times 2$
Description: Animates one intact skeleton into an undead creature controlled by the caster. MR = caster's STR + DEX + CON. Crumbles into dust when spell ends. Buried remains may require a combat turn to emerge from graves or tombs.



LEVEL FOUR SPELLS

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

HANDS OF FIRE (AND DOOM)

Level: 4 **Cost:** 22 WIZ **Duration:** 1 turn
Range to cast: 50' **Range of effect:** Target
Power up per level: Double duration.
Description: Glowing hands rise up from the earth and grab the target causing damage of 1d6 per spell level (since this is a basic 4th level spell it will do 4d6 damage). Note: Regular armor will not protect you.

TOO-BAD TOXIN

Level: 4 **Cost:** 7 WIZ **Duration:** Instant
Range to cast: Touch **Range of effect:** One being
Power up per level: N/A
Description: Stops the harmful effect of any poison and removes it from the poison victim. Does not restore lost CON or heal wounds caused by poisoned weapons.

SLUSH-YUCK

Level: 4 **Cost:** 15 WIZ
Duration: 2 combat turns **Range to cast:** 40'
Range of effect: N/A
Power up per level: Doubles duration or volume affected $\times 2$
Description: Converts up to 1000 cubic feet of rock into mud or quicksand for 2 turns.

SMOKE IMP

Level: 4 **Cost:** 20 WIZ **Duration:** 1 combat turn.
Range to cast: 50' **Range of effect:** 10' radius
Power up per level: N/A
Description: Creates a cloud of poisoned gas in a targeted location (within the sight of the caster). Any who breathe it loses 25% of their CON or MR. One-time only damage.

SIDEBAR: MAKING MAGIC

Designing additional spells is possible with the input and direction of the GM and agreement of the players. The dT&T Rulebook also has over 100 spells to choose from.

LEVEL FIVE SPELLS

Level Five Spells require a minimum of 18 points in both INT and DEX

GIAGANTIFY

Level: 5 **Cost:** 11 WIZ **Duration:** 1 turn
Range to cast: Touch **Range of effect:** one being or object
Power up per level: $\times 2$ number of dice rolls per level
Description: Increases size and value of targeted object within the range area. Roll 1d6 +1 and multiply size and other attributes by the number rolled.

SHRINKIFY

Level: 5 **Cost:** 11 WIZ **Duration:** 1 turn
Range to cast: Touch
Range of effect: One object or being
Power up per level: $\times 2$ number of dice rolls per level
Description: Decreases size and value of any targeted object within the range area. Roll 1d6 +1 and multiply size and other attributes by the number rolled.

SUX TO BE YOU

Level: 5 **Cost:** 10 WIZ **Duration:** Takes effect instantly, permanent unless magically nullified
Range to cast: Touch **Range of effect:** one person
Power up per level: N/A
Description: This curse switches the target's LK with their lowest attribute. (Can be reversed with a 5th level *Curses Foiled* spell).

GLASS THAT!

Level: 5 **Cost:** 16 WIZ **Duration:** Instant
Range to cast: Line of sight.
Range of effect: Affects one item
Power up per level: N/A
Description: The targeted non-living weapon or item becomes as brittle as glass, so that it will shatter upon impact.

MIND POX

Level: 5 **Cost:** 19 WIZ **Duration:** 3 combat turns
Range to cast: 50' **Range of effect:** Targets
Power up per level: N/A
Description: Causes mental confusion in sentient beings; victims cannot attack or defend themselves. Number of beings affected can be equal to caster's level.



MODIFIER TABLE

MONSTER CHARACTER MODIFIER TABLE

Roll 3d6 for each character stat and then multiply that stat by the number listed below to create the kind of monster you want. In some cases the stat will increase, in others it will go down. A "1" means that, whatever the total of the 3 dice rolled is the stat for your monster. Note for CHR column: ☠ = means terror; ! = some fear; ? = indicates surprise or disgust.

♥ = awe or liking; (These are reactions that regular humanoid kindred would have to the monster.)

HUMANOID MONSTERS

See monster descriptions beginning on page 22

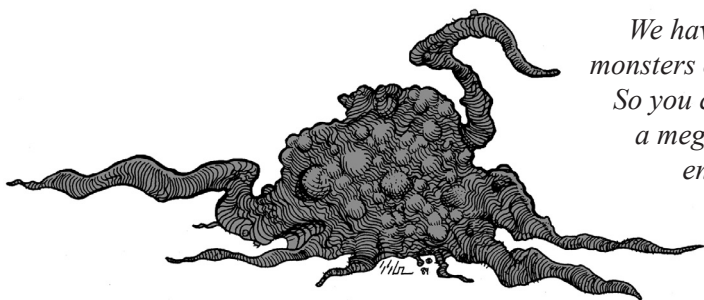
Monster	STR	CON	DEX	SPD	CHR	IQ	LK	WIZ	Wt.	Ht.	Special Power
1 Balrukh	×20	×20	×1	×1	×5 ☠	×1	×1	×3	×5	×4	<i>inflammable</i>
2 Bat Troll	×2	×1	×4	×1	×.50 !	×.25	×1	×.50	×1	×1.10	<i>self healing</i>
3 Centaur	×3	×3	×1	×2	×1	×1	×1	×1	×3	×1.50	<i>archery</i>
4 Demon	×4	×4	×1.50	×1.25	×3 ☠	×2	×.25	×2	×2	×1.50	<i>curses</i>
5 Dhesiri (Lizardmen)	×1.75	×1.75	×1	×1.10	×.75?	×.75	×1	×1	×1	×1	<i>armored skin</i>
6 Field Fiend	×1.50	×1	×1.50	×1	×1 ?	×.50	×.50	×2	×.75	×1.25	<i>sleep/drain power</i>
7 Ghargh (Gargoyle)	×1.50	×7	×1	×.75	×.75!	×1	×1	×1	×1	×1	<i>flight/armor</i>
8 Goblin	×.75	×.75	×1.50	×1	×.50?	×1	×1	×1	×.75	×.75	<i>underwater</i>
9 Gorgon	×1	×1.25	×1.50	×1	×1 ☠	×1	×.75	×2	×1	×1.25	<i>stone gaze</i>
10 Gremlin	×.50	×.50	×1	×1	×.50?	×1	×1.50	×1	×.33	×.33	<i>bad luck</i>
11 Harpy	×1.50	×1.50	×.25	×.90	×.25!	×.66	×1	×.50	×.50	×1	<i>flight</i>
12 Hrogr	×2	×2	×1	×1	×2 !	×.75	×1	×.50	×1.25	×1.50	<i>likeable</i>
13 Human	×1	×1	×1	×1	×1	×1	×1	×1	×1	×1	<i>2d chance SR</i>
14 Lamia	×2.50	×2	×1	×1.50	×2 !	×1	×.50	×1.50	×1.50	×1	<i>hypnosis</i>
15 Living Skeleton	×1	×1	×1	×1	×1.50?	×1	×.90	×1	×1	×1	<i>transparent skin</i>
16 Living Statue	×2	×10	×.33	×.75	×1	×1	×1	×.33	×10	×1	<i>stone skin</i>
17 Mallardorian	×.75	×1.10	×1	×1	×1	×1	×1.25	×1	×.66	×.66	<i>fly/water float</i>
18 Merperson	×1.50	×1	×1.50	×1	×1	×1.25	×1	×1	×1	×1	<i>underwater</i>
19 Minotaur	×2.50	×2.50	×.75	×1.25	×2 !	×.75	×1	×.75	×1.50	×1.25	<i>weapon talent</i>
20 Mummy	×2	×3	×.33	×.66	×.50 !	×3	×.50	×1	×1	×1	<i>undead</i>
21 Oozeekin	×1	×2	×.50	×1	×.50 !	×1	×1	×1	×.80	×1	<i>acid damage</i>
22 Ratling	×.75	×.75	×1	×1	×2 !	×.75	×1.25	×.50	×.75	×.75	<i>sense of smell</i>
23 Troll - Flesh	×3	×3	×1	×1	×3 !	×1	×1	×.33	×4	×2	<i>self healing</i>
24 Troll - Stone	×3	×3	×1	×1	×3 ☠	×1	×1	×.33	×4	×2	<i>self healing</i>
25 Uruk	×1.15	×1.15	×1	×1	×1 ?	×1	×1	×.75	×1.25	×1.15	<i>fire resistance</i>
26 Vampire	×2.50	×1	×1	×1.25	×2 ?	×1.25	×1.25	×3	×1	×1	<i>immortality</i>
27 Yeti	×4	×4	×1	×1	×2 !	×.25	×2	×1	×2	×1.50	<i>invisibility</i>
28 Zombie	×1	×2.50	×1	×1	×1 !	×.50	×.50	×1	×1	×1	<i>regenerate</i>

MONSTER CHARACTER MODIFIER TABLE

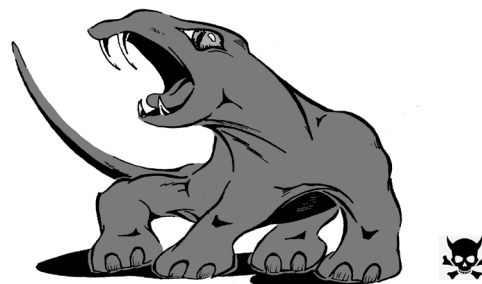
Roll 3d6 for each character stat and then multiply that stat by the number listed below to create the kind of monster you want. In some cases the stat will increase, in others it will go down. A "1" means that whatever the total of the 3 dice rolled is the stat for your monster. Note for CHR column: ☠ = means terror; ! = some fear; ? = indicates surprise or disgust. ♥ = awe or liking; (These are reactions that regular humanoid kindred would have to the monster.)

NON-HUMANOID MONSTERS

Monster	STR	CON	DEX	SPD	CHR	IQ	LK	WIZ	Wt.	Ht.	Spec. Power
29 Basilisk	×.25	×.25	×.66	×1	×.33 ?	×2	×1	×5	×.10	×.10	<i>petrifying gaze</i>
30 Chain Beast	×3	×3	×3	×1	×3 !	×.50	×1	×1	×2	×1	<i>magic chains</i>
31 Chimera	×4	×3	×.10	×1.25	×2 !	×1.20	×.25	×.25	×4.50	×1.33	<i>panic</i>
32 Chompcholla	×1	×1	×1	×1	×.25 !	×25	×.25	×.50	×.50	×.50	<i>grows nodules</i>
33 Dire Wolf	×2	×2	×.50	×2	×1.50 !	×1	×1	×.25	×2	×1.20	<i>telepathy</i>
34 Dragon	×25	×50	×3	×.75	×10 ☠	×5	×.50	×5	×50	×7-15	<i>flame breath</i>
35 Durdle "Demon"	×.67	×1	×1.50	×1	×.50 ?	×.50	×2	×1	×1	×1	<i>hearing/ngt. vision</i>
36 Gakk	×3	×3	×1	×1	×.20 !	×.25	×1	×.25	×1	×1	<i>walk on walls/smell</i>
37 Ghast	×2	×4	×1.50	×1	×2.50☠	×1	×.50	×.50	×1.5	×1	<i>sense of smell</i>
38 Giant-Slug	×2	×10	×.10	×.15	×.10 ?	×.10	×.25	×1	×10	×2	<i>poison slime</i>
39 Griffin	×10	×10	×.25	×1.20	×2.50♥	×1	×1	×.50	×9	×1.50	<i>flight</i>
40 Hopperman Toadster	×2	×1	×2	×1	×.50 ?	×.50	×1	×.50	×.50	×.50	<i>darter tongue</i>
41 Hydra	×15	×.25	×.66	×1	×2 ☠	×.10	×1	×1	×3	×2	<i>poison bite</i>
42 Mind Leech	×4	×2.50	×1	×1	×.50 ☠	×2	×4	×2	×.33	×.33	<i>body snatching</i>
43 Night-Gaunt	×3	×3	×3	×1	×2.50?	×.50	×.25	×.33	×1	×1	<i>flight</i>
44 Obsidian Spider	×2	×1	×2	×1.50	×2.50☠	×1	×.50	×5	×.50	×1	<i>armor/poison</i>
45 Quicksilver	×.50	×.50	×.50	×.50	×.50 ☠	×.50	×.50	×.50	×.50	×.50	<i>electrical attack</i>
46 Shoggox	×20	×50	×1	×1	×10 ☠	×.25	×1	×.33	×10	×5	<i>shape-shifting</i>
47 Sphinx	×4	×2	×.75	×1	×3 ?	×1.50	×.66	×1.50	×1.50	×1	<i>riddles</i>
48 Stingaree	×5	×5	×2	×1	×2 ☠	×.50	×.50	×.33	×6	×2	<i>poison</i>
49 Unicorn	×2	×3	×.25	×1.25	×3 ♥	×1	×1.50	×.50	×2	×1	<i>healing</i>
50 No Monster											



We have numbered all the monsters on the modifier charts. So you can also use these as a mega-random monster encounter chart.



MONSTERS OF TROLLWORLD

Most of you are familiar with Goblins, Minotaurs, Griffins and Harpies, but you probably don't know what a Gakk is. It is just one of the many creatures unique to Trollworld, the place where Monsters! Monsters! and Tunnels & Trolls adventures often take place. (*You may use the T&T/M!M! rules in any setting you choose. Trollworld is a default for people who don't have settings of their own. It's also where I set most of my games and adventures.*)

This brief guide will describe those creatures. We will also detail the special powers of all the monsters listed in the **Monster Modifier Chart**. Note to GMs: you can add additional powers or change them if that better suits the scenarios you are running.

In Trollworld, as on Earth, every creature has one or more abilities or powers that help it survive. The following list is meant to give you, the player, some idea of the abilities and powers of the creatures of Trollworld. These may be thought of as inherent physical abilities, or as Talents, or as the special casting of magical spells. Some can be activated at will by the players or GM while others may require saving rolls or certain numbers coming up on the dice during a combat roll.

These revised M!M! rules are changing **Spite Damage** from 6s to 1s on a dice roll, where Spite Damage is a point of damage for each 1 rolled in combat. Alternatively, when Spite Damage occurs it may activate a special power that a monster has. For examples: see the basilisks and gorgons below. Of course there are innumerable other kindreds and creatures that could be considered to be monsters. Some of them are explained in the dT&T rules. Others appear in various published modules. And you are encouraged to create your own.

Some of these creatures were submitted by Kick-starter backers. Those monsters are credited in their descriptions. Thank you one and all for your efforts!

BALRUKH:

They are a sort of super flame demon, associated with dark shadows and blazing flames. Not entirely solitary, they often seize positions of leadership among uruks and trolls, and have been

known to command dragons. Their preferred weapon is a many-thonged whip of flame, though they will also use flaming swords, axes, maces, etc. Inherently sorcerous and with great knowledge of the dark arts, Balrukhs could become the mightiest of wizardfolk if they didn't despise everything but raw power.

Special Ability: Balrukhs are *impervious to flame*, and have a flaming aura that surrounds them. Anyone closer than 2 feet must take 1d6 of damage to CON every game turn that they are that close to the Balrukh.

Rarity: Very Rare. Usually found deep underground.

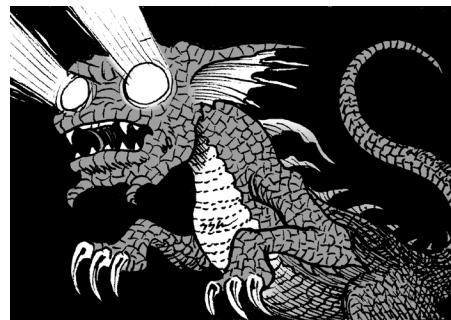


BASILISK:

Is a form of lizard ranging in size from that of a dwarf to that of a small troll.

Special Ability: *Petrifying gaze*.

A basilisk can sometimes turn a foe or victim from flesh to stone just by looking at it. This ability is only activated in combat if two or more 1s are thrown on the dice. As a non-combat ability, the basilisk must make a saving roll on its IQ equal to the level of the creature it is trying to petrify in order for the power/spell to take effect. Basilisk petrification is a temporary effect. The victim will revert to its natural self in 1 hour of game time with no memory of the intervening time, but with all its attributes decreased by 1 point. **Rarity:** Common



BAT TROLL:

The Bat Troll is one of the many kinds of trolls that inhabit Troll-world. It stands usually 6-8 feet tall and is notable for its oversized ears, eyes, and long prehensile tail. They avoid daylight because bright light hurts the super sensitive eyes, but love to hunt near dawn and just after sunset. Bat Trolls are mostly loners, but sometimes team up with werewolves to hunt. They are intelligent and may know various languages, especially Common and Elven. Bat Trolls despise elves and humans above all else. They attack with their long claws and tail, which can act like a whip and deliver cutting slashes with considerable force. They chiefly inhabit forested areas with plenty of caves, and are known to inhabit the ruins of Hael'ku.



Special Ability: *Regeneration.* The Bat Troll regenerates up to 1/10 of its CON (or monster rating) at the end of any combat round. It is also partially resistant to forms of magic that deal direct damage, taking only half the usual damage of the spell.

Rarity: Uncommon. Usually only found in caverns.
(Created by Jason Youngdale)

CENTAUR: Centaurs have a natural Marksmanship talent equal to their character level, generally used with bow and arrows as their favorite weapon, but sometimes it may be used with other forms of missiles. Centaurs can be especially deadly with gunnes.

Special Ability: *Archery.*

Rarity: Uncommon, many live on Maneland.

CHAIN BEAST: Appears as a shadowy creature with a size and build similar to a large adult tiger. Its body and limbs are festooned with chains that shift and move constantly. It can move with complete silence, but its malicious nature often causes it to torment its intended targets with the spooky sounds of rattling chains. The Chain Beast has a vicious tooth-filled maw. To restrain someone

with the chains, it hurls a section of chain from itself that wraps tight around the target and binds their limbs restricting all movement. The range is only 20 - 50 feet. Once entangled only a successful STR saving roll can free the victim — the level of the roll is determined by the creature's monster rating divided by 10 and rounding up. Thus a small Chain Beast with a MR of 100 would require a L10SR on STR to get free of entangling chains. The main weapon isn't the binding chains, but rather the many chains that will whip out of its body and flail about trying to strike everything within reach (probably around 10 - 12 feet, unless it's larger or smaller than normal).

Special Ability: *Magical Chains that entangle when spite damage is rolled.*

Rarity: Extremely Rare.
(Created by Robert Rosenthal)

CHOMPCHOLLA: A mutated version of the cholla cactus standing about 5 feet high. They look more like an ambulatory weed with cactus flower eyes and waving cylindrical limbs. They appear in groups of 2 to 12 (Roll 2D6) and only in desert environments. Created by a god-wizard sorceress to serve as guards for her desert domain, they have outlived their creator and are found in hot dry places like the Bronze Uplands south of Khosht.

Although they are intelligent, mobile, and vaguely manlike, the chompchollas are not a playable kindred. Their only interest in life is taking over water sources. They have neither language nor tools, and their weapons are detachable parts of their own bodies, nodules, with barbed needles that embed into whatever they touch causing damage. These nodules are often thrown at enemies. Needle wounds are extremely painful and can cause incapacitation, but are rarely fatal. Chompcholla do not eat their victims.

They are vulnerable to fire and physical damage as they are dry, brittle creatures. Water rejuvenates them though so be sure to burn any remains or they may form back up.... eventually.

Special Ability: *Grows nodules* **Rarity:** Rare
(Created by Gary Cunningham)



CHIMERA:

There is something about chimeras that induces panic — the inability to fight, and the desire to flee with all possible speed in most other living crea-

tures. The panic power can be resisted or overcome by making an IQ saving roll on the same level as the chimera.

Special Ability: *Panic.*

Rarity: Uncommon.

DEMON: Trollworld demons have little to no interest in souls and they take many forms from small imps, and sexy succubi to large muscular hulks.

Special Ability: *Curses.* The curse power must be moderated by a GM, and it only takes effect if the demon is able to fully speak the curse aloud in the hearing of the victim. Curses may be ameliorated, resisted, or removed only by the power of Blessings. Simple curses like “I curse you to die,” are seldom used by demons. They are more diabolical than that, and generally wish to cause extended suffering to their victims. Trollworld demons have little to no interest in souls.

Rarity: Uncommon. Usually summoned by wizards.

DHESIRI: Human-sized Lizardmen.

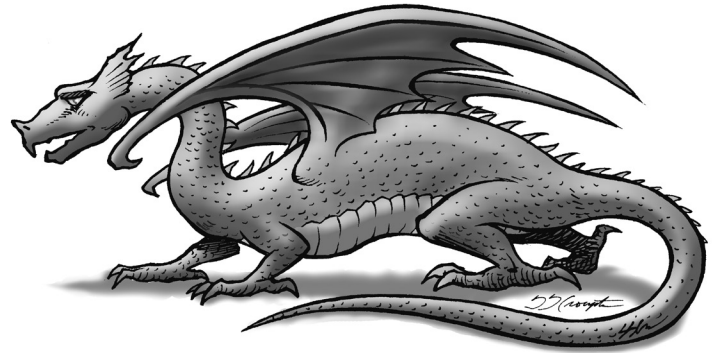
Special Ability: *Armored skin.* All lizardmen get double their character level in armor protection for their hides. Example: a L4 Dhesiri warrior would shrug off the first 8 points of combat damage each round when fighting.

Rarity: Common. Especially in the south of Rr’lff.

DIRE WOLF: A large Wolf the size of a tiger

Special Ability: *Telepathy.* Wolves can communicate with other animals and beings by projecting images directly into their minds. They cannot read minds or understand language unless Wizard Speech is being used, but they are adept at understanding what other creatures want.

Rarity: Common. All over Trollworld.



DRAGON: A giant reptile usually with batlike wings, and possessed of sharp claws and teeth. Many of them like to create nests out of gold and silver.

Special Ability: *Flame breath* is activated by rolling Spite Damage in combat. For each 1 rolled on the dice the dragon gets its own level in D6s of damage as a flame attack that cannot be avoided. Flammable objects will catch fire. When not in combat, Dragons may use their flame breath at will.

Rarity: Uncommon.

DURDLE “DEMON”: About the size of a chimpanzee that uses circular openings to ambush its prey. With its incredible hearing it can detect creatures passing through openings near its abode. They generally live above ground often in old ruins where there is an abundance of appropriate locations for them to hear. Their prehensile tail makes them adept climbers. Durdle Demons live in small family groups of 2 to 7 creatures. Although they have eyes, they see only in infrared, making them practically blind. They do have large movable ears and extremely keen hearing. They are not actual demons and have no supernatural or magical powers except an extreme agility. They are especially fond of eating Ratlings.

Special Ability: *Hyper-hearing.* Poison glands located on hands and feet near their claws exude a strong sedative that will often sedate prey into unconsciousness within 1-3 combat rounds if they do spite damage (make a L1SR-CON to remain conscious) They often leave victim creatures alive after eating only a small parts like eyes, ears, and other protuberances.

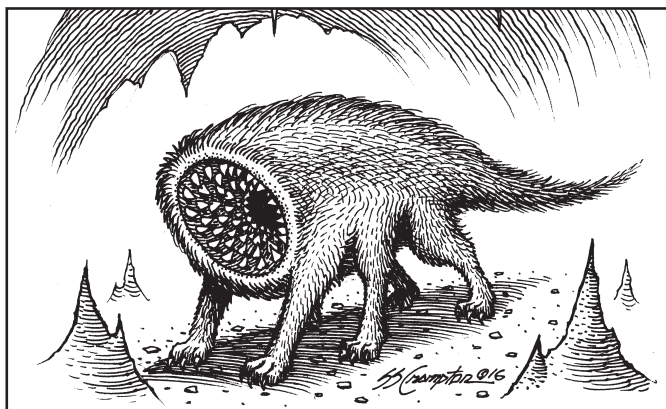
Rarity: Uncommon.

(Created by Stuart Skilton)

FIELD FIEND: Looks like a humanoid made of vines and plant material. It stands between 6' and 8' tall with a jack-o-lantern head. The Fiend is a plant, not an animal, and it isn't intelligent in the same way that animals are. That means it doesn't flee when damaged. It lives in fields, meadows, and the edges of wooded areas. It can stand perfectly still appearing to be a normal plant, waiting for an unsuspecting victim. It can also "walk" around to attack a victim. If no food comes along within a few days, the Field Fiend will walk randomly off to find something it can devour. The Field Fiend is a semi-intelligent plant, only interested in eating and growing. If there are no animals for it to eat, the fiend can subsist entirely on soil, water, air, and sunlight.

Special Ability: Can cause sleep and drain life force.

Rarity: Uncommon. Found especially in rural areas.
(Created by Bill Schaab)



GAKK: Looks something like a 6-legged wolf crossed with a tarantula. Its mouth is perfectly circular and emits a purple vapor each time the thing breathes out. Each leg is tipped with dagger sharp claws. It doesn't roar when it attacks. It burbles, but it is a very loud and frightening burble.

Special Ability: Gakks can walk or run on any solid surface including walls and ceilings. They also have a super sense of smell - even better than a dogs.

Rarity: Uncommon

GHARCH (Gargoyles): Smaller than humans and with hard, gray scaly skin, the Gharchs also have the added benefit of large bat-wings that allow them to soar into the skies. Found mostly in the northeastern corner of Rrr'lff, the Gharchs rule over that area and attack any outsiders who might dare to invade. They

have four cities, Tarka (the largest), Grach, Raaka and Skrat. They do very little trading with any others, apart from their own kind. They are sometimes hired as mercenaries by Vampire lords.

Special Ability: They have an inherent ability of flight and their tough skin is the equivalent of chain-mail armor in battle. (12 hits.)

Rarity: Common - especially in NE Rr'lff.

GHAFT: A large monster with the body of a kangaroo, the head of a shark, and a mane of prehensile tentacles. It also has formidable claws on both fore and hind legs. Their fur, teeth, and skulls are highly prized by subterranean kindreds such as dwarves, goblins, and dark elves. Each ghaft tooth is the equivalent of a small knife (2D6) and may be used as one if necessary. These creatures have large eyes that are well-suited for seeing in the dark.

Rarity: Uncommon

GIANT SLUG: Range in size from 3ft tall to over 12 feet tall. Slug slime is a contact poison and may be applied to weapons to increase their damage effect. It only has effect if an actual wound is inflicted and does not increase the weapons dice.

Special Ability: *poison slime* that does 1D6 of damage for each 10 points of monster rating or character level that the slug may have.

Rarity: Uncommon. Found in wet/humid areas.

GOBLIN: About the size of dwarves but much thinner, Goblins usually live near large bodies of water. they are adept at fishing, and know the spell: *Summon Fish*, but can only use it when underwater.

Special Ability: Goblins can stay *underwater* for long periods of time. 10 minutes for each level.

Rarity: Common. Found all over Trollworld

GORGON: Gorgons typically wear veils and masks to pass in society as normal humans.

Special Ability: Gorgons inherently know the 9th *Medusa Spell*, (see dT&T rulebook), except that it works when you see the Gorgon's naked face including the open eyes. Gorgonic petrification is permanent unless counteracted by a *Pygmalion* spell (see dT&T rulebook). There are both male and female Gorgons.

Rarity: Rare.

GREMLIN: With green, scaly skin and long pointed ears, gremlins are some of the smaller of the humanoid kindred. *Special Ability: Bad Luck.* The mere presence of a Gremlin within 10 feet will automatically reduce the Luck attribute of every non-Gremlin in range by 25%.

Rarity: Common. All over Trollworld.

GRIFFIN: A creature with the body, tail, and back legs of a lion; the head and wings of an eagle; and sometimes an eagle's talons as its front feet.

Special Ability: Inherent *flight* ability.

Rarity: Uncommon.

HARPY: Harpies have poisonous talons (mostly because they are filthy). Wounds inflicted by Harpy talons will have a delayed effect of causing the victim to lose 1D6 of CON points due to infection. (This effect should be applied at the end of any adventure, not immediately when wounded.)

Special Ability: flight. Unless seriously injured, all harpies can fly. This is an inherent ability. They must rest for 10 minutes every hour of flight.

Rarity: Common. Found all over Trollworld.

HOPPERMAN TOADSTER: This monstrous hybrid is a sort of fusion of doberman pinscher and bullfrog, having the body like a dog and the head like a toad. This beast is about the size of a deer.

Special Ability: Dart tongue. If the monster rolls two 1's of damage, its tongue has shot out and grabbed the player's weapon, disarming that character.

Rarity: Rare. Found in swamps and wetlands.

(Created by Piper)

HROGR: (Ogre) An ancient race of humanoid-shaped beings who live among ruins and other wild places around the world. The common term for them is Hrogrs. Many are subject to mutations including multiple heads, eyes, horns, skin deformities. Larger than humans ranging from 6 - 10 feet tall

Special Ability: Likability *charisma bonus.* They can befriend any intelligent being and most of the smarter animals by making a CHR saving roll on the character level of the target. Hrogrs practice Jewel Magic (which remains a mystery to all others.)

Rarity: Common. Found all over Trollworld

HUMAN: *Special Ability:* a *second saving roll* as long as they don't critically fail the first one. This is due to humankind's persistence and optimism.

Rarity: Common. Found all over Trollworld



HYDRA: Hydras are multi-headed serpents. Each head has poison fangs. When hydras inflict wounds, each wound will cause repeating damage on each subsequent combat turn

as the poison takes effect, decreasing by just 1 point per combat turn until the wounded has either died, been cured, or outlasts the poison. Hydra poison damage is permanent to the victim's CON, even if cured.

Special Ability: Poison bite.

Rarity: Uncommon.

LAMIA: Lamias are actually the female form of Nagas. *Special Ability: Hypnosis.* Their special ability is to hypnotize and dominate/mind-control other humanoid creatures. This is done by making opposed saving rolls in IQ at successively higher levels until either the lamia or the target fails one. While the mental struggle is going on, the target cannot engage in physical combat.

Rarity: Uncommon.

LIVING SKELETON: Shunned by most other humanoids Skeleton men tend to keep to themselves. *Special Ability: Transparent skin.* This also affect their muscles, blood and organs, allowing only bones and teeth to remain visible. This can induce fear and panic in humans and elves, which can be resisted by a L1SR on IQ.

Rarity: Common. Found all over Trollworld

LIVING STATUE: *Special Ability: Stone or metal skin.* Living statues are always created by wizardry, and may sometimes be imbued with other special effects at the will of the GM. Their skin acts as natural armor providing 10 points of protection for each character level of the statue.

Rarity: Uncommon.

MALLARDORIAN: These recent arrivals to Trollworld currently have enclaves on Zorr, the eagle continent. About 25% smaller than the average human, their feathery bodies and duck-like features give them great swimming abilities and they can fly. (They cannot carry any passengers.) At a distance and in armor they are often mistaken for dwarves.

Special Ability: can float on water even when wearing armor. Although they have learned the Common Tongue, the unique duck-like accent makes them very difficult to understand.

Rarity: Rare. Only found in a few locations.

MERPERSON: **Special Ability:** Merpeople have 2 forms and may switch between them at will. One form looks perfectly human and can pass for human except for the gills visible on the neck while on land. The other form has the upper torso of a humanoid and the lower torso and tail of a large fish (scale color may vary). This is their more common form, and they prefer to live and do all things underwater.

Rarity: Uncommon.

MIND LEECH: A large flat symbiote, that attaches to the spine of their host where they can hijack the body. As a symbiote they can offer their long learned knowledge in exchange for some blood and cooperation. Mind Leeches vary in disposition from cruel masters to benevolent partners. They are light gray in coloration with black symmetrical marks similar to a Rorschach test. Each set of markings is unique to that leech. Sometimes they are 'handed down' through a family line. Mind Leeches live for centuries and are solitary. They essentially boost the IQ (add 3D6 to the INT of any character newly possessed.) With the Game Master's agreement, players hosting mind leeches may come up with a backstory that allows for the adding of skills, languages, and the occasional unusual perspective. A fully grown mind leech can cover the entire back of a humanoid. The top side of a mind leech is tough and leathery, providing 6 points of armor; the bottom is soft and contains numerous needle sharp cilia that penetrate the skin and into the main nerve that runs down the spine. Leeches learn what the human host knows, and can retain that knowledge their entire life. They can take over the mind of the host at will, and gain

total control of its body. When not attached to a host mind, leeches are generally found in shallow pools of salty water. Mind leeches without sentient hosts are no better than animals and are incapable of building a civilization.

Special Ability: Body Snatching

Rarity: Rare (Created by Todd Zircher)

MINOTAUR: **Special Ability:** Weapon Talent. Due to their singular focus on combat, Minotaurs are extremely proficient with a weapon of their choice. Minotaurs have a combat Talent that gives them 1 extra d6 for each character level with one chosen weapon, not all weapons. Minotaurs also have horns that can work as supplementary weapons, each horn getting 1D6 of damage per character level. Example: a L3 Minotaur with both horns at full length could do 6D6 plus combat adds damage in close combat simply using their horns as weapons.

Rarity: Common. Found all over Trollworld

MUMMY: Having died once already, and coming back as undead, no amount of physical damage will actually kill them again. Their CON attributes may be raised and lowered, but only physical dismemberment or burning actually takes them out of a fight. Even dismembered, the individual pieces of a mummy retain their unlife abilities to move, and parts will re-unite if brought into contact with each other.

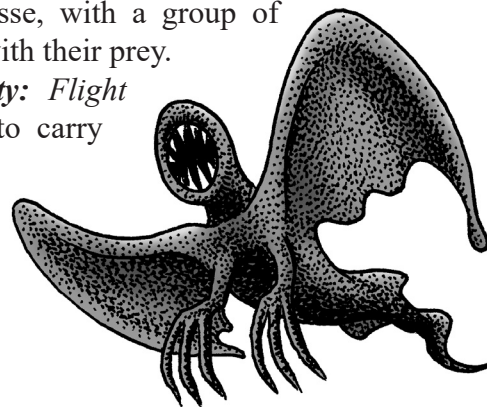
Special Ability: Undead.

Rarity: Uncommon. Found in dry, warm locations.

NIGHT-GAUNT: These dark creatures are roughly the size of an eagle, with dead-black rubbery bodies, featureless heads, and long prehensile toes. They also have leathery wings. Night-gaunts prefer to attack en masse, with a group of them flying off with their prey.

Special Ability: Flight and the ability to carry more than their weight.

Rarity: Uncommon.



OBSIDIAN SPIDER: 12-legged spidery horrors made of living obsidian. Intelligent, malevolent, solitary. Their nourishment is primarily rock-based, but the calcium of bones and teeth, and the iron in blood is food for them, and is enough incentive to cause them to attack fleshy life forms. Like rock trolls, they have regenerative abilities, but the regeneration is not nearly so speedy or magical in nature. An obsidian spider will regrow a damaged or amputated leg, but it will take weeks or months to complete the process. These spiders do not spin webs.

Special Ability: *Armor and poison bite.* Obsidian is very hard, but somewhat brittle. Obsidian spiders get 1 point of armor for each 10 points of CON. The bite of a spider injects tiny shards of obsidian into the bloodstream which has the effect of cutting tiny wounds inside the veins and arteries of the victim, causing 1D6 of CON damage every 30 minutes of game time for up to 1 day or character death.

Rarity: Rare. Only found underground

OOZEKIN: The mad wizard, Ogberdammus, experimented with blending humanoids with oozes, and slimes. The OozeKin are the sentient result. OozeKin in their natural state resemble humans made of firm gelatin. They are clear, though may be tinged with various colors. OozeKin are capable of speech, though their soft voices possess a wet burbling quality and are incapable of shouting. While able to walk, they cannot run. However, this limitation is offset by their ability to collapse into a pool of ooze which can seep through the smallest of cracks and reform. Fire is their worst fear, for it will desiccate them into powder, and once turned to dust they are truly dead. Edged and piercing weapons cause wounds that close quickly and water helps them regenerate, albeit slowly. They retain some of the acidic qualities of their progenitors and can dissolve non-living organic material over time. OozeKin do not wear clothing or carry weapons. Normal combat is done by splashing onto a foe and attempting to enter via nose or mouth, filling the lungs and asphyxiating the target.

Special Ability 1: Acid Damage activated by Spite damage. Every point of Spite damage does 3 points of acid burn damage to organic creatures.

Special Ability 2: *Ooze form.* Movement is one

quarter normal but they can seep through anything that isn't watertight. Ooze separated from the main body remains alive and may rejoin the main mass at a later time if physical contact is established.

Rarity: Uncommon.

(Created by Marzio Ombra)

QUICKSILVER: A living mercury metallic creature, it holds itself into a blob while alive. It feeds on noble metals (gold, silver, platinum, palladium, etc.) by quickly extending a pseudopod to touch the metal, dissolving it, then absorbing it. Quicksilver has no use for or effect upon, ferrous or base metals, and is even poisoned by lead such that a relatively small amount of lead will drive it off and larger amounts can kill it. It can flow through narrow openings and can be trapped in a container for years with no effect other than it will be VERY hungry on being released. Other than poisoning by lead, it is damaged by fire and can be immobilized for a time with cold. Ordinary weapons have no effect except to splash it about. Once dead it acts like, and essentially is, a puddle of mercury. Quicksilver is not intelligent and its only attack is the electricity it can emit.

Special Ability: *Electrical attack.* If anything moves to protect the noble metal from the pseudopod, it will make a lightning attack (1D6 of electricity for each 10 points of monster rating — round down.)

Rarity: Very Rare. Usually found in mines or caverns

(created by Brian Gross)

RATLING: **Special Ability:** *Heightened sense of smell.* Taller than dwarfs and shorter than humans, Ratlings are tough fighters with long teeth and claws. They can speak and wear clothing, but they are rather primitive.

Rarity: uncommon.

SHOGGOX: They are the substance of the worst nightmares, a large bubbling mass of greenish black, which can morph



into any shape with myriads of horns, teeth, eyes and tentacles. Incredibly tough and carnivorous, Shoggoxes have come to Trollworld via some long-forgotten dimensional rift. They are immune to most standard attacks and only magically enhanced weapons and strong magic spells can defeat them. Shoggox are usually found in deep caves or near ancient ruins as they prefer to remain undisturbed, as if waiting for some event to bring them forth on an unsuspecting world.

Special Ability: Their inherent *shape-shifting* ability is limited to basic forms. They are not able to flow through cracks and holes in search of prey. **Rarity:** Uncommon.

SPHINX: A Sphinx has the body of a lion, the wings of an angel, and the head of a human. They are mostly female, but male Sphinxes do exist.

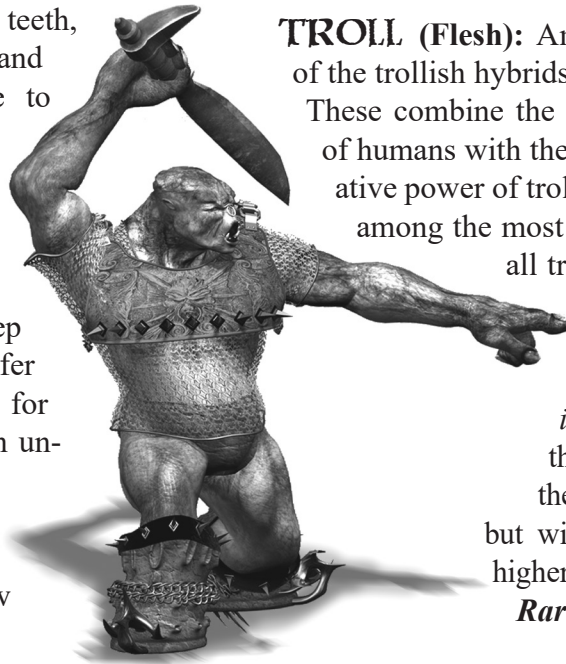
Special Ability: *Riddles.* They can remember hundreds of different riddles to ask and they love to play the Riddle game for high stakes, frequently life and death. Most of them know the 6th level *Divine Disapproval* spell (see *T&T rulebook*) which they use when the victim fails to answer the riddle. They can sometimes be tempted by other forms of gambling.

Rarity: Common. Found all over Trollworld

STINGAREE: Often confused with the common manticores, this monster is a chimeric semi-intelligent Trollworld beast that has the face and head of an Hrogr, the neck, torso, and upper body of a lion that changes into the lower body of a giant scorpion. It has 6 limbs, 2 lion-like front legs and 4 arachnid lower body legs. Its primary weapons are dagger-like claws on its front feet, and a long, scorpion-like sting instead of a tail.

The creature's sting is extremely poisonous — the venom can kill an adult human in a few minutes. The scorpion riders of the Bronze Uplands have domesticated stingarees and use them as hunting beasts.

Special Ability: *poison stinger* doing 1D6 of poison damage per character level or 10 points of monster rating. **Rarity:** Rare



TROLL (Flesh): Among the most frightening of the trollish hybrids are the human-troll mixes. These combine the relatively high intelligence of humans with the size, ferocity, and regenerative power of trolls. Troll-human hybrids are among the most common and dangerous of all troll types. (Including *forest, swamp and jungle trolls.*)

Special Ability: Trolls have accelerated *self healing*. They recover 1/10 of their CON or monster rating at the end of each combat round, but will not regenerate to a level higher than their natural attribute.

Rarity: Common.

TROLL (Stone): Rock trolls are the original inhabitants of Trollworld. They are a silicon-based life-form that evolved on this world before it had an atmosphere. They range in size from about six feet to sixty feet tall weighing between 800 and 30,000 pounds. The larger ones are thousands of years old and seldom come to the surface except to stargaze on remote mountain peaks. Their coloring is often slate gray, but may range from sandy red to cobalt blue. It is not uncommon for lichen to grow on the usually shadowed parts of a troll's body.

Special Ability: Trolls have accelerated *self healing*. They recover 1d6 pts of CON/10 minutes. Trolls will not regenerate to a level higher than their natural attribute. Their skin is extremely tough and stonelike, and provides 1 point of armor for every 10 points of CON or monster rating. Their blood is acidic and does burning damage to any flesh that comes in contact with it. The GM is left to adjudicate how much damage and whether the acid affects metals or other substances as well.

Rarity: Common. (Giant trolls are Extremely Rare).

UNICORN: The horn of a unicorn contains the power of the unicorn. Unicorns may heal any physical wounds by simply touching them with the horn. Unicorn horns lose their power when separated from the animal physically, but retain some potency as a universal antidote for poisons when ground into a powder.

Special Ability: Able to *heal others*.

Rarity: Uncommon.



URUK: Uruks come in various skin tones, usually grayish, yellowish, or greenish. Their skin tends to be rough and scaly. About the same mass and weight as men, uruks are recognized by their lack of head and body hair except for vestigial eyebrows. Many also have sloping foreheads and prognathous jaws, but others can look almost human.

In a world dominated by humans, uruks tend to be regarded as monsters. Most uruks are members of nomadic tribes that inhabit the wastelands of the continent of Rrr'lff, or else dwell in the tunnel complexes that infest the landscape. They have better darkness vision than men and a far better sense of smell, and generally have little fear of death or wounds and make excellent fighters. Few of them have the talent for magic, and those who do often make mistakes or judgmental errors.

Special Ability: *Fire resistance.* Though not immune to fire by any means, they are less affected by it than other humanoids. They like to carry flaming weapons, and sometimes cover body parts with a flammable oil which they set afire and suffer little harm from doing so. Armor: 6 pts vs. all fire-based attacks.

Rarity: Common. Found all over Trollworld

VAMPIRE: Vampires are undead, can exist forever and are hard to kill. Only cutting off their head guarantees their death. Vampires have other powers as well, but these vary based on the knowledge, age and type of Vampire. Trollworld Vampires are not affected negatively by garlic, prayer, or running water. They do require a constant supply of fresh blood or else they will fall into a torpor and then a coma from which only a blood bath (literally) will arouse them. Some Vampires are wizards and have great magical powers (*see Vaults of K'horr for examples of such creatures*), but other, low level slave-vampires are scarcely more powerful than or-

dinary human beings. Vampires do not like the light of the sun but it does not kill them.

Special Ability: *Immortality.*

Rarity: Uncommon. Many are found in K'Horror.

WERE-CREATURES: Trollworld has a wide variety of were-beings. They are not affected by moonlight in any particular way. Their attributes vary depending upon the two classes of being they combine. For example, a standard horror movie werewolf would be equivalent to a Dire Wolf in attributes, but its special powers would be Regeneration up to .25 of max CON per combat round (yes, they regenerate damage even faster than Trolls) and Infection. Any bite wound that draws blood will infect the victim with the were-curse if the victim survives the bite. New weres will change involuntarily whenever they fail a CON or STR saving roll. Older weres may have learned to control their change voluntarily if they have INT of 13 or greater.

Special Ability: *Able to change form/fast healing.*

Rarity: Common. Found all over Trollworld

YETI: They are immune to cold, and prefer to live in lands perpetually covered in ice and snow. They have the inherent ability to turn invisible at will.

Special Ability: *Invisibility.*

Rarity: Uncommon. Found in forests & mountains

ZOMBIES: Zombies on Trollworld are not true undead, but are instead victims of a disease that mimics death in its early stages and produces horror movie zombies in its later stages. Like the were curse, zombieism is contracted by contact with another zombie that draws blood.

Special Power: *Zombies ignore damage* that might ordinarily kill a normal being of that type. Only destroying the head is a quick way of killing them, and headless zombies have been known to stagger around for hours or days before complete death takes them.

Rarity: Common. Found all over Trollworld.

Note to GMs: *You can create your own monster kindreds based on other legendary creatures or animals. Use the modifier chart and these monster listings as a guide to help you. Remember, it's always more interesting to give your creatures a weakness, as well as a special power.*



NAME: _____ KINDRED: _____

LEVEL: _____ GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES

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

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

LK: _____ IQ: _____ WIZ: _____ CHR: _____

Personal Combat Adds: _____

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

SPECIAL ITEMS/CHAOS FACTOR: _____



CHARACTER SHEET

WEAPONS & ARMOR:

SPELLS & POWERS:

NAME: _____ KINDRED: _____

LEVEL: _____ GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES

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

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

LK: _____ IQ: _____ WIZ: _____ CHR: _____

Personal Combat Adds: _____

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

SPECIAL ITEMS/CHAOS FACTOR: _____



CHARACTER SHEET

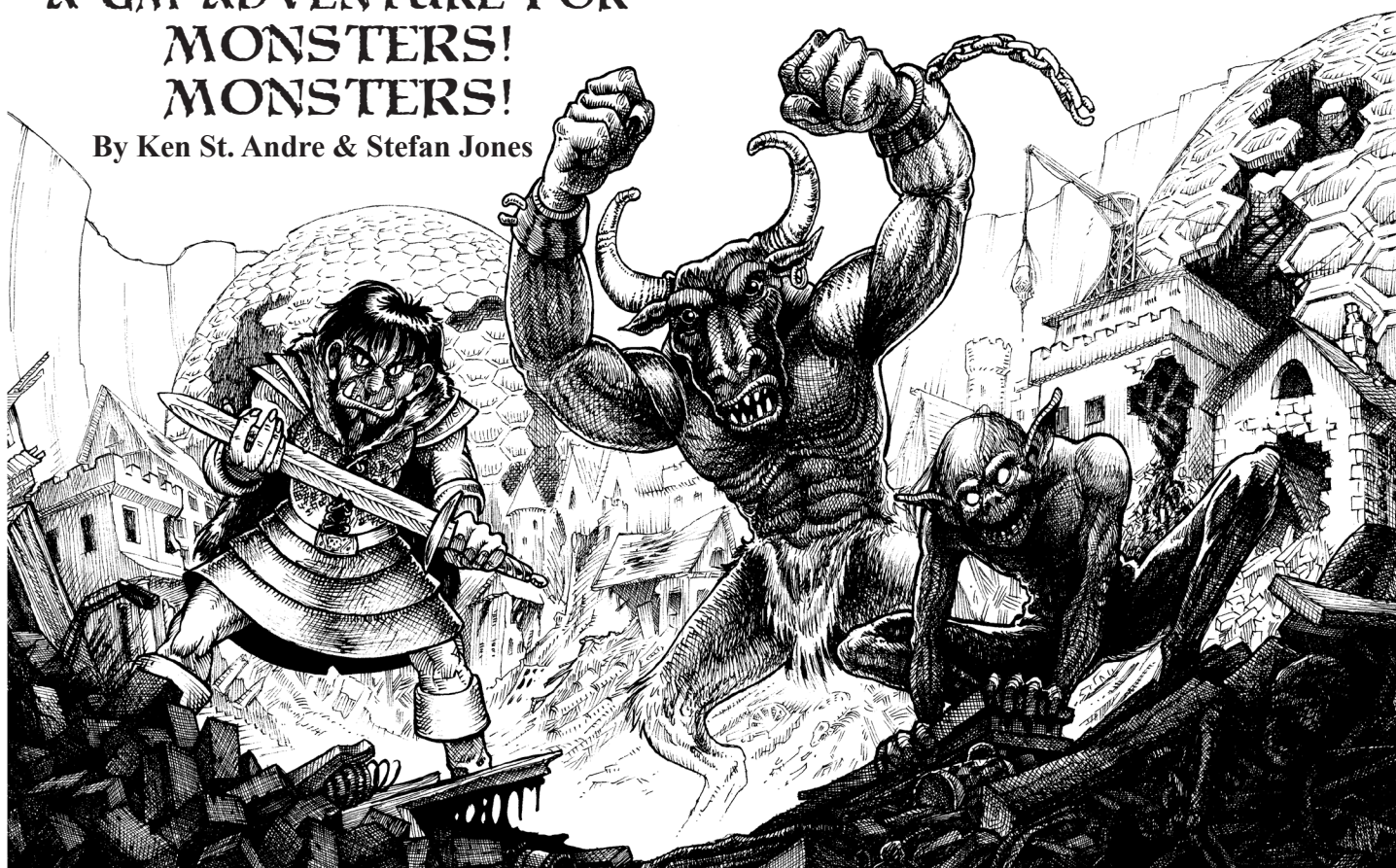
WEAPONS & ARMOR:

SPELLS & POWERS:

THE RUINS OF HAE'KU

A GM ADVENTURE FOR MONSTERS! MONSTERS!

By Ken St. Andre & Stefan Jones



This section details the monster-haunted ruins Hael'ku. You can use it in GM run game sessions of both *Tunnels & Trolls* and *Monsters! Monsters!*

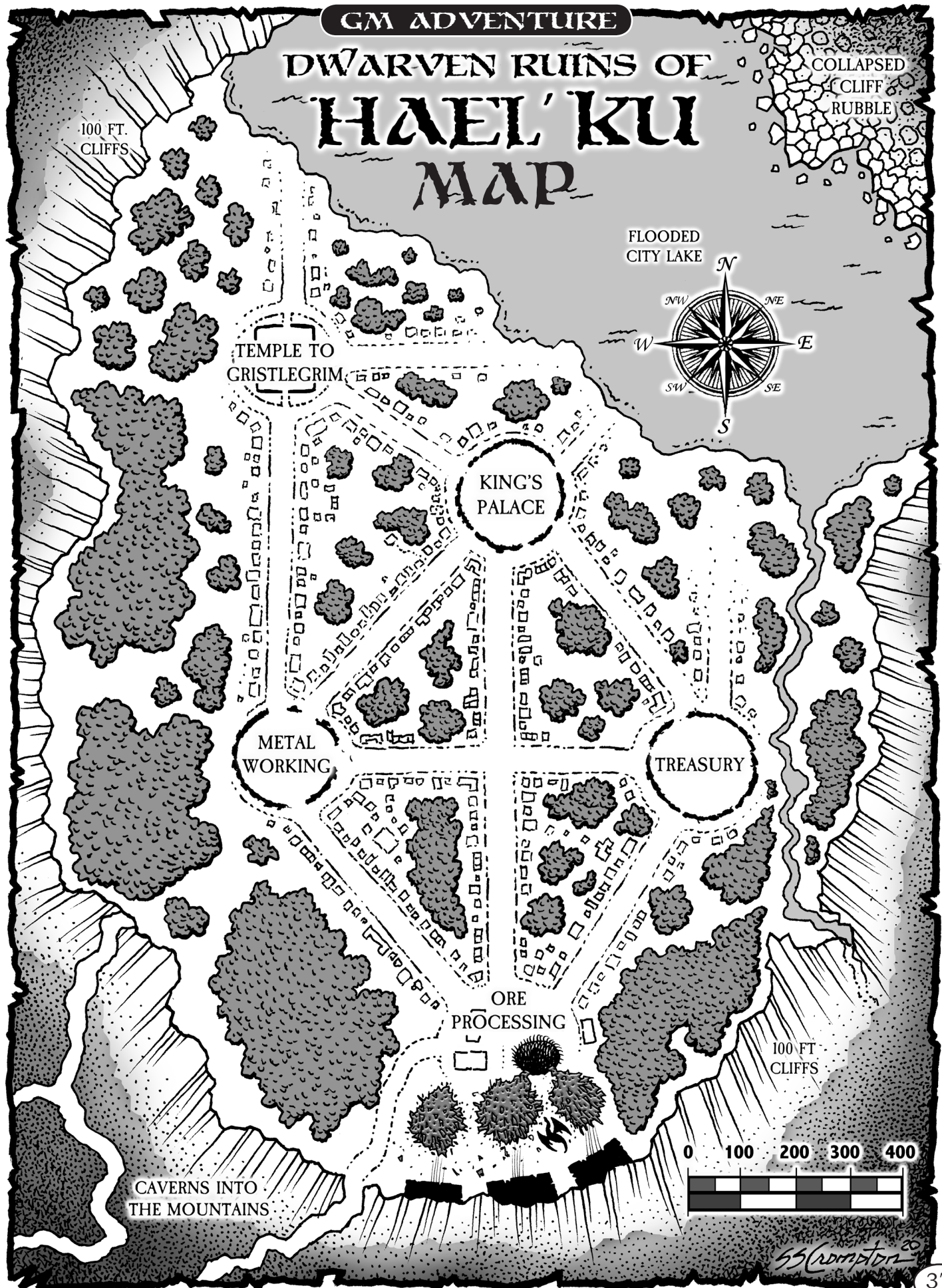
Located near the headwaters of the Khazan River, about 20 miles north-northeast of the once-great Hrogr city of Tharothar, Hael'ku lies deserted and broken except for the many monster kindreds and creatures that call it home.

The city was built thousands of years ago on the orders of Gristlegrim himself, to tap the mineral wealth – particularly magically potent crystals such as magnetite and diamond – that he had sensed in the roots of an extinct volcano. Constructed like a Naga city with ten centers of power, Hael'ku became one of the most important surface centers of Dwarven power and wealth.

Hael'ku died a casualty of the War of Liberation; the Dwarves sided with Khazan, the Hrogrs (Ogres) of nearby Tharothar supported Lerotha'hh's. A series of inconclusive, bloody battles finally ended when an earthquake struck the region. The floor of Hael'ku's home crater cracked and broke into fissures, lesser buildings crumbled, and mines and tunnels collapsed. Deprived of their stronghold, the Dwarven armies could not withstand the attacking Hrogrs. Hrogrs overran and plundered the city. Creatures from the Caverns of Hael came out and further harried the survivors. The few survivors fled and have never come back in force.

The Hrogr's assault and sacking of Hael'ku incensed Khazan. The mighty wizard himself came out and inflicted the Hrogr plague on the Hrogr; 90% of the creatures died outright, and the survivors deteriorated into the short-tempered simpletons we know

DWARVEN RUINS OF HAEL' KUI MAP



today. Tharothar also perished. No longer occupied by the Hrogr kindred, Tharothar fell into ruins that were sometimes visited by adventurers looking for jewels. (The Hrogr loved jewels and based their form of magic on them.)

THE CITY TODAY

Hael'ku sits in the caldera of a dormant volcano. There may be lava left in the mountain, but if so, it is far underground and capped. When the city was destroyed by earthquake and attacked hundreds of years ago, a few small streams were diverted into the crater, and they had no obvious means of escape. Since then, a lake has formed in the northeast section of the crater, the lowest section. The lake has been rising very slowly for over 400 years, as little as an inch per year. As the lake gets larger, its rate of rise declines. In perhaps another 100,000 years it will completely fill the crater.

Despite the quake and looting, many of Hael'ku's buildings, especially the city centers, still stand. The carefully tended gardens have become overgrown forests with thick undergrowth, and the grand boulevards have buckled and fissured in many places. The refugees who fled centuries ago could only take a fraction of the city's wealth, and their regretful tales of what they left behind have survived to this day. As a result, the ruins have become a destination for treasure hunters. A small fraction of those who dare raid the city have returned with sacks of booty. Most never return at all.

GETTING TO HAE'KU

Hael'ku is located amidst rugged mountains. In the far past, a great road ran from Tharothar to Hael'ku and then to the chief elven city to the south. This way is now impassable, its numerous bridges crumbled and pavement riddled with fissures.

Here are the remaining ways to the summit of the extinct volcano where the ruined city nestles:

Flying: In ancient times Dwarves used lighter-than-air craft to visit the city. Flying to the city is still possible, at least in good weather, but fliers will share the skies with numerous predators, such as dragons

(including Vvvarr), wyverns, giant eagles, griffins and harpies.

Underground: Dwarves accessed the city through a system of tunnels. Some of these they dug, others were ancient lava tubes. Many lesser tunnels have collapsed, but the city can still be accessed through the Caverns of Hael.

The Forest Path: Near the source of the creek that feeds into the lake is a small building concealing a shaft sunk into the crater floor. A treacherous spiral stair runs down the shaft; at the bottom is the beginning of an underground trail. It runs through miles of tunnels and lava tubes finally emerging far to the south, in the elven forest.

Teleportation: A teleportation platform stands next to the Temple of Gristlegrim. Characters may enter Hael'ku via the platform if they started in another Dwarven temple that is linked to it, and the priests of Gristlegrim agree to transport them. There is one such temple inside the Dwarven city inside Khazan, another in a Dwarven temple in Stormgaard, another in Gull, and yet another in Z'karia on Zorr. The GM can choose to put a temple and platform in other cities, of course. (See the temple description for details on exiting the city by the platform.) For purposes of entering the city, it doesn't really matter where the players choose to start.

Mountain Climbing: A series of treacherous paths can get adventurers to within a few miles of the volcano; from there, dedicated and hardy treasure hunters could scale the side of the mountain and descend into city via the northeast side, where part of the crater wall has collapsed. This will require navigating the lake that has flooded part of the city. Alternately they can climb down into the city from any side if they brought at least 400 feet of rope.

STONE MAGIC

The "civic" structures of the city – the Temple, Palace, Treasury, sewers, aqueducts and the like – have been enchanted to resist magical assault. The Rock Fact spell protects against the *Slush Yuck* spell, and greatly reduces the effectiveness of Hellbomb Bursts.

A 12th level *Dis-Spell* will temporarily (2d6 turns) nullify Rock Fact, but those who dig through the walls can still be in for a nasty surprise. The walls conceal still-active water mains, and a breach can release a torrent of water. The walls of the vaults beneath the treasury contain entombed golems specifically placed there to attack those who try to breach the walls.

HAEL'KU KEY

The Streets and Gardens of Hael'ku

Dwarven cities are not much like human cities. They do not grow up around some random business or farm; they are planned from the beginning. The surface part of Dwarvish cities imitate those of Nagas. Deep underground the cities are built in concentric circles (See *Dwarf World* by Ken St. Andre). The streets of Hael'ku are all broad avenues about 50 feet wide and they connect all the adjacent city centers. The grand boulevards were once level and clear. They are now broken, cracked and irregular, with weeds and grass growing in the cracks in some places, but they are mostly clear and easy enough to walk along.

In between the streets are the houses where the people of the city lived. These neighborhoods are now overgrown with trees and underbrush. There are a lot of large spiderwebs visible stretching from branch to branch and from tree to tree, but these are mostly in the upper branches and higher locations. The lower terrain is mostly free of webbing, but overgrown with weeds, grass, and bushes. A few animal trails wind through the undergrowth.

The houses built near the roads are in ruins, with collapsed walls and roofs. They serve as the dens of large and small animals. Any exploration of a house will result in finding a den or nest of one of the creatures listed on the *Trees and Houses Encounter Table* (p.41-42). roll 2D6 to see what lives there! The table also shows the number encountered; use the "rule of three" for large parties.

It is possible that small amounts of gold, silver, or iron might be found inside the houses. If players enter a house, clean out the den of whatever vermin

is inside, and say they are searching for treasure, have each character attempt a saving roll on Luck at one level higher than their own character level. For example, a level 4 character searching for treasure would have to make a level 5 saving roll on Luck in order to find any. If treasure is found in this way, roll once on the random treasure generator. There is also a 1 in 6 chance of finding a usable metal (or stone) tool or weapon buried in the rubble. Not worth much cash, but handy if the adventurers lost their own gear.

ENCOUNTERS

There is a great deal of small animal life such as birds, snakes, insects, squirrels, and lizards. These vermin are everywhere, with insects being the most numerous. Many of the bugs are far larger than they would be on Earth, but nothing that could really be described as monsters.

However, there are plenty monsters too! The streets, homes, and wooded areas are dangerous. Every time adventurers try to travel from one location to the next there will be an encounter with hostile creatures. Wait until the players are at a midpoint between buildings/locations before announcing the attack. Players will generally see their foes coming on the roads; they will generally be taken by surprise and ambushed among the trees or inside a house. If they stand and fight, well and good, but if they run off the roads into the forest, or from the forest to the roads, hit them with a second encounter. After two combat rounds of this second encounter, have the creatures from the first encounter catch up and join the fray. None of these randomly encountered creatures carry any treasure.

ENCOUNTER TABLES

When the GM determines that a random encounter is about to happen on a road, roll 2D6 and look up the result on the appropriate table to determine what's coming. Let the players know what's coming and give them one free combat round to determine what to do. If they attack with magic or missiles, the attack is unopposed and can take full effect of their hits. Missile attacks all require 2d level DEX saving rolls to hit most creatures. Exception: Blood bats and harpies require 4th level DEX rolls to hit. They fly,

they don't move in straight lines, and they're fast.

Scaling Up: For parties larger than 3 characters, add another monster of the same size and type for every 3 members of the party. For example, if the party has 4 to 6 members, add one monster; 7 to 9 members, add two, and so forth. Feel free to add more if the

characters have especially powerful magic items, or if a party member is high level with powerful spells. With this many predators, most of them either sleeping or lurking quietly in ambush in the open spaces between the roads and city centers, the best thing any party can do is try to spend most of their time inside one of the five remaining city centers.

ROAD ENCOUNTER TABLE

Use this table to determine what creatures are encountered on the city's roadways.

#	Creature	MR	Description and number (for parties larger than 3 characters add another monster of the same size and type for each 3 members of the party)
2	<i>Griffin</i>	200	head & wings of eagle, body of tiger—huge, double the size of a lion or tiger.
3	<i>Forest Troll</i>	180	looks a great deal like a sexless gorilla about 9 feet tall. Regenerates up to 18 CON points per round. If the troll loses 2 consecutive combat rounds, it will break contact and flee into the trees. It will not communicate.
4	<i>Dwarf Zombie</i>	120	Undead Dwarves left over from the fall of the city. These will typically be armed with Dwarven hammers and pickaxes and wear Dwarven mail that takes 8 points of damage for them. These are 13D6 weapons in the hands of the Dwarves, but only 6D6 weapons if claimed by an adventurer—the weapons would be worth about 400 gold pieces each if taken out and sold.
5	<i>Skinkk</i>	100	Basically a very large, fast-moving crocodilian, this lizard has tough blue scaly hide that provides 7 points of armor. It is about 10 feet long from toothy head to tip of tail and may be about 4 feet tall.
6	<i>Bloodbats</i>	24	Roll 2D6 to see how many are in the pack that attacks. These fast-flying nuisances emit a high-pitched squeal that makes it impossible to hear anything else during the attack. They have claws on their wing tips and long sharp teeth to bite with. If they score more than 5 points of damage on a character they will attach themselves on an adventurer, knock it to the ground, and begin draining blood from an open wound. While they are in the air the player must make a L4SR on either DEX or LK in order to hit and do damage. When they are attached to a player and draining them they have no defense and require no saving roll to hit, but that character cannot fight back.
7	<i>Rakknidd</i>	50	Basically a giant hairy black, brown, or gray spider about the size of an eagle. The bite is poisonous with a venom that paralyzes. For every point of damage taken by a character reduce that character's DEX by 1 point. If DEX reaches zero, the character is totally paralyzed and cannot move other than to breathe (with great difficulty), move eyes, or speak. The effect will wear off at 1 point per game hour or can be neutralized by the Too-Bad Toxin spell.
8	<i>Skoorpidd</i>	60	Basically a giant red or orange scorpion about the size of a cow. It fights with pincers and poisonous sting. If a character takes damage from a skoorpidd, make a L1SR on LK to see whether or not they were stung. Each time a character takes damage increase the difficulty of the saving roll by one level. Skoorpidd poison both paralyzes and damages CON. For each point of damage done by a sting, subtract 1 point

of DEX and add an extra point of CON damage. If DEX reaches zero, a character cannot move except to breathe, and if it reaches 3, a character can no longer hold weapons or fight.

- 9** *Dire Bear* 90 This is just a big, fierce bear, not that different from a grizzly bear on Earth, except that the fur is mixed brown and light green for good camouflage in forests.
- 10** *Harpies* 60 The harpies of Trollworld combine the face and breasts of a human with the body and talons of a vulture. They are intelligent, but dirty and vile in every way. Hermaphroditic, every harpy is both male and female at the same time. They are not pretty, even if cleaned up. The mouths are more like beaks than mouths. They screech even when talking to each other. Their feathers are metallic in texture and provide light armor, taking 3 hits for them. They have movable claws at the end of their wings, and can pick things up with them. Three talons on each foot are each the equivalent of a large knife. They hunt in flocks of 3 to 9 creatures. (Roll 1D6+2) When they are airborne it takes a L4SR on either DEX or LK to hit them with any weapon. Unlike bloodbats, they do not fasten onto their prey, and so do not become helpless. The large nests seen in the upper branches of the trees belong to them.
- 11** *Hrogr* 150 Hrogrs sometimes wander into Hael'ku from the Great Fungus Forest. And sometimes they can't find their way back out. A few have even become permanent residents, though they tend to live just inside the caverns and only go to town to hunt. They are the one creature on this table that can be reasoned with, but only if someone speaks to them in their own Hrogr language. They are usually armed with a large club worth 16D6 in combat to them, but only a 4D6 weapon for lesser creatures like Men or Dwarves.
- 12** *Manticore* 220 The manticore is another compound beast, having a manlike head, the body of a lion - a very big lion as the Trollworld manticore can be up to 10 feet high at the shoulder, and the tale of a scorpion with a hard barbed point that acts as a spear tip when driven into another creature. The human head is not quite human as the mouth reaches from almost ear to ear with a triple row of teeth inside it. With a human-sized brain, manticores are intelligent and have a language, but have no interest in speaking to prey animals such as Men or Dwarves. Manticores are smart enough to run away if they are losing a fight. If their MR is reduced to half or less, they will try to break away and disappear into the trees.



TREES AND HOUSES ENCOUNTER TABLE

Use this table to determine creatures encountered in forested areas, or in smaller buildings.

#	Creature	MR	Description and number (for parties larger than 3 characters add another monster of the same size and type for each 3 members of the party)
2	<i>Forest Troll</i>	180	looks a great deal like a sexless gorilla about 9 feet tall. Regenerates up to 18 CON points per round. If the troll loses 2 consecutive combat rounds, it will break contact and flee into the trees. It will not communicate.
3	<i>Skinkk</i>	100	Basically a very large, fast-moving crocodilian, this lizard has tough blue scaly hide that provides 7 points of armor. It is about 10 feet long from toothy head to tip of tail and may be about 4 feet tall.
4	<i>Dire Bear</i>	90	This is just a big, fierce bear, not that different from a grizzly bear, except that the fur is mixed brown and light green for good camouflage in forests.
5	<i>Python</i>	80	large hungry snake, usually drops on prey from a tree branch above it. Not venomous, but the Trollworld python has a semi-metallic scaly hide that can deflect up to 5 points of damage. A big one (and that's the only kind that dares attack large prey like Men or Dwarves can easily swallow a man whole.
6	<i>Viper</i>	20	Vipers attack from ambush, striking at anything that moves. Have each player attempt to make a L3SR on LK. If anyone fails, they get bitten. A viper bite does 3D6 worth of damage to the victim's CON at the end of the combat round. Vipers do not usually bother to stick around and strike again unless you disturb them in their nest. The poison is extremely deadly and will continue to do 3D6 of damage each combat round unless healed with a <i>Too-Bad Toxin</i> spell. In a nest there will be 2D6 (DARO) vipers at any given time, and they will fight with their small monster ratings, but any damage that gets through, including spite damage will have its full 3D6 effect at the end of each combat round.
7	<i>Rakknidling</i>	40	Basically a large hairy black, brown, or gray spider about the size of a hawk. The bite is poisonous with a venom that paralyzes. For every point of damage taken by a character reduce that character's DEX by 1 point. If DEX reaches zero, the character is totally paralyzed and cannot move other than to breathe (with great difficulty), move eyes, or speak. The effect will wear off at 1 point per game hour or can be neutralized by the <i>Too-Bad Toxin</i> spell. These are the younger spiders who are not considered grown enough to hunt on the roads. These younglings hunt in trios of 3. If one attacks, two more will be right behind it on the next combat round.
8	<i>Tse</i>	60	Mosquito men of Zorr How they came to this forgotten corner of Rrr'lfff is unknown, but there are nearly 100 of them living in Hael'ku. They want to drink your blood, but not all of it. If a character loses half his CON to Tse attacks with fingernails and tingling proboscis, they will fall asleep and be helpless. Once their venomous saliva has put you to sleep, they will deposit their eggs under your skin, and then let you go when you wake up, feeling a bit itchy. In about a week the eggs will hatch into larva which will invade your bloodstream and as they are absorbed into your body, you too will become a Tse.

- 9 Greencat** 88 Basically an lion-sized leopard with green fur and sabertooth fangs. They are arboreal and like to ambush prey from behind and above. If a greencat comes up as a monster have every party member roll 2D6. Whoever rolls lowest gets ambushed. The first attack does only stun damage, and the cat does not get its combat adds as part of it — just the 9D6. Armor will help protect against such damage. The rule of three applies with greencat attacks. If the party has 4 to 6 members in it, 2 cats will attack; 7 to 9 will get 3 cats and so forth.
- 10 Deathfrog** 98 Large, the size of a rhinoceros, green, warty, with a long prehensile tongue that strikes with the force of a whip, sharp teeth that can bite through iron, and powerful hind legs.
- 11 Bloodbats** 48 Big, big bloodbats. Roll 2D6 to see how many are in the pack that attacks. These fast-flying nuisances emit a high-pitched squeal that makes it impossible to hear anything else during the attack. They have claws on their wing tips and long sharp teeth to bite with. If they score more than 5 points of damage on a character they will attach themselves on an adventurer, knock it to the ground, and begin draining blood from an open wound. While they are in the air the player must make a L4SR on either DEX or LK in order to hit and do damage. When they are attached to a player and draining them they have no defense and require no saving roll to hit, but that character cannot fight back.
- 12 Eyesaur** 150 Eyesaurs are large ferocious reptiles 10 to 20 feet long. They hunt in packs (Roll 1D6+2 to see how many the party has encountered.) They run erect, and look like an allosaurus, only with more fangs and a bony thagomizer on the end of their tails. They attack primarily with their teeth, but will swing the tail with piledriver force to do more damage. To make things worse, they regenerate extremely rapidly from any damage that doesn't kill them outright (5D6 per combat round.)

THE LAKE AND THE BEACH

The lake has risen to a point where it covers half of the city. Five of the ten original major city centers now lie beneath its waters, and some of the basement levels and underground passages of even the “dry” parts of the city are flooded. This will ordinarily have no effect upon player characters unless they open a door leading to a flooded part of the city. If that happens they will get wet. Fast!

ENCOUNTERS

The lake provides a good environment for many different forms of life that would not ordinarily be found in this area. Fish come in via the two streams that feed the lake. Water birds have found it, as have Goblins that arrived through the caverns. Insects, including many of the giant insects that inhabit the wilder parts of Trollworld, are common, and where there are insects there are spiders.

The lake Goblins have formed a tribe of 77 males and 56 females. The shallower waters of the lake teem with Goblin tadpoles. These Goblins are at a stone age level of civilization. They have no metal, no pottery, no fire. They subsist on fish, insects, and some water plants, all eaten raw. They are neither hostile nor friendly, but would probably interact with adventurers in the manner in which they are treated. In spite of their low cultural level, they are not stupid, and would learn rapidly from any contact with the outside world. They speak a primitive form of Gobble.

The only other interesting thing about the lake is that it has recently been discovered by a flight of Mallardians. A dozen or more of the duck-like beings have arrived and are constructing a camp on the beach. They have been having some trouble with the giant spiders (rakknids) that infest the nearest

part of the city's undergrowth. They have an uneasy truce with the Ratlings that infest many of the city buildings. Many of the larger monster kindreds, like Hrogrs, consider them a delicacy. (They are good to eat; they're ducks!) Since the ducks reached the crater by flying, they have no armor, and only light weapons such as javelins, daggers, and short swords. They are not an axe or hammer-using kindred. The Mallardorians and the Goblins have an uneasy peace, that is unlikely to last since they compete for the same basic food source—fish. Neither kindred speaks the other's language, nor do they speak Common.

Adventurers approaching the beach will encounter with $1D6 + 1$ Mallardorians. Again, the Ducks are not automatically hostile, only attacking if attacked.

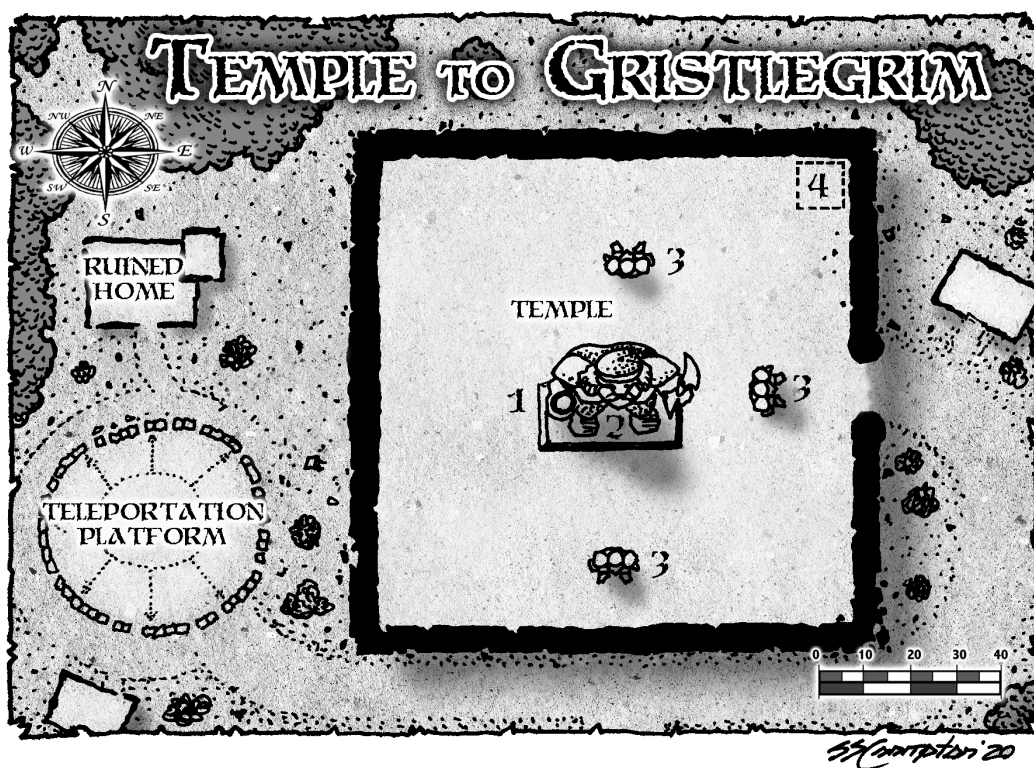
TEMPLE TO GRISTLEGRIM

This building is devoted to the worship of the god-wizard who creates – from a stone image – each individual Gristlegrim Dwarf. (Actually, he did that thousands of years ago when he first came to Trollword, but now high level Dwarven wizards and sculptors do all that in the deep cities far below the surface. All Gristlegrim Dwarves are originally sculpted into existence and brought to life by magic. There are other forms of Dwarves on Trollworld that do not share the stony origin, but they are relatively rare.)

The temple is surrounded by a grassy area with benches, little gardens (now overgrown, and home to small animals), and a few small outbuildings. The area isn't as dangerous as the boulevards and residential neighborhoods, and a party could hole up in one of the outbuildings if they take the usual outdoor adventure precautions.

The temple itself is large cube of stone about 100 feet square. A very strong aura of functional magic pervades the whole area. The image of Gristlegrim is etched onto the four walls and the roof: a bearded Dwarven face with an eye patch over his left eye; the beard and patch are sprinkled with jewels.

Outside the cube and off to one side is a teleport platform. It has the form of a circle of polished limestone 30 feet in diameter with another circle about 10 feet in diameter in the center of that. Etched into the ground are 8 long arrows radiating from the central circle to all points of the compass. Between each of the long arrows is a short arrow half the length of the long ones. At the end of each arrow is a short pillar about 4 feet high with a slot large enough to take a gold piece in the top, and the Dwarven letters for the word Travel (TRVL) etched into each post. To activate the outward teleportation, characters must stand where they can touch the post, insert a gold coin, and say "travel" in old Dwarven (TRVL). The 16 teleport posts connect to a corresponding Temple of Gristlegrim somewhere else in Trollworld (it doesn't really matter where).



INSIDE THE TEMPLE

The image's mouth on the east face is the door into the building. Operation is magical; it slides open by simply touching any gold item to the lip. (Another touch closes the portal.)

Inside the cube is one large room. The décor on the inside walls mirror that on the outside, with light entering the temple through the 5 open eyes on the faces.

1) In the center of the room is a 50-foot tall statue of Gristlegrim. Thus, the god contemplates his idol from five sides.

In one of the statue's hands is a war hammer etched with lightning bolts. In the other is a cup half full of liquid. Anyone who manages to climb up and look inside will learn there actually is liquid inside. Drinking even a sip of this powerful enchanted mead cures all wounds. Taking a second sip permanently doubles the character's CON attribute. A third drink turns the character to stone. (There is no safe time between sips; the gifts of Gristlegrim come only once in a lifetime!)

2) Between the statue's feet is a square hole about one foot wide leading into darkness. Etched into the stone beside the hole is the Dwarven word "give." The opening and the first few feet of the shaft beyond have a strong magical aura. Offerings and tribute to Gristlegrim were deposited here. Anything other than a gem or coin is tossed into the chute is ejected back at the "donor" at considerable speed. He can take a L2SR-LK to avoid the missile; on a missed roll, the item does appropriate damage (1 point off CON for a pebble, 2d6 for a small boulder, weapon damage if it's a weapon). A fairy or other tiny character who flies or jumps in will be shot straight upwards, bouncing off of the statue's crotch and take 3d6 damage.

The donation chute is one way. Magic and spring-loaded flaps keep items from being dragged up from below.

3) Standing in locations halfway between the doors to the north, east, and south are 3 guardian

statues. Each is a 10-foot tall Dwarf of some grayish stone. They are similar but not quite identical. One is armed with a hammer, one with an axe, and the third with a sword, all carved from the same grayish stone. These are living statues . . . stone golems. Each has a MR 1000, and they are impervious to attack from anything but weapons made of stone (that is, they don't take damage even if their opponents win a combat round). They are not immune to magic, although such things as flame and lightning have no effect upon them. The guardians remain inert as long as there is a Dwarf anywhere inside the room. If there are no Dwarves present the golems will animate and attempt to kill any other living or moving creature inside the room. They will not leave the room, and will return to their original guard positions when there is no threat.

4) In the northeast corner of the room is a hidden trapdoor ten feet on a side. The panel slides aside, revealing a ramp leading downwards, by saying the Dwarven word "travel" while standing nearby. The door remains open for 10 minutes, and then closes "automagically."

BENEATH THE TEMPLE

There is no light source underground. Characters exploring here must provide their own.

1) The ramp leads downward at a steep angle, following the corners of the building above. Fighting or running or carrying a very heavy, awkward load on the ramp can lead to a nasty fall; require a 2nd level SR-DX to avoid a spill (dealing 2D6 damage), depending on the situation.

2) At each of the three corners is a guardian statue (MR 1000). They were tasked with guarding the temple's treasure, and will attack anyone who tries to pass them without uttering a long-forgotten pass phrase.

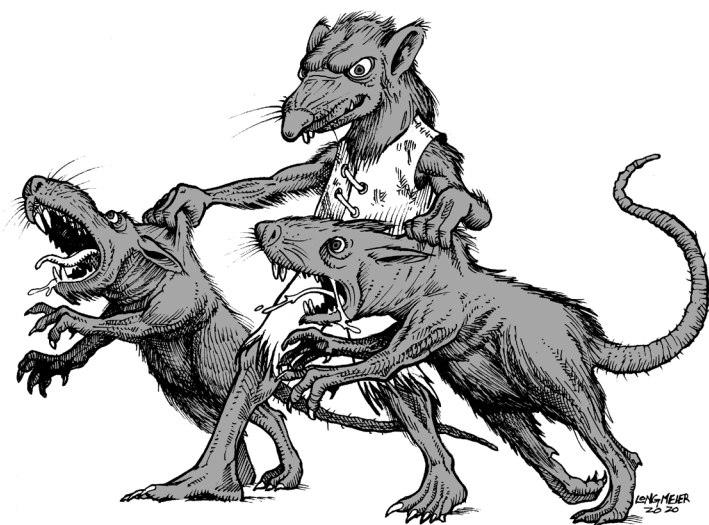
3) The ramp emerges in the northeast corner of a room about 50 feet square. The floor is steeply sloped to the west; at its top is a door.



5) On the north and south sides of the lower room are two large sliding doors. Standing beside each door is a guardian statue, as described above. The golems will attack those who try to leave or enter through the doors, or who exit the treasure room. The doors have no handles; they can only be acti-

The corridor to the north is flooded by the waters of the northern lake, and opening it will be disastrous as the water will gush in and fill the room, possibly drowning anyone who remains inside it. Anyone standing in front of the door will be swept into the center of the room by the initial force of the water entering. Note that it is very difficult to swim in turbulent water while wearing armor or carrying a lot of weight in treasure or weapons. Gristlegrim Dwarves all swim like rocks, but need to breathe. Forced by water pressure from the water will rise until it reaches the ceiling.

There are two entrances. On the north side is a grand entrance with a double staircase and a roofed entryway. On the southwest flank is a more modest entryway for servants.



INHABITANTS

The palace is inhabited by a large colony of Ratlings with their giant rat pets. The Ratlings are hunter-gatherers who use scavenged tools. They have become skilled at avoiding the monsters that plague the streets and forests of the city. They will be deeply suspicious if not outright hostile to intruders of other kindreds. Some Ratlings know an ancient dialect of the Common Tongue. Some may be able speak Dwarven – a tongue left over from ancient times when they were servants to their Dwarven masters. Most, however, speak only the squeaking language of the Rats.

The Ratlings avoid the “public” places on the first level. They don’t like the sunlight, and there’s always a chance of a monster too big for them to handle wandering in. They leave plenty of evidence behind when they travel through the rooms and corridors on their way to hunt: Droppings, footprints, and fresh garbage. The Ratlings know about and use the secret passages beneath the floor.

The average Ratling has a MR between 12 and 20, depending on their age, size, and skill; however, they use weapons (either hand-made clubs and spears, or looted Dwarven weapons) which let them roll an extra 2 – 4 weapon dice in combat. Their giant rat pets have MR 12 to 16. Ratlings don’t like direct confrontation with superior foes; they will let the giant rats fight for them while they flee. If cornered, or defending their young, they let the rats engage in a melee while they stand back and hurl small spears (javelins).

The palace is also haunted by the ghosts of dead Dwarves. Most of the ghosts are harmless, unable to do anything but re-enact the scenes of their deaths hundreds of years ago. The Ratlings and rats ignore these spirits.

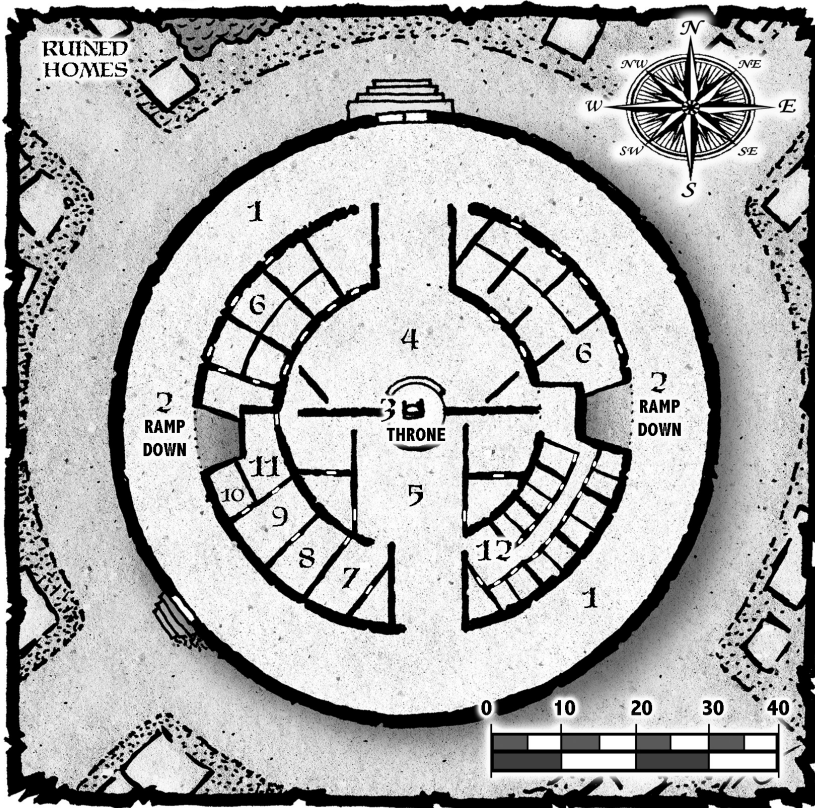
Some of ghosts have not entirely abandoned their bodies. These are liches: skeletons (sometimes with bits of mummified flesh clinging to them, and dressed in crumbling clothing and armor) driven by their ancient spirits, and able to move around and cause havoc with the living. Most of the liches were once warriors, and they will want to kill intruders. One of them used to be the royal chef. He’d rather cook intruders. Sometimes rats and liches fight, and the rats almost always lose, but are so numerous that it doesn’t matter if some of them die from time to time. Liches have monster ratings between 50 and 100, and may wear armor that provides 6 – 12 points of protection.

GROUND LEVEL

The ground level is half palace and half bureaucratic offices.

A wide corridor **(1)** circles the entire floor; it is lined with statues and colorful mosaics. The art on the inner wall depicts the history of Hael’ku; the outer walls have murals glorifying Gristlegrim’s deeds and statues of notable warriors, wizards and smiths. Sunlight shines through quartz-paned windows high up on the walls; windows on the inner wall allow sunlight to filter through to the rooms within. There are ramps **(2)** at the eastern and western most points that descend to the lower levels. A dual throne room lies in the exact center of the palace. The throne itself sits on a raised circular dais **(3)** divided by a wall. The dais acted like a “Lazy Susan,” able to rotate on command. When facing north, the throne overlooked an audience room **(4)** where people would come to speak to the Dwarf king. When facing south, the dais became part of a luxurious parlor **(5)** where the king would entertain guests and hold parties of the Dwarven variety—basically communal drinking matches with rough sports. The mechanism clogged up long ago and now the throne only faces the audience chamber.

KINGS PALACE



(8), and a large bedroom (9). Hundreds of years ago there was a large bed, wardrobe, cabinets and all that bedroom material. That stuff has all been destroyed, carried off, or rotted away so that now there is nothing left except dust, bones, and a low stone platform where the bed used to be. In one corner of the room the ceiling has collapsed and there is a pile of broken stone. Open sky shows through the hole in the roof, and whenever it rains water comes in at that point making a puddle. As a result that part of the room is covered in a soggy form of moss.

Next to the bedroom is a garderobe (10) (i.e. bathroom) where the king used to relieve himself when he needed to.

Beyond the bedroom is the remains of a library (11). All the books that were written on papyrus have perished, but some older kinds of books still remain — those inscribed on flexible rolls of copper or tin, some clay tablets, and some inscribed stones.

To the east and west of the audience hall are many rooms (6) that served as offices and bedrooms for the king's officers and administrators. They all have doors that open on the peripheral corridor that encircles the palace. Some have secret doors that connect to each other.

South and west of the public parlor is a large kitchen (7) with fireplaces, fire pits, and three large old iron ovens. There are cabinets on the walls and tables, but no chairs. Servants do not need to sit down, and if they do, the floor is good enough for them! Some of the tables are nothing more than large cubical blocks of stone, each about 3 feet high. Everything that was once made of wood has long since rotted away. The kitchen extends all the way to the peripheral corridor and has a doorway leading into it. (There used to be a door, but it has been gone for centuries.)

Next to the kitchen to the east is the king's personal living quarters consisting of a large private parlor

There is also a secret trapdoor that leads to a series of tunnels below this level. The tunnels lead to the other major rooms in the palace, including the audience chamber, the library, the kitchen, the parlor, and two points in the outer rim corridor, near the ramps leading down. There are also ladders leading to two tunnels leading deeper underground, eventually resurfacing in park lands near the outer part of town. These tunnels have collapsed in several places well away from the palace. Even though they have collapsed it may be possible to get from one side of the cave-in to the other with some digging.

The rest of the southern half of the palace is divided into a warren of small rooms (12) that used to be servant quarters. These rooms have little of interest. Some may have ancient skeletons in them or old rusted metallic tools of various sorts such as knives, awls, hammers, broken pottery.

SECOND LEVEL (LOWER)

The first level down from the palace is an armory. Every room (except 8) is, or has been, home to one or more Ratlings or their giant rat pets. There is a 10% chance (result of 11 or 12 on 2d6) that a given room is occupied by 1D6 inhabitants at the time when the players open the door. The giant rats will always attack intruders; Ratlings will try to escape.

There are a few ghosts here too; the sad, shuffling spirits of Dwarvish armorers and servants, going about their duties in the forge rooms and store rooms. Like the level above there is an outer corridor (**1**) running completely around the level, with doors leading into the various rooms. There are two pairs of ramps (**2**) leading up to the palace and down to the barracks level.

Near each ramp openings are two Arming Rooms (**3**). There is nothing inside these rooms but some low benches and some pegs on the wall. These rooms were designed to be a place for the king's warriors to put on and take off their armor and weapons.

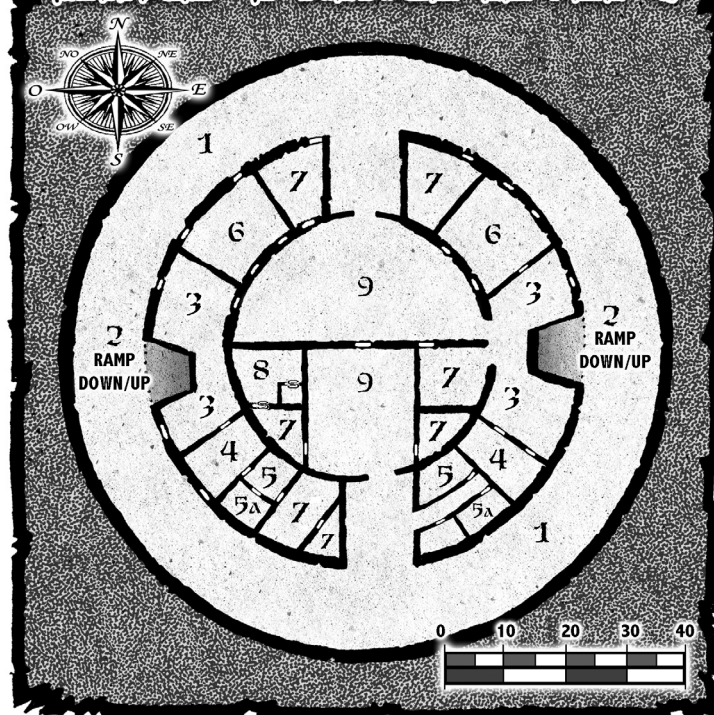
Adjacent to these are room where suits of armor, helmets and shields were stored (**4**). This gear could be repaired and fitted in two workshops (**5**) which have small forges. Forge supplies are in (**5a**).

There are also two general store rooms (**6**) which cluttered with boxes, crates, and barrels; almost everything needed for the palace's operations can be found here. Anything that could rot, like food, has disappeared long ago, leaving only stains and sometimes a bad odor.

Most of the rooms are devoted to the storage of weapons (**7**). The palace guards had their choice of weapons: there is a wide variety of axes, hammers, spears, swords, knives, and crossbows. Note: Dwarves don't use longbows or other forms of self-bows, preferring the more compact and powerful crossbow as their missile weapon of choice.

The weapons here are made of ordinary steel, untempered iron, and bronze. There are a few, meant to be

KING'S PALACE LEVEL 2



used as ornaments or dress items, made of electrum. The weapons are relatively intact, and could be used even after centuries of neglect. Those weapons that had wooden parts will have decayed so that only the metal parts – primarily the blades and heads – remain. All of these weapons and parts of weapons would be worth money if taken to the outer world. Hidden behind a sliding rack in one of the weapon store rooms is a secret door. It takes a L2SR-IQ to spot it; an *Oh There It Is* spell will also reveal it. The door is locked. Opening it requires a L3SR-DEX, or a *Knock-Knock* spell cast at third level. A failed roll, or insufficiently high level spell, triggers a trap. Everyone within 10' of the door is peppered with steel bolts from holes in the ceiling. Anyone who fails a L2SR-LK takes 2d6 damage.

Beyond the door is a store room (**8**) for especially valuable weapons:

There are three great swords, four double-bladed Dwarven war axes, and four large combat daggers. These all have blades made of Dwarven steel, a specially tempered form of iron alloy of superior flexibility and hardness, such that any weapon made of it gets an extra D6 in combat.

There are also four heavy war hammers with heads of pure granite or basalt; they too get an extra combat die. They have handles of a sort of petrified wood that doesn't rot, but does make the weapons heavier (10%) and increase the Strength requirement by 2. (These are also one of the few types of weapon capable of damaging the city's guardian golems!)

Two dozen crossbow bolts with diamond heads. These are armor piercing, ignoring half of the value of the target's armor. (They too can damage the guardian statues.)

Two medium daggers made of enchanted obsidian. These get an extra combat die, and can hit and damage creatures normally immune to physical damage. They could sell for 200 gp, but Gristlegrim Dwarves will know that these are sacred daggers, meant for use by priests.

At the back of the secret armory is another secret door. This leads to the king's secret tunnel system.

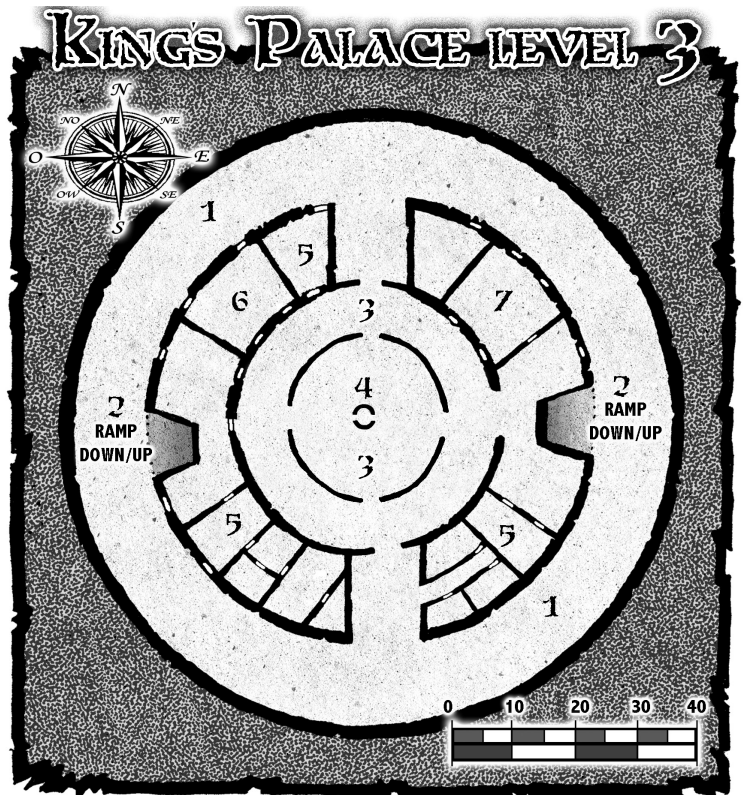
The other two large rooms (**9**) are places for troops to practice and test out the weapons stored on this level.

THIRD LEVEL

The third level has an outer corridor (**1**) running completely around the level, with doors leading into the various rooms. There are two pairs of ramps (**2**) There are two ramps leading up to the armory, and one ramp leading down to the connections room. (**3**) filled with the stone beds and footlockers of the guards who were quartered there. Each footlocker has a 50% chance of containing treasure, mostly in the form of weapons or jewelry. Most of the lockers are closed and locked with Dwarven locks requiring a saving roll on DEX, or a knock-knock spell, to open. The level of SR or spell level required ranges from 2 – 7 (d6+1).

In the very center of the room is a large round table (**4**), only 2 feet high, surrounded by a low stone curb which warriors used as seating.

Around the perimeter are three large garderobes (toilets) (**5**), one kitchen (**6**), and a bathing area containing several shallow stone basins (**7**). All other



Rooms are empty, their use lost to history.

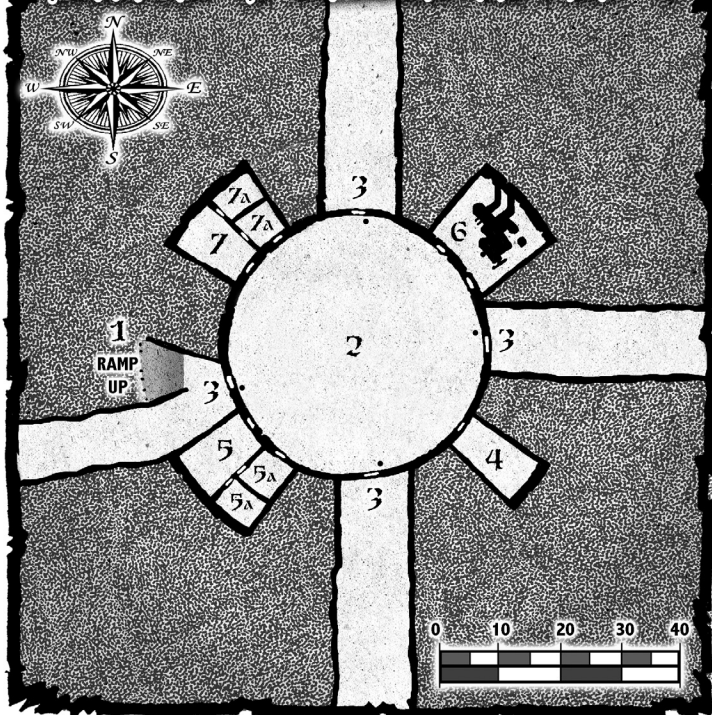
At one time the kitchen contained sinks with running water and cabinets full of cookware and tableware. The entire room has been overrun by Ratlings and their rats for centuries, and is now a stinking mucky mess where the floor has been completely covered by rat droppings, now several inches deep in places. The Ratlings still use the room's three hearths and cauldrons to roast meat and make stew.

FOURTH LEVEL

The ramp (**1**) leading down to the 4th level spirals downwards for at least 100 feet. It is an actual tunnel, carved through living rock. Near the bottom the inner walls disappear, revealing a large circular shaft-room (**2**) about 100 feet in diameter. This is a Connections Room, with doors to the north, east, south, and west. All of the doors leading out of the bottom chamber are closed and locked. (**3**)

The 4 connection doors are guarded by 10 foot tall animated statues – stone golems – of Dwarven warriors, just like those in the Temple. As long as there is a living Dwarf in the room the golems will not

KING'S PALACE LEVEL 4



physically attack. If there are none, the golems won't stop until all intruders have been destroyed or driven out of the room. The golems will not chase intruders onto the ramp from above.

There are a fair number of bones on the floor. Obviously rats and Ratlings have visited here over the centuries, but were never able to remain long before being killed or driven off by the golems.

The doors can be opened by speaking a secret word ("Ruler," pronounced RLR) or casting a *Knock-Knock* spell cast at level 3 or higher. These methods must also be used to open the doors at the far end of the tunnels. The tunnels behind the 4 doors are 25 feet wide and 10 feet high.

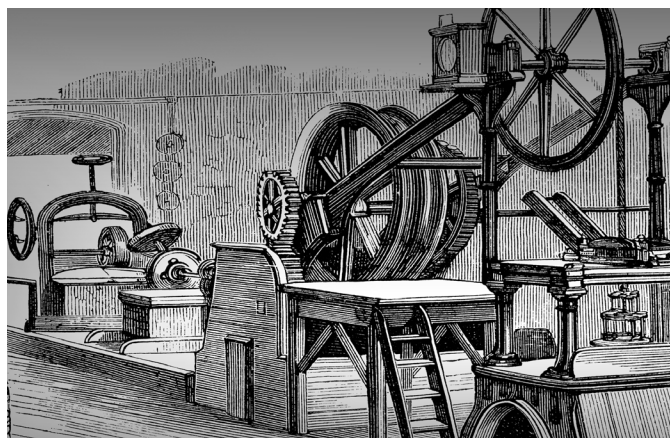
The southern passage leads to the Ore Processing works. A nearby room (4) was used as storage for some mining tools like pickaxes, shovels, hammers and chisels.

The western passage splits after 50'. The branch to the northwest leads to the Temple to Gristlegrim, while the southwest passage leads to the Metal Working

center. Next to western passage are some rooms that were used for security, (5) with two holding cells to hold drunk miners or other miscreants. (5a) One cell contains the skeleton of dwarf who must have gotten locked in there and then starved to death.

The eastern passage splits after 50'. The northeast branch trends slightly downwards, eventually ending in a pool of silty water. (The city center in that direction now lies beneath the lake.) The southeast branch leads to the Treasury. Near that entrance is a big room (6) that has a large piece of machinery in it. Pipes leave the machine and go thru the north wall. It appears to be some kind of large pump that either pumped water or air. It unlikely it could be activated without weeks of work (assuming the people working on it are familiar with how such a device would operate.)

The north passage becomes increasingly damp and drippy as it nears its destination. When the door at the other end is opened an immense rush of water will blast out, sweeping anyone in the tunnel back south. Savings rolls vs. Dexterity are called for to keep from getting knocked unconscious by the torrent, and Constitution to hold one's breath until they reach the Connection Room. The water will flood the connection room to a level of 20' above the floor. Next to the north passage are three connected rooms that were used as office space. (7) Dwarfs managed the large machine that is in room 6. There are plans for the machine that can be found in the drawers of some of the desks. There is also a drafting table and records for maintenance and workings of the machine. (Assuming you can read old dwarven.)



THE TREASURY

In addition to storing treasure, and housing an army of accountants and clerks, the treasury was a workplace. The upper levels housed shops where precious crystals mined from the mountain's lava tube were cut, polished, and enchanted.

The Treasury is a magnificent sight; it resembles a gigantic outcropping of mineral crystals, set in a black marble base. Even today the translucent crystal spires glow faintly at night. (In fact, the crystals are hollow, and were painstakingly assembled from panels of polished quartz. The glow comes from clusters of sun crystals hung within.)

UPPER LEVELS

The ground level of the Treasury is 30' high and 80' on a side, and faced with polished black marble. It has four great entrances (1). They had gates, but were rarely closed; most of the ground level was open to the public. The maze of offices, workshops, and file rooms (2) are open to the great, hollow interior of the crystal outcropping, allowing the space to be lit by diffuse sunlight during the day and sun crystal lamps by night. A locked spiral staircase descends to the lower levels. (3) A nearby room was used as a guard post to keep an eye on the staircase. A few dwarven daggers can be found there. (4)

There are two levels of offices below the ground level. They are reached by spiral staircases running along the walls of two wide air shafts. The shafts allow some sunlight to reach the office levels.

These levels are haunted by the ghosts of clerks, and occasionally patrolled by a pair of liches which were once Dwarven Treasury guards. These have an MR 80 and wear armor that provides 8 points of protection.

THIRD LEVEL

The serious security begins on the third sub-level. It is reached by one spiral staircase with locked doors at either end. Sturdy metal gates and sliding stone slabs are used to seal off the areas beyond the entry stairs. Barracks and armories here supported the sizable security staff. The locks on this level require a



L4SR-Dex, or a fourth level *Knock-Knock* spell, to open. A single spiral ramp located in the northeast corner of the level leads to the levels below.

Pairs of warrior liches are stationed in the stair rooms, armory, and barracks. These will automatically attack parties which contain non-Dwarves, and will silently threaten and wave off Dwarf-only parties.

There is one liche which isn't a warrior. It was once one of the treasury guides which conducted officials to the treasure vaults (see "Labyrinth Levels"). It has the tokens necessary to bypass the stair guardian on level four. The guide can understand (but not speak) Dwarven, but can communicate freely by Wizard Speech or telepathy. It has a MR of 120. Characters who have learned how the Treasury works – esoteric knowledge known only by Dwarven sages and historians – could try to convince the guide to lead them to a vault door. This requires a L4SR-CHR. Unless they obtained one on a previous adventure, they won't have the second token needed to bypass a vault guardian!

FOURTH LEVEL

This is a connections room. (See the entry and map

for the fourth level of the Palace.) There are two doors; the tunnels beyond lead to the Metal Working center and the Palace. A guardian statue (see stats in the Temple section) is stationed by each of the tunnel doors, and by a spiral staircase leading down to the lower levels.

All three golems will attack if a party without Dwarves enters the room. The stair guardian will prevent anyone descending to the levels below; it will only step aside if presented with special stone token issued to Treasury personnel. (It is smart enough to know that a non-Dwarf with a token is up to no good!)

LABYRINTH LEVELS

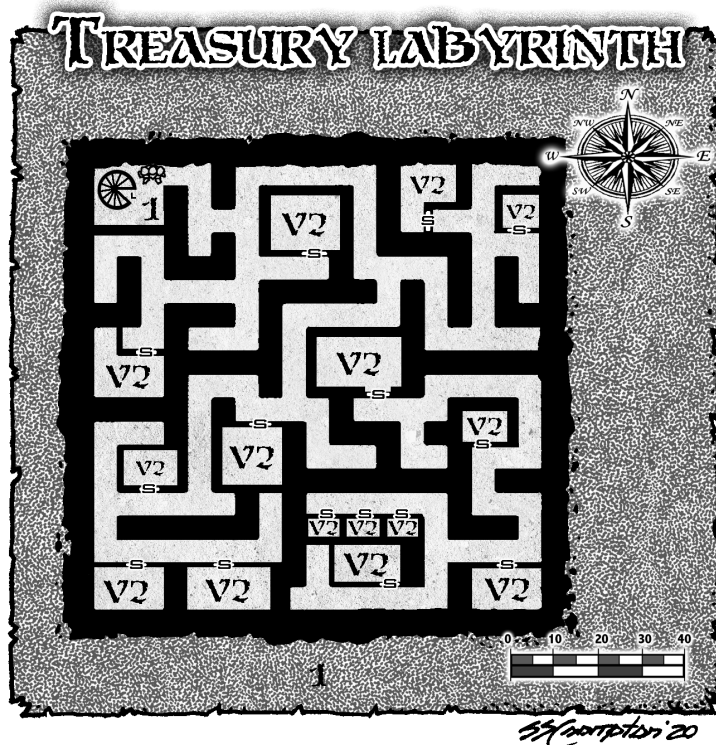
The treasures of the city were (and in some cases, still are) stored in labyrinths on the fifth and sixth sub-levels. The walls of these mazes are lined with slabs of enchanted crystal which project auditory and visual hallucinations. These range from confusing (a mirror maze) to terrifying (a maze with walls made of spider webs, strung with dead, silk-wrapped bodies). Ominous sounds and shadows abound. Even a wizard equipped with illusion-dispersing spells would find herself magically exhausted dealing with the onslaught of illusions.

The spiral staircase (1) is the only way in or out of the Labyrinth levels and next to the stairs a golem (MR 400) stands guard. These animated stone statues were programmed to attack anyone not accompanied by one of the guide Dwarves, all of whom are long since dead. (However it might be possible to get one of the ghosts of the guides to help a fellow living dwarf find a family heirloom that is in one of the vaults).

Back when the treasury was operating, a corps of blind, deaf Dwarves who had memorized the route to the various treasure vaults were employed to guide the clerks who made deposits and withdrawals.

The labyrinths are now home to very real monstrous tunnel-dwellers who invaded the complex from fissures in the walls.

There are dozens of vaults in the labyrinths; most



have gone unlooted, even after centuries of raids by dedicated treasure hunters. Each vault (**V2**) lies behind a hidden outer door. These were activated by a sequence of coded taps memorized by the guide-dwarves. (A 6th level *Knock-Knock* spell will also work.) The dwarves in charge of a vault had a unique token which opened an inner door; the equivalent of a safety deposit box key.

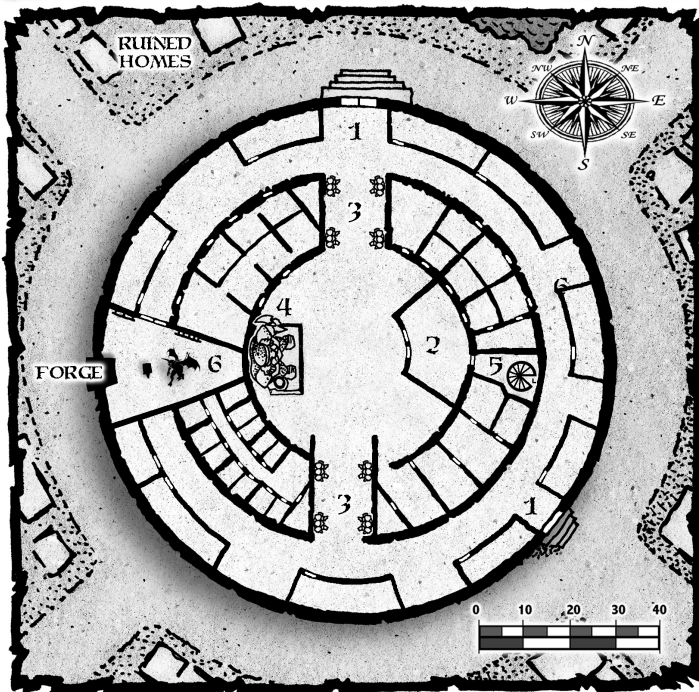
A typical vault has either six loads of precious metal ingots (see the table under Ore Processing Works), ten random treasures, or a magic item or two.

METAL WORKING DISTRICT

This district is home to dozens of shops devoted to creating metal goods, ranging from horse shoes and kitchen implements to intricate mechanisms. (1)

Dwarves are proud of skill, craft, and hard work. None of the shops were allowed to become sloppy or run-down, and even now the ruins maintain an impressive dignity. Like the homes that line the city streets, these shops are now home to dangerous creatures. Roll on the Trees and Houses Encounter table to determine what beasts have taken up residence. The chances of finding treasure are a bit higher here;

METAL WORKING DISTRICT



allow two saving rolls per character searching for loot. In addition to gems and coins, adventurers might still find usable Dwarven tools here. Rust resistant, slow to dull, and well balanced, they sell for ten times the price of mundane tools.

The centerpiece of the district is the Guild headquarters. It is a truncated cone of white marble, 70' across and 50' tall, topped with a giant sculpture of an anvil, tongs, and hammer. Most of the ground level is taken up by small offices. (2) is the guild master's office. The lofty ground level have two grand galleries containing 20' tall statues of master Dwarf craftsmen. (3) A larger statue of Gristlegrim himself presides over the room from the western most point. (4) An upper story contains offices; the stairways to this level have collapsed, but the chambers are home to numerous flying creatures.

A spiral stairway (5) behind a locked door in the center of the headquarters leads down 100 feet underground to a connections room. It is almost identical to the one in the fourth level of the palace, but the four tunnels (to the north, northeast, east and southeast) lead to the Temple, Palace, Treasury, and Ore Processing works.

To the west of the Guild Hall lies a huge smithy. (6) An almost tangible aura of magic hangs over the smithy and the glow of a forge furnace can be seen through the double-sized doors on the North and entrance to the smithy.

The smithy is the prison-home of Balo the Balrukh. It was captured as a young demon by Gristlegrim himself 2000 years earlier and brought to Hael'ku to become the Master Smith of the whole city. The best Dwarven smiths trained it over centuries as did the greatest Dwarven wizards, but they only trained Balo to make cursed weapons. Since Balrukhs are actually flame demons in tangible form, any magic they learn or do will have an evil aspect to it. The smithy was built of enchanted stone to last 100,000 years by Gristlegrim himself. The earthquakes that devastated the rest of Hael'ku did not even faze it. The walls floor and ceiling appear to be made of obsidian. Inside there is only one large 4-sided room. At the western vertex is the forge, an immense oven 16 feet high with a mouth large enough for a man to walk into it. In the center of the room is the anvil, a piece of forged steel some 20 feet long, 10 feet wide, and 8 feet high. The anvil also serves as a throne for Balo. Along the northeast and northwest walls are racks made of steel to hold the Balrukh's tools, chiefly hammers, chisels, and tongs, but there are also bowls, vials, cauldrons, corkscews, vices, and other tools of the trade.

Balo has not been outside of this one room for approximately 2000 years..There is only one door. The walls and ceiling are unbreakable and there is only one door which he cannot pass through.

BALO THE BALRUKH

STR: 140	INT: 13
CON: 63	LK: 48
DEX: 20	WIZ: 32
SPD: 24*	CHR: 60

COMBAT ADDS: 184

HT: 18 FEET WT: 2000 POUNDS
AGE: 2222 YEARS. (Still young for a Balrukh.)



Balo the Bakrukh

Languages: Old Dwarven and Demon Tongue

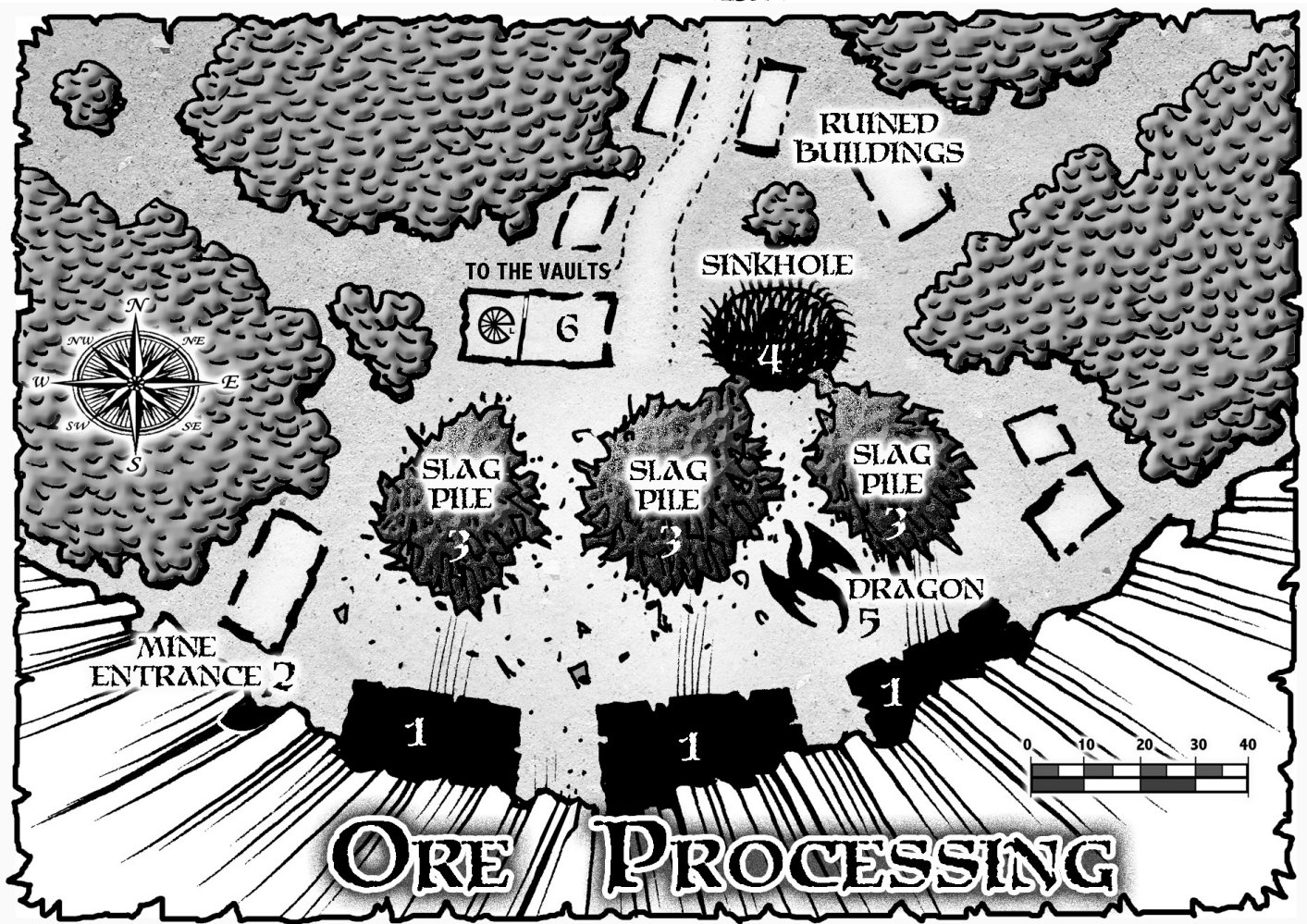
(I rolled triples for speed when creating Balo, and so it has demonic speed that roughly reacts twice as fast as ordinary characters — Ken)*

Balo has 2 friends that he sees only when they come to see him. One is the Dwarf Liche King: Gorah'kor. Balo forged that king's magical mithril axe for him more than 1000 years earlier. The other is the golden dragon X'garragarra'xa. (Both of these character monsters are explained later in this key.)

ORE PROCESSING WORKS AND DRAGON'S LAIR

The highest point in Hael'ku is the southern end of the city. This is where the Dwarves built their smelters. The southern end of the city is between 50 and 200 feet higher than the northern end. They had 3 smelting furnaces located on the highest edge of land right up against the southern crater wall. **(1)** The Dwarves brought the mined ore to the smelters via the nearby underground tunnel entrance **(2)**, melted it out of the raw ore with huge fires in furnaces and dumped the slag over the sides where it naturally ran downhill until it solidified. Since there were 3 main furnaces up against the cliff, the slag naturally formed into 3 hills of melted rock with depressions between them. **(3)** These hills generally look like featureless dark gray slopes of rock similar to lava or slate with occasional discolorations of darker or lighter material. *(See map on next page.)*

In addition to the natural height of the crater floor, there is also a large sinkhole located in this area. **(4)** The Dwarves enlarged the opening and channeled molten rock into it as an additional way to dispose of the waste. At the bottom of the sinkhole is an underground river flowing generally northward. The river dives very deep and does not connect with the lake at the northern end of the city. It ultimately feeds into the lightless lake at the base of the mountains where the Shadow Lord resides. The sinkhole is more than half filled and clogged with mining waste. It's just a big hole in the ground—a dangerous hole. Everything that was organic about the buildings and machines in this part of town has rotted away centuries ago. Most



of the iron has rusted into useless mounds. Weeds and trees have sprung up and grown huge over the centuries. What can be seen is a few stone buildings and huge hills of slag rock running up the cliff face in 3 locations at about a 60 degree angle. Small wildlife lives in the bushes near the north end of the location—treat it the same as the general overgrown city area using the same random encounter tables. Intelligent creatures usually stay away from this part of the city because the dragon is always hungry and will eat anything it can catch. From time to time the dragon (5) burns down the underbrush in this part of the city and eats any charred animal forms it finds.

Utilitarian but still well-ordered, the loud, hot, and noxious work of pulverizing, smelting, and extraction went on in this district. The buildings here are large but low, with numerous windows; these are really the skylights and ventilation systems for great vaulted chambers where the work was done. These

extend outwards, under the rim of the crater, as well as downwards. These windows are empty—no panes of any material obstruct the free passage of the air. The raw ore was delivered through underground passages, as was the copious amounts of water required for some of the processes.

The earthquakes did terrible damage to the works. The giant cranes, cauldrons, and catwalks suspended from the ceilings fell in heaps on the floors. Furnaces and forges broke open, starting fires and coating some areas with a crust of pig iron. The deeper galleries have flooded, and are home to hungry and noxious water creatures.

Some of the really heavy work was done by specialized golems. They tirelessly swung hammers, turned cranks, ran treadmills, and worked bellows. Most of these were deactivated, but a few survive, carrying out their programmed tasks as best they can on shat-

tered equipment. These golems have MR 200, but will not fight other than to defend themselves.

Treasure here is far rarer than in other buildings, but here and there, behind heavy vault doors, are small caches of precious metals. They were stored here until there was a large enough batch to transfer to the Treasury. The vaults were (and in some cases, still are) guarded by a golem; the creature was also tasked with opening the doors. These are smaller (MR 250) than the guardian statues in the Temple, and will only attack those who try to enter the vaults.

If they players manage to enter a vault, roll 2D6 to determine the type of ingots present:

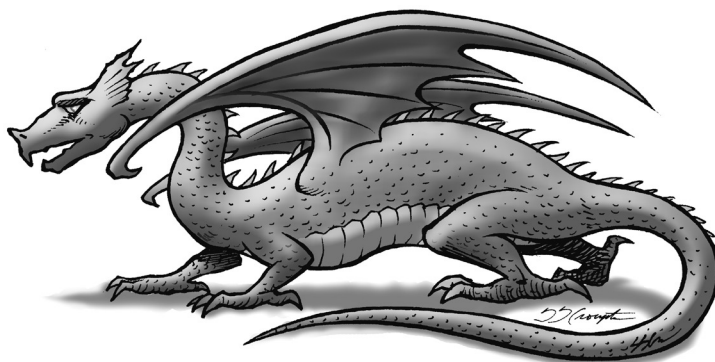
- 2-5:** Copper, 3d6 (TARO) ingots each weighing the same as 50 weight units.
- 6-8:** Iron. 3D6 (TARO) ingots each weighing 100 weight units,
- 9-10:** Silver, 2d6 (DARO) ingots, each weighing the same as 50 weight units
- 11:** Gold, 2d6 (DARO) ingots, each weighing the same as 25 weight units
- 12:** Platinum, 1d6 ingots, each weighing the same as 25 weight units.

The weight unit was the smallest unit of measure the Dwarves used and equates 0.1 pounds or 0.045 kilograms in earthy measure. Such a chunk of iron was called a piece of iron. Thousands of years later when coinage on Rrr'lfff was standardized so that each coin would weigh as much as 1 piece of iron, it became common to refer to coins as copper pieces, silver pieces, gold pieces and so forth.

One nondescript looking building in the center of the ore complex has a locked door, behind which is a spiral staircase. (6) It leads down to a connections room. The four tunnels there lead to the Metal Working District, the Treasury, the Palace, and the Smelter sub-basements. From there another large tunnel leads to the mines, which are extensive and run for miles into the mountains. In places it connects to the *Toughest Dungeon in the World*, so any would-be-explorers had best be careful, or they might end up in a ogre's lair or a far worse!

THE DRAGON

A relatively young Gold Dragon lairs between two of the slag hills. 800 years ago or more the dragon had a working arrangement with the Dwarves where she would use her flame breath as a kind of blast furnace for the smelting of gold and silver, and she took payment in precious metals of one tenth of the Dwarven



output. That arrangement ended during the War of Liberation when Lerotra'hh secured an alliance with the dragons, and the Dwarves sided with humans and elves. Remembering her old agreement with the Dwarves, she never attacked the city or tried to harm her old employers, but she didn't protect them either. Her name is X'agarragarra'xa—that's the short form, of course, but she generally doesn't even think about her name any more. Ratlings and Hrogrs and spiders and Goblins and anything else that uses language just call her the dragon.

This Gold Dragon has the classic dragon form—long serpentine neck, triangular head, teeth and claws like sabers, a sinuous body about 30 feet long with another 20 feet of tail, a pair of huge batlike wings. She weighs about 6 tons and has a monster rating of 2000. Golden scales the size of dinner plates and cover her body from end to end, top to bottom.

There is only about a 50% chance of encountering the dragon as she frequently flies off to the elven forests to the south or the foothills and mountains to the north to hunt for food. She can breathe out dragon fire in a blast of flame that will do 20D6 damage to anything it hits. She could do more, but she needs something to be left for her to eat after she cooks it. That is not enough damage to melt metal—at least not steel, but certainly hot enough to inflict serious and probably fatal burns on any being caught in her fire.

The dragon is not automatically hostile if she isn't hungry, though she tends to see any larger life forms as food. Remembering her ancient partnership with the Dwarves, she would probably not attack any party with Dwarves in it unless they attacked her first or tried to take her treasure. X'agarragarra'xa, like many dragons, loves to rest and sleep on gold, and she has a small mountain of the stuff roughly shaped into a nest between slag hills 2 and 3. There is literally 10,000 pounds of raw gold scattered around between the slag hills with most of it forming a very crude nest, but a comfortable bed for the dragon. There's another 20,000 pounds of silver scattered around the bases of the slag hills, and some of it has been formed into crude featureless statues of Dwarves and other living creatures—the dragon has made these things just for fun over the centuries that the city has been abandoned. Like most dragons, she is a natural wizard, but she doesn't know spells—she just uses her magic to help her do things. She speaks Old Dwarven, Draconic, and has the wizard speech for communicating with anything else. After more than 700 years of solitude, the dragon is growing restless, and has been thinking about finding a mate. She would be a formidable ally or enemy for any person or group that could befriend, or might alienate her.

Some time near the beginning of any adventure taking place in Hael'ku, the dragon should be seen flying above the city. She will not attack the players at that time, unless they do something incredibly foolish to enrage or engage her.

ADVENTURES YOU CAN RUN IN THE CITY

This section presents two adventure hooks to get players to the city.

ADV. 1: THE HEIRLOOM

For Tunnels & Trolls adventurers.

A Dwarven king named Grundurg* has offered a magnificent reward for the finding and obtaining the great mithril axe. This legendary magical weapon was forged by a Balrukh. It was last seen in the possession of Gorah'kor, the last king of Hael'ku, who is believed to have died in the great earthquake that wrecked the city.

If the adventuring party includes a Gristlegrim Dwarf, or if they do a lot of research, they will learn the basic facts about Hael'ku (see the history in the introduction). With the right amount of wheeling and dealing, they might convince a priest of Gristlegrim to use the teleportation platform in his temple to send the party to the ruined city. There's a cost, however; they must cut in the temple authorities for a third-share of the reward and any treasure they find. To keep them honest, the adventurers must take with them a zealous junior priest. She knows ancient languages and can supply clues if the party gets stuck; she also demands that the adventurers respect the memory of those lost in the city (e.g., no looting tombs) and pay proper reverence to Gristlegrim. She insists they stop to pause and bow their heads whenever they see an image of the god-wizard. (To speed things up, the GM might just have them arrive on the teleport platform

SIDEBAR: GRUN OF DURG

*Grun of Durg (aka Grundurg) is king of the deep underground city of Durg. The mines near his city are playing out, and he finds himself contemplating a future of increasing poverty for himself and his city. Having heard the legends of the fabulously wealthy city of Hael'ku, now lost and abandoned for over 700 years, he is beginning to think of how he can reclaim that old treasure city and the valuable things that must lie within it. His first thought was to send adventurers after the legendary mithril axe. Later on, his plans would grow more ambitious.



and say they have the background knowledge necessary for this adventure. It depends on you as Game Master. Do you want a long slow introduction to the adventure where the players must work through the background, or do you want to jump straight into the action?)

In fact, the old king – now a liche – is still wielding the axe. The undead monarch roams the city, his mind consumed with thoughts of revenge against Hrogrs. Gorah'kor has some allies; he has turned the Ratlings who live in the Palace into cowed servants. A small party (armed with javelins, daggers, and shields) often accompany him. Others act as scouts, letting him know what is happening in the city.

Gorah'kor spends most of the time in a vault on the fifth level of the Treasury, or in his own chambers and the throne room of the Palace. He knows the passwords to the tunnel entrances, and many other secrets of the city. It will be very hard to nail him down, especially once his spies report that there are strangers in the city.

KING GORAH'KOR

Level 8 Dwarven Warrior, now Liche

STR: 64 (+52)	IQ: 32
DEX: 38 (+26)	WIZ: 24
SPD: 18 (+6)	CON: 82
LK: 32 (+20)	CHR: 54

Combat adds: 104

Weapons: Great Mithril Axe (double-bladed Dwarven war axe): 21d6+9, This weapon can damage creatures that can only be hurt by magic. It can hit immaterial foes and stop trolls, were-creatures, and vampires from regenerating. Requires STR 40, DEX 30. Only a Gristlegrim Dwarf can wield the axe; anyone else is subject to a *Death Spell #9* (beat a L9SR-LK or drop to Strength 0, Constitution 0).

Armor: Permanently whammied Dwarven plate 30 points of protection and the armor regenerates damage done to it at a rate of 10 points per combat round. Anti-Magic Amulet: Gives the wearer a saving roll vs. Luck to entirely avoid the effects of a spell targeted at him. Make the roll on the level of the spell. The protection has a cost and limits; every use drains

an amount of kremm equal to the level of the spell. When the wearer is out of kremm, the amulet stops working until the reserves rebuild.

Liche-Gorah'kor can understand Old Dwarvish, an ancient dialect of the Common Tongue, Elvish, a bit of Urukish, and a smattering of the chattering language of Ratlings. He cannot speak aloud (no tongue, lips, or lungs!), but he communicates by using the telepathic Wizard Speech and he can write messages in old Dwarvish runes.

Gorah'kor should always be located in the last place the adventurers look. Ideally that would be the Treasury location mentioned in the section about the Treasury. Other likely places to find him would be the Dragon's Lair or the Balrukh's smithy. Woe to the adventurers if they find him in those locations, for those two creatures are his friends and subjects and will fight for him.

ADV 2: RECLAIMING THE CITY!

For Monsters! Monsters! adventurers.

This scenario requires an experienced and confident Game Master. Basically, it is a wargame between the GM forces of invading Dwarves and the player forces of monsters. The object is to gain and retain control of the city of Hael'ku. As GM you want to give your players as hard a battle as possible, but still make it possible for them to win. You cannot be seen to throw the game, but if you just crush them that will not be a good outcome for either you or your players.

Grundurg, a Dwarven king, has decided to reclaim the city after all these years. He begins with an advance force (consisting of 15 warriors, 5 engineers, and 1 5th level wizard wielding Dwarf magic to act as force commander) sent in via the Temple's teleport platform. They have orders to investigate and seal off the Temple, and if possible retake the Palace. If they encounter difficulty, they can summon an additional force of 100 Dwarven warriors, and of course they will do so at the first sign of organized monster resistance. They will also summon the extra hundred warriors and a master 10th level Dwarf wizard if a week or more of game time passes. They are here not just to loot the Temple, but to retake the city and



Can the local monsters put aside their differences long enough to repel Dwarven invaders?

permanently occupy it if possible.

Of course, the monsters are not happy with this intrusion, and will muster to stop the invasion and destroy the teleport site that allows easy access to the city.

The monsters have the advantage of knowing the terrain. The Dwarves only have ancient texts to work from, and won't know the details of the tunnel system, and know about the city's current inhabitants. The key will be if the various solo creatures and gangs of monsters can work together fight back.

THE INVADERS

The invasion force is led by a powerful dwarven combat wizard and his lieutenant (also a wizard). See their write-ups below.

The warriors, engineers, and other wizards are divided into two squads. They all have good armor (chain mail).

The warriors have heavy crossbows and either a combat hammer (6d6) or dwarven war axe (7d6).

The engineers have a heavy pick, and carry a bag of crude grenades (medium-rock sized; L1SR-LUK to successfully detonate; 6d6 to everyone within 10'). They also have a sack of tools – saws, crowbars, bailing wire, spikes, and so on – in case they need to erect a barrier, spike a door shut, and so on. Given an hour of time they can turn a pile of rubble into a fairly sturdy wall.

The wizards have Level 1 – Level 5 Combat School spells, and all Level 1 and Level 2 spells, plus *Blindsight* and *Dis-Spell*; they carry a Staff Ordinaire and a kremm battery with 3d6 kremm (TARO, but max. 20). They act as scouts and intelligence officers.

The exact level and attributes of these squaddies depends on the challenge you want to give the monsters.

Commander Karag'tu "Granite-Fist"

Level 10 Dwarven	Wizard,	Male
ST: 48 (+36)	IQ: 32	
DX: 28 (+16)	WIZ: 107	
SPD: 18 (+6)	CON: 60	
LK: 21 (+9)	CHR: 45	

67 combat adds.

Karag'tu is a hardened veteran and skilled practitioner of combat magic. He's the sort of leader who is both hated by his men (because he's demanding and a relentless disciplinarian) but has their utter loyalty because they know he'll never waste their lives or fail to rescue them from captivity.

The commander carries a big war pick, and waves it around when leading men into a melee, but in actual combat he switches to his sax dagger, which allows him to use his adds and which he keeps enchanted with Whammy (which only costs him one kremm to cast via his staff). Karag'tu holds back on flat-out attack spells, preferring to confuse and weaken opponents first.

Spells: All Level 1 – Level 5 spells; Combat school spells to Level 10; plus *Wall of Stone*, *Energizer*, *Pygmalion* and *Medusa*.

Gear: Deluxe Staff, Kremm Battery (Maximum 89 kremm; currently has 62 points), Heroic war pick

(fine quality, 7d6+2), Sax (2d6+5, coated with silver); Master's Ward (detects and identifies incoming magic up to Level 3), wears Banded mail suit (13); three healing potions (cures 4 CON damage); Magic Tent scroll (usable once; creates a 20' diameter tent with the properties of an Invisible Wall. Lasts until the next sunrise.)

Lieutenant Zkarrrk, aka "Light Patch"

Level 5 Dwarven Warrior, Male	
ST: 29 (+17)	IQ: 25
DX: 24 (+12)	WIZ: 51
SPD: 14 (+2)	CON: 32
LK: 19 (+7)	CHR: 35

38 combat adds.

Zkarrrk is oddly nerdy for a veteran officer. He would rather spend his time in magical research and practicing flashy magical-combat moves (he has learned to use Blasting Power to create bursts of flame that look and move like fabulous beasts). But duty calls, and he has come to crave the spoils of war.

Zkarrrk is a competent officer who likes joking around with the dwarves under his command. He tends to be cautious about advancing into an unknown area, posting men with crossbows to provide cover and sending in scouts to reconnoiter first. He has a weakness for magical treasure, however; the prospect of getting a unique item to investigate makes him overconfident. In combat, he prefers a direct approach, casting lots of attack spells (at low levels, to conserve power for the long haul).

Zkarrrk wears what looks like a large glowing eye patch over his forehead. He never removes it except in dire circumstances, so rumors abound as to what is under there. It's . . . an eye. A cursed third eye the size of a softball which can partially paralyze anyone it glances at. He has limited control over what the monstrous, glowing-purple orb chooses to stare at. If Zkarrrk removes the patch in battle, every ally present must make a L1SR-LK on each round, and every foe a L2SR-LK on each round. Everyone who fails the roll has their combat total for the next round halved.

Spells: All Level 1 – Level 3 spells; Combat school spells to Level 7; plus *Imp Whistle*, *Wall of Fire*, and *Rock the Walk*.

Gear: Staff Ordinaire, Kremm Battery (Maximum 48 kremm; currently full), Two medium handguns (He loads these just before going into battle, and saves them in case he runs out of magic power), Combat hammer (fine quality, 6d6+2), Sax (2d6+5), Magic snow globe (can be tossed up to 50'; if it breaks, it turns into a tornado of ice and wind which builds up over three combat rounds, then casts a combination of *Storm Force Five* and *Divine Disapproval*, both at level 6). Wears a suit of mail (12 points).

This scenario should be played in acts.

ACT 1: DISCOVERY

To get the game started, assemble a group of monsters, and send them on a foraging expedition in Hael'ku. Have them approach the teleport platform near the Temple of Gristlegrim. Let them see Dwarves arriving, one about every 5 minutes. There should already be at least 4 Dwarves on the scene. To make things simple, let all these Dwarves be nearly identical warrior scouts with monster ratings of 40 each, and all armed with axes and daggers. Each Dwarf gets 5D6 + 20 in combat. (war axe + personal adds) They are lightly protected with scale mail (takes the first 10 points of damage). The Dwarves establish a perimeter and guard the arrival point from attack. They talk among themselves as they do so, and if any players understand Dwarven let them overhear such comments as "How long do you think it will take to reclaim this city?" or "What will we do about all the monsters here?"

ACT 2: PREPARING FOR BATTLE

To have a chance to succeed, the monster players must recruit allies from the city itself. The immediate possibilities are the Goblins from the lakeshore, and the Ratlings from the palace. The Goblins can bring a force of 50 fighters. The Ratlings can bring 80 fighters and another 80 giant rats. Another possible group of monsters would consist of Hrogrs. There are 6 Hrogrs in the city. Allow the players to recruit 1D6 of them if they think of summoning them. The players could also summon up to 1D6 trolls from the caverns. If the players come up with other possibilities on their own, encourage them to pursue those avenues and gain as many allies as possible.

Liche-Gorah'kor would naturally come in on the Dwarves' side. The golden dragon would probably come in on the Dwarf side. The Balrukh is trapped in its smithy and can't come out, but would be more likely to help the Dwarves than the monsters.

While the monsters are gathering strength, the Dwarves would also be increasing their forces. By the time the monsters are ready to attack, the Dwarves should have 100 warriors and possibly a level 10 Dwarf wizard to act as supreme commander.

ACT 3: BATTLE ROYALE

There are a number of ways this can play out depending on how much time you want to spend on it. The lengthy campaign style would have a number of skirmishes in different locales around the city. You could have a squad of Dwarves fighting Goblins on the lake shore, or a squad fighting Ratlings in the Palace, or a squad fighting Hrogrs in the treasury. It doesn't really matter who wins or loses these small battles. If one side starts to lose, they will run away, hoping to come back with reinforcements.

It should all lead to the big battle at the teleport pad. This is the only space in the city large enough and clear enough of undergrowth to allow a mass encounter. The relative strength of the two sides should break down like this:

Dwarves: 100 warriors at MR 40 each = total force strength of 4000 (ie. 401D6 + 2000 combat adds.)

Also: the GM playing **Gorah'kor** and possibly the **dragon** (see their stats in the city description)

Also: the GM playing 2 **Dwarven wizards**, one at level 10 and the other at level 5.

Monsters: 50 **Goblins** at 20 each = total force of 1000 (i.e. 101D6 + 500 combat adds)

Also: 80 **Ratlings** at 20 each = total force of 1600 (i.e. 161D6 + 800 combat adds)

Also: 80 **Giant Rats** at 16 each = total force of 1280 (i.e. 129D6 + 640 combat adds)

Also: 4 **Hrogrs** at 80 each = total force of 320 (i.e. 33D6 + 160 combat adds)

Also: the **player characters** themselves and whatever extra forces they may have been able to recruit during act two.

Analysis: The monsters have superior numbers, but the Dwarves have superior fighting power. In order to have a good ending for the players, they have to win against the odds. One way to make this happen is for the dragon to switch sides during the battle and turn its destructive power against the Dwarves. If this can be accomplished through player agency, it will give your players their greatest sense of achievement. There are many other possible endings, depending on what the players themselves think of.

Rewards: There is an abundance of battlefield loot to reward the players with if they win, including possibly magic items the Dwarven wizards may have been carrying. Be generous. Make the rewards enormous. Give any surviving victorious monster player characters 1000 adventure points each for saving Hael'ku.

If the players are defeated, but survive, give them 500 adventure points each for a valiant effort.

If the Dwarves win, they take the city, clean out the monsters, open commerce with the outside world, and have another center of known Dwarven power under the rule of good king Grundurg.

OTHER ADVENTURES IN HAEL'KU

For T&T or M!M! adventurers.

A ruined Dwarven City like Hael'ku has a lot of potential for even more adventures you could run. Here are a few brief suggestions...

JUST PASSING THROUGH

Either regular adventurers or a group of monsters are travelling to somewhere else and end up having to stay in Hael'ku overnight while on their journey. They can look for treasure, get attacked by the locals and have to fight their way out.

CAPTURE A GAKK

The particularly strange and spoiled sister of a nearby ruler wants to add a Gakk to her menagerie back at the castle and the party of monsters (or humanoids) have been hired to get into Hael'ku and capture one alive and unharmed. The goal being that it can be returned to the kingdom for display and

study. The ruler will pay them 100 gp each for the task and will even provide airship transportation to Hael'ku and back again. However the strange princess insists on going and supervising the whole project to make sure that the Gakk is unharmed. She is more than willing to let any of the party die as long as the Gakk is protected.

HUNT FOR THE CRYSTAL SKULL

A demoness (succubus) convinces the party to help her find a crystal skull that is somewhere in the old Dwarven treasury. She will reward them handsomely, but can she be trusted, and why is the skull so important to her? Is she out to save the world or destroy it?

CAPTURED SPIES!

One of more of the party are captured by Ratlings, who believe their captives are spies sent by the dwarves or the Mallardorians. The players have to convince the Ratlings that they are not spies, or they have to find a way to escape or be rescued.

THE FINAL FLOOD

A newly active volcano is melting a nearby glacier and it is going to completely flood Hael'ku and destroy it once and for all. This is the last chance anyone will have to search the city for valuables and warn others about the city's impending doom. The group going in have been hired to find what they can and warn whoever will listen. To make it more interesting, have a relative of one or more of the adventurers be a local resident and they have to try to convince that person (a monster) to leave before it is too late!



TREASURE GENERATOR



As a GM, there are occasions when you may not want to write down what every monster (or human) in every room is guarding in the way of treasure; also, numerous older solitaire dungeons 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 as monsters leave magic items alone.

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 \times is a multiplication symbol; base values of gems (in G.P.) are given with the gem names:

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

If you roll 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 = Headgear
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.



FINAL GUIDELINES FROM KEN...

I bet you're surprised to find this at the end of the document instead of the beginning. But, before you put the book down, perhaps forever, I wanted a chance to talk to you about what's important in gaming, and perhaps in life.

You have just finished reading a book full of rules for playing *Monsters! Monsters!* Some of the rules are pretty wacky when compared to other role-playing games. You may not agree with all those rules. You may not understand or like the Chaos factor with its ability to alter dice rolls. You might not like the spells or the idea that monsters can grow enormously big and powerful without limit. You may not like the simplified combat where you roll your dice, compare your totals, and the loser takes the difference. You may not understand Stunting. You can blame anything you didn't like about the rules on me. Hah! I am an old Troll, and blame rolls off me like water off a whale's back. It doesn't hurt me at all. I can take it, because I know a secret that I'm going to share with you.

You want to know the secret? I'll tell you, but don't go spreading this around, because knowing this gives you an advantage over all those people who don't know it. And I only want my friends to know the secret. Here it is: THERE ARE NO RULES. THERE ARE ONLY GUIDELINES. It's like the Pirates' Code. (If you don't know what I'm talking about, go watch *Pirates of the Caribbean* — imho, Johnny Depp's best role ever.)

In both Gaming and Life there are a lot of guidelines to help you behave properly, and people think they are rules. But those guidelines/rules change over



Ken The Trollgod

time and distance. Proper behavior in the U.S.A. is not so proper or accepted in Japan or the Congo, or the past or the future. Everything changes. Most of the time, the Guidelines are right and for the best. Sometimes they aren't. And when they're not right for you, then you need to break them, bend them, change them to achieve a good outcome for whatever is affecting you.

Here's another thing you should know. Everything has a cost; nothing is free. Somebody always must pay for everything that exists or happens. Knowing that, you can change the rules. DO WHAT YOU WANT, AND PAY THE PRICE! The price may be in money, or pain, or respect, or laughter or advantage . . . There is always a price and someone always pays.

The Game Master is God in *Tunnels & Trolls* and in *Monsters! Monsters!* The book might say A, but the Game Master says B while running the game. Who's right? Ken St. Andre who wrote the book/rule or the GM running the game? It's the GM! It's his/her game.

I hope you have a lot of fun with *Monsters! Monsters!* I hope it helps you bring your own monsters to life in a way that frees you from human constraints without harming others. I had fun creating it, and intend to have even more fun in the future playing it. If you want to talk about it, come find me on Facebook or Twitter.

Best wishes,
Ken St. Andre
May 20, 2020





MONSTER CHARACTER SHEET

NAME: _____

KINDRED: _____ ABILITY: _____

LEVEL: _____ GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

Character Portrait

PRIME ATTRIBUTES

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

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

LK: _____ IQ: _____ WIZ: _____ CHR: _____

MONSTER COMBAT ADDS: _____

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

CHAOS FACTOR NOTES: _____

MONSTER BIO: _____

ENEMIES LIST: _____

Adventure Points

WEAPONS & ARMOR:

SPELLS & POWERS:

MONSTER PORTRAITS

Cut these out and place one as your monster portrait on the M! M! character sheet. Permission granted to photocopy.



Mallardorian



Liche/Undead/Zombie



Ratling



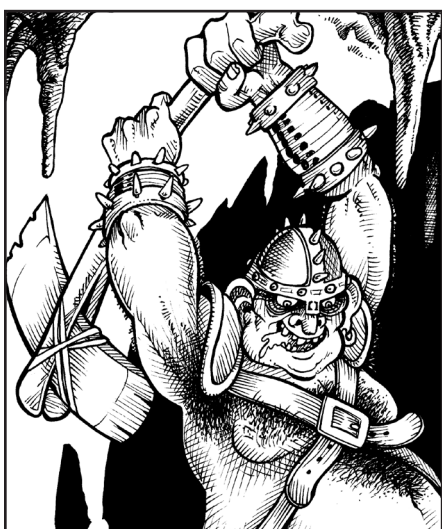
Stone Troll



Balrukh/Demon



Bat Troll



Hrogr



Goblin/Uruk



Uruk

TOUGHEST DUNGEON IN THE WORLD!

BY KEN ST. ANDRE



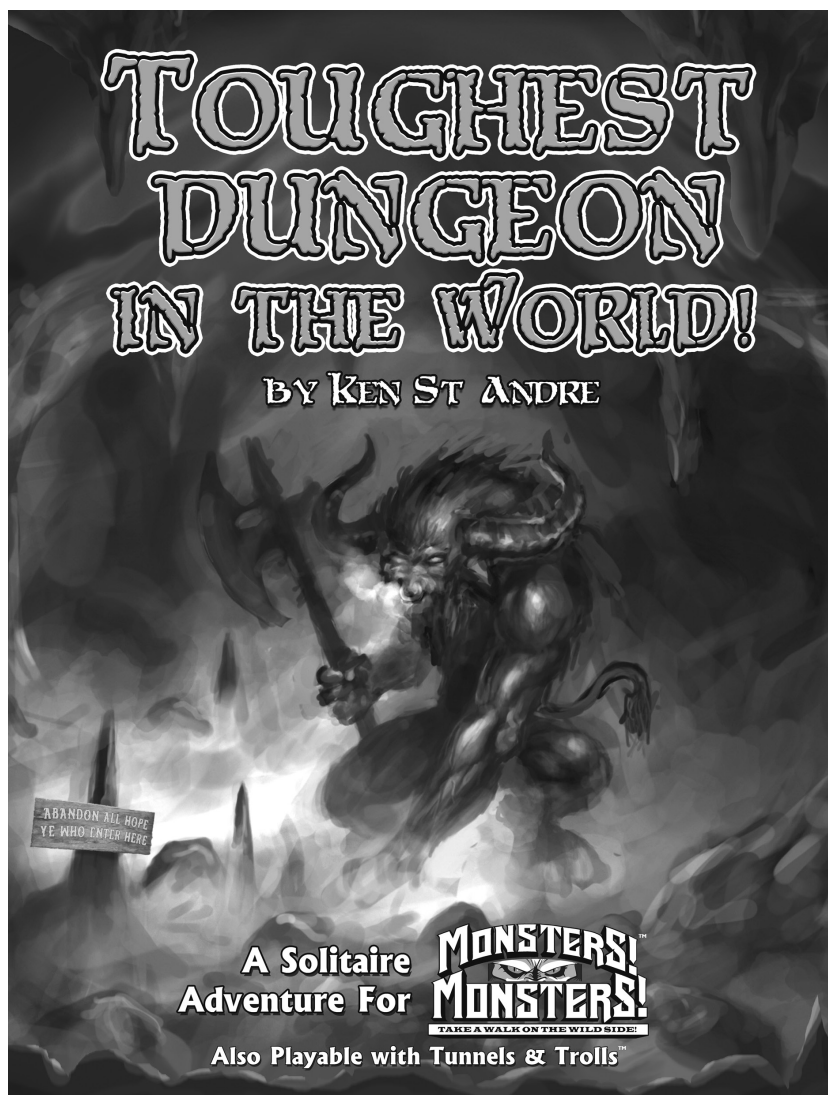
ABANDON ALL HOPE
YE WHO ENTER HERE

A Solitaire
Adventure For **MONSTERS!
MONSTERS!**

TAKE A WALK ON THE WILD SIDE!

Also Playable with Tunnels & Trolls™

NOW ARE YOU READY FOR THE



The *Toughest Dungeon in the World* is a solitaire adventure that can be played with *Monsters! Monsters!* or *Tunnels & Trolls*. Written by Ken St. Andre, it was first published in 1980 by Judges Guild. Now, 40 years later, Ken has updated and enhanced this classic solo adventure, bringing it back to life in new and exciting ways. Artists Phil Longmeier and Steve Crompton have enhanced this solo with new illustrations and graphics more suitable for this wild monster-mash solitaire adventure.

Ken St. Andre was inducted into the Origins Hall of Fame and is one of the last standing creators of the first generation of role-playing game designers still working on the classic games he created. This new expanded edition is now 48 pages long and will keep any player busy for a lot of adventure in caverns and tunnels deep below Trollworld. What makes this the toughest dungeon and what or who is the Lord of Shadows? It dwells in the depths waiting for you. Will you avoid its power or be corrupted by it?

This hardback edition also includes 16 pages of additional material consisting of the *Murder of the Raptured Troll*, scenario suggestions, NPC characters, and maps that allow you to run this as a GM adventure.

TOUGHEST DUNGEON IN THE WORLD!

A SOLITAIRE & GM ADVENTURES FOR



ALSO PLAYABLE
WITH TUNNELS & TROLLS™

WRITTEN BY
KEN ST. ANDRE

INTERIOR ART BY:
PHIL LONGMEIRER
&
STEVEN S. CROMPTON

COVER ART BY:
DUSAN KOSTIC

HARDCOVER EDITION



*Special thanks to proofers Benjamin Chee, Sarah A.,
Gregory Sears, James Harland, Paul Amala & Tim Webb.*

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Graphics and layout by Steven S. Crompton
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TOUGHEST INTRO

HOW TO PLAY THIS ADVENTURE - BY KEN ST. ANDRE

This adventure is designed for the *Monsters! Monsters!* role-playing system. (You can also use the *Tunnels & Trolls* rules.) In order to play you will need a pencil, paper, and a set of 6-sided dice, and either the M!M! rules or the T&T rules.

Most adventures are designed for the “good guys”, those brave adventurers who invade subterranean lairs in search of loot and thrills. This one, on the contrary, tries to get you to look at things from the “monster’s” point of view. After playing a troll for a while, you will begin to realize that the delvers are the true monsters of the story.

How can Ken St. Andre call this the *Toughest Dungeon in the World*? It may well be that there are other solitaire adventures with more fiendish traps, bigger monsters, more labyrinthine passages. Certainly a solitaire adventure can never replace a good face-to-face encounter with a skilled Judge or Gamemaster. However, Ken would like to point out some of the factors that make this adventure particularly hard to win.

Other solitaire adventures tend to last from 10 to 30 minutes, and you will have either won or died. This one will be that short only if your player character dies quickly. The goal of accumulating 10,000 Gold Pieces worth of treasure will turn this into a carefully calculated campaign game for the player who dares hope to win.

Another difficulty is that your opposition (the delvers and other monsters in the caverns) are designed to get stronger and stronger. (This means some bookkeeping work for you as a player, but the vast numbers of characters you create for combat in this adventure can be recycled as cannon fodder, and other miscellaneous citizens in other T&T games.) *Arena of Khazan* suggested the

opposition get continually tougher, but the challenge was partially alleviated by the random selection of foes. Foe selection is random here, too, but, you can depend on it being worse than the last thing you faced.

I don’t expect you to win. I have tried every devious dodge I can think of to kill you (fairly, of course), like giving your opponents magic while not originally allowing you any. Your opponents may also have enchanted weapons which you are unlikely to duplicate, unless you are smart and strong enough to win their enchantments away from them. Last, but not least, this dungeon is so tough that it contains an ultimate source of evil. If you’re lucky, you’ll never find it.

The *Toughest Dungeon in the World* is designed primarily for trolls; however, you may wish to use other “monsters” in it for variety. Please go right ahead and use anything that is humanoid except for vampires, shadowjacks* and were-beasts. If the text refers to a troll, and you are not using a troll, please mentally substitute whatever kindred name is appropriate.

**Shadowjacks are not in 2nd edition M!M!*

The rules of play are quickly established. You may use any non-magical humanoid you wish. You may arm and armor them if you wish, though I would prefer that you started anything as large as a troll naked and unarmed except for its natural equipment. Each paragraph that you read may be considered one game turn (*10 minutes*) unless it indicates that it is a longer period of time. The other exception is if you are in combat in that paragraph, in which case it should only count as 1 minute (*a combat turn*). Your character must eat at least once every 50 game turns or it will lose its Strength multiplier in STR and CON points. (*See the Monster Character Modifier Table in the M!M! rules, page 23*). For example, if you play a troll with a STR multiplier of 3, and you fail to eat something (or someone) for 50 turns, you would lose 3 STR points and 3 CON points—this is a

permanent loss and must be recovered in other ways than simple regeneration. Once your character falls into starvation mode, it will lose another Strength and Constitution point after each ten paragraphs of play until it manages to eat. Your character must sleep at least once every 200 game turns or it will have its IQ and Luck ratings halved until such time as it does sleep. Characters may only sleep in their own lairs. To keep track of such things as game turns, I advise you to keep a running account of your adventure on a handy piece of paper thusly: 115, 48, 32 (fight delvers), 40 (return to lair), 98 (eat delvers' bodies), etc.

It should go without saying that you read only those paragraphs that you are told to read, and when you are told to randomize from 1 to 6 to pick the next direction, that you don't just pick 6 because you know or guess that it will lead you to the most exciting adventure (or roll 1d6 and let the fates decide).

Important: Keep track of paragraphs you are on whenever you are asked to go to the *Foes Book* which starts on page 36, as you are likely to have to return to that paragraph after your encounter, or spells have been cast.

Why 10,000 Gold? When you were a young monster, you met a dragon whom you helped escape from a group of human adventurers. He told you that the key to happiness was to have a pile of 10,000 coins and gems to sit upon and savor, and he gave you 100 coins to start you off. Ever since then, you have wanted to have a big pile of your own treasure.

Incidentally, lest you wonder what else a monster can do with 10,000+ Gold Pieces that you are trying to accumulate, survivors can buy quite a nice place in the Officer Corps of the city of Khazan, not to mention living high in that city of monsters.

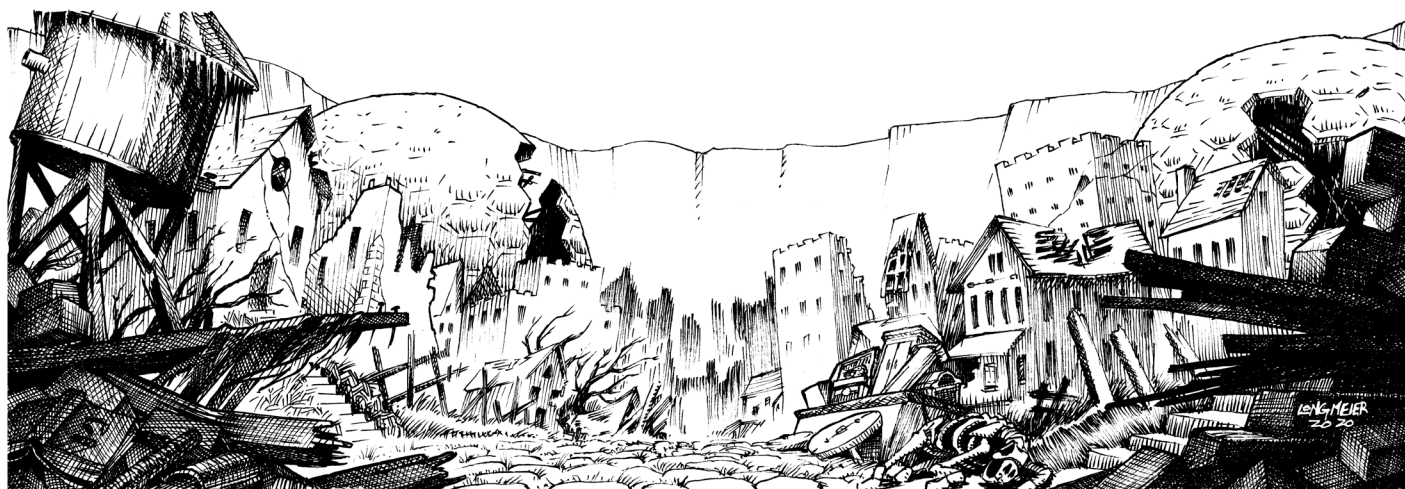
Now, if you are ready to begin, generate your monster character and go to Paragraph **125**. Bad luck to you! May you swim in gore, and feast on the entrails of your enemies!

The Trollgod

Ken St. Andre

Creator of Monsters! Monsters! and Tunnels & Trolls, the best known rpgs you can play solo!

Start your Adventure on Paragraph **125**.



*And of course beyond the caverns awaits
the ruined city of Hael'ku. (See the new M!M! rules for details!)*

Start your Adventure on **Paragraph 125.**

1 - Roll one die. If you roll 1, go to **75**; if you rolled 2, go to **194**; if you rolled 3, go to **9**; if you rolled 4, go to **123**, if you rolled 5, go to **17**, if you rolled 6 go to **65**.

2 - You awaken in your own lair without any idea of how you got there. Your strength and Constitution are now double what they were previously, and your Luck is halved. You also have no shadow, but this is something you are not likely to notice in the darkness of the caverns. The Lord of Shadows has taken your soul. You are now unable to feel joy or sorrow. Go to **40**.

3 - Make your first level saving roll on Dexterity (20 - DEX). If you make it, the critter you caught was badly wounded. Go to **80** and continue the Combat. If you missed the saving roll, they all got away. You find yourself out in the caverns, so you may as well wander. Go to **175**.

4 - Take the difference you missed the saving roll by in hits on Constitution as you bruise and maul yourself trying to shatter solid stone. If it kills you, close the book. If you are still alive, go to **83**.

5 - You finally leave the grotto via a different side tunnel. Go to **185**.

6 - "Go to the Chamber of Gold!" cries the Lord of Shadows. You feel a sudden stab of bone-deep pain, blink, and when you open your eyes you find yourself in a vault half-filled with Golden Coins and Bullion of ancient vintage. You have no idea where you are, but obviously you have been transported to a place where great wealth needs only to be picked up. You look around for a way out and see a stairway leading up to a trapdoor in the ceiling. Go to **134**.

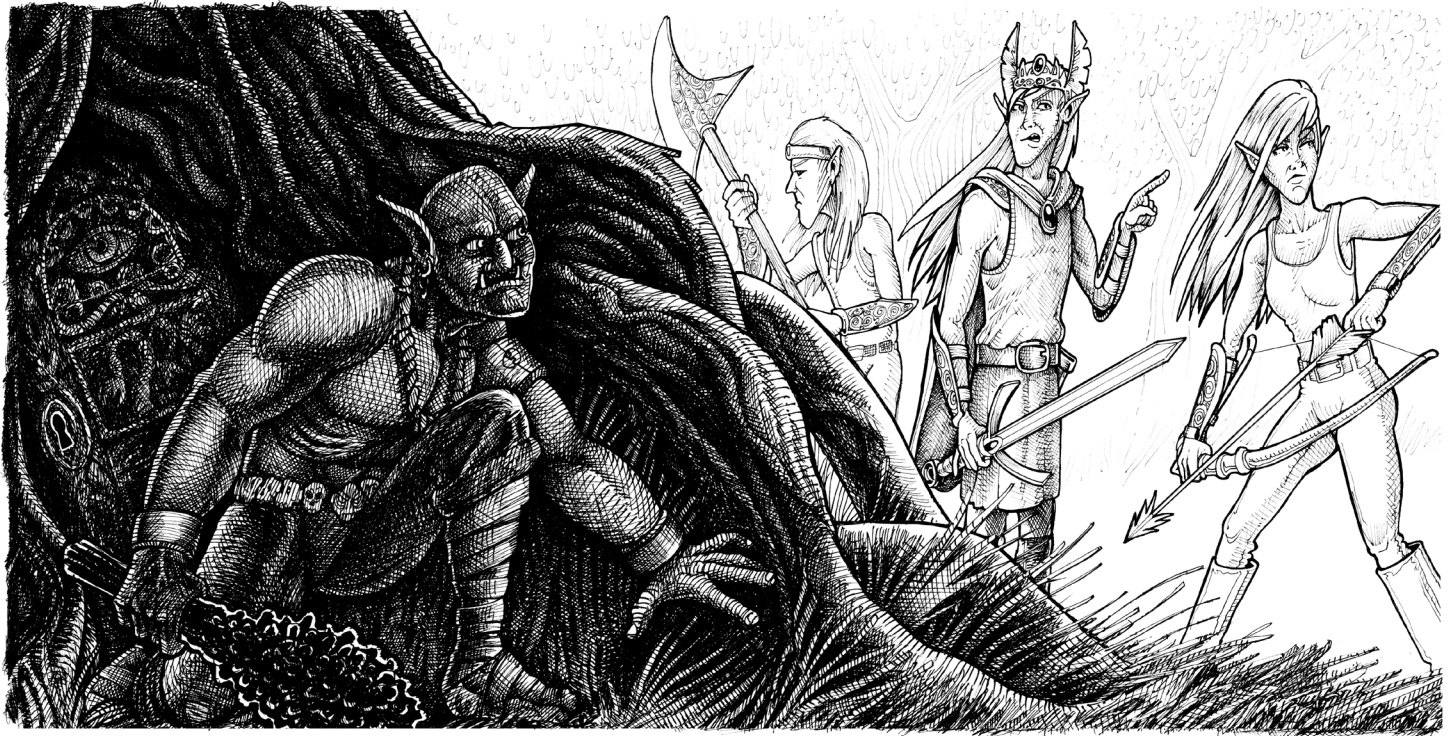
7 - The passage you are in leads down and away from the stream. After a short while you begin to notice that this is no natural passage, but a tunnel carved out of living stone. You follow it for about three hours, putting the protected caverns many miles behind you. Then the passage begins to lighten, and finally you emerge into a vale beneath the open sky completely surrounded by impassable cliffs. The place is mostly bare stone, with only a few hardy mountain plants clinging to the thin soil, but filling most of the opens pace are the ruins of the fabled Dwarven city of Hael'ku! If you wish to explore the ruins, go to **38**. If you'd prefer to turn around and go back, go to **34**.

8 - You may loot the corpse or corpses of weapons and treasure if they have any. Nice of lunch to come right to your door. Go to **40**.

9 - While you are searching, you receive a face full of slime, dislodged by the water and your search. Make a saving roll at your own level on Luck. If you pass, you spit out the slime before swallowing any of it. You stagger back out of the waterfall. Turn to **48**. If you fail the LK saving roll, turn to **87**.

10 - The stairs lead to the surface. Deciding that you have had enough of Hael'ku, you look for the way you came in and head back for the protected caverns. Go to **158**.

11 - The lair is occupied. Note this paragraph. Turn to the *Monster/Cavern Generation Matrix* on page 42, to see who or what lives there. ** Make your third level saving roll on Luck (30 - LK). If you make it, go to **93**. If you miss it, you immediately find yourself in a fight with the occupants. Go to **46**.



LONGMEIER '18

12 - It is too dangerous to continue through the mire ahead of you. You could still turn around and go back safely to the point at which you entered the forest. If you want to do that, go to **147**.

Alternately, you could decide to smash some of the fungus giants to your left and right, and try to use their stalks to make a kind of floating pathway on the deepening mud. If you try this, go to **214**.

13 - The pleasant aroma of decaying meat apprises you that you are nearing some other creature's lair. You begin to search the walls of the tunnel more carefully, and soon you spot the entrance obscured in the shadows of a large stalagmite. You listen, but are unable to tell whether the lair is occupied or not at present. If you wish to enter the lair, go to **65**. If you wish to bypass it, go to **175**.

14 - You feel you cannot turn back now and push on in a determined manner. You walk for more than six hours and finally emerge from the tunnel in the twilight somewhere deep in the Great Forest. Knowing that you are deep in the territory of your hated enemies, the Elves, you turn and try to re-enter the tunnel, but there is a magical barrier that prevents you from going back in. Roll one die. Then make a Luck saving roll on the level you just rolled. If you miss the saving roll, you are caught by Elves before you can leave the Great Forest. Go to **189**.

If you make the saving roll, Go to **222**.

15 - You charge into their midst but bounce off an intangible barrier of air that completely surrounds them. Looking down, you see a fiery pentagram enclosing their party, and you are unable to cross it. If you wish to leave them inside their protection and go somewhere else, you may lope off into the darkness by going to **84**. If you want to wait for their magic to wear off, you can remain and make horrible faces at them. Go to **182** and wait.

16 - Swimming out of the quicksand might work, but only if you make yourself as light and buoyant as possible. You realize you will have to release your weapons, your treasure, and your food. Reluctantly you let all that go. Then it's a simple question of how heavy your character is. If your character weighs more than 400 pounds, the quicksand pulls you down and you're dead, unless you're a rock troll. Rock trolls don't have to breathe and can go to **132**. If you weigh less than 400 pounds with all your equipment discarded, then you have a chance, to go to **159**.

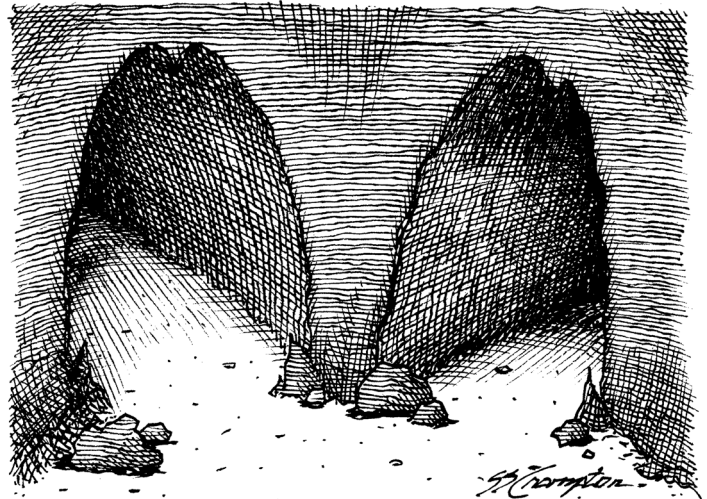
17 - You search thoroughly, but find nothing. Return to **48**.

18 - It appears to be a standoff, but the effort of fighting you has tired them somewhat. Subtract one from the Strength of each delver, and return to **157**.

19 - You smash into the door and try to break it open. It doesn't give, but parts of you do. Roll two dice and take that many hits on Constitution. If that kills you, close the book. If you still live, go to **134**.

20 - Rock trolls don't have to breathe—they don't even have lungs. The spores don't bother you at all. You crush your way through the vegetation and finally approach the moving black wall. You are astonished by what you see. Go to **59**.

21 - As you follow the path deeper into the putrefying forest, you feel as if you are being watched. Make a level 5 saving roll on Luck (40-Lk). If you make it, go to **180**. If you miss the saving roll, you are suddenly attacked by hideous creatures. Note this paragraph. Roll 1D6 on *Fungus Forest Random Monster Table* on page 45 to see what attacks you.**



22 - This tunnel goes up and down, side to side in a series of undulations that are very tiring. Finally it branches into two runnels,. If you want to go left, go to **205**. To go right, go to **29**.

23 - Make a level 3 saving roll on luck. (30 - LK) If you make it, you manage to push through the ants and get into an unused tunnel before they muster an attack—go to **47**. If you miss it, some warrior ants attack you before you can escape—go to **137** and double the number of ants attacking.

24 - Total the IQ, Luck and Charisma of the Wizard who threw the spell. Then total your own Strength and Constitution. If the Wizard's total is greater than yours, you will drop everything you are carrying, turn and flee. Turn to the Delves Magic Matrix at the back of this book. If not, go to **114**.

25 - A swift retreat will get you away from the giant ant, but it will also cause you to blunder off the trail and get lost. You find yourself breaking many of the fungi spore-sacs. You get away from the giant ant, but may have another problem, aside from now being lost. If you are a Rock Troll, go to **20**. If you are any other type of character, go to **155**.



26 - Pushing through one last throng of ants, you emerge into a huge chamber where dozens of warriors line the walls, and hundreds of workers are scurrying about a huge being. You have found the Queen of the Nest (Gain a special award of 1000 adventure points).

The queen looks like a warrior ant, but her thorax is a huge swollen sac, from the end of which drops a steady stream of reddish ant eggs. As each one falls free, a worker ant picks it up and carries it away down another tunnel. There is a sense of alien greatness in the room. You can't help feeling a sense of awe in the imperial presence. Perhaps that sense of wonder gets through, because suddenly, you hear a strange, sweet voice in your mind. It says, "Stranger, come forward!" If you obey, go to **178**; if you resist, go to **92**.

27 - You continue on your journey. As you move deeper into hive territory, you notice that the walls have begun to glow slightly with an eerie phosphorescent shimmer. It seems that some kind of glowing slime has been smeared on the stony walls in patterns that make no sense at all to you. All that matters is that you can

dimly see what's going on around you. And the main thing is that there are more and more of the giant ants.

There seem to be two types, large black ones like the one you slew, and smaller, lighter ants that are always carrying something in their mandibles. Obviously they are warriors and workers. For several minutes, the ants seem to ignore you, but finally a warrior heads directly toward you, its antenna questing violently in your direction, its mandibles clashing, and formic acid dripping from its jaws. If you wish to attack it, go to **137**; if you wait to see what it will do, go to **207**.

28 - You wisely refrain from drinking the tainted water. There's nothing else to do but turn and retrace your steps. Go to **202**.

29 - The tunnel slopes downward and ends abruptly in a large pool of dark water. From time to time a large bubble of noxious gas rises through the water and bursts at the surface releasing a smell of sulphur. Even though the water might be tainted, you feel a great thirst. Will you take a drink or not? To drink, go to **208**; to not drink, go to **221**.

30 - Roll one die. If you rolled odd, go to **110**. If you rolled even, they see you first and attack on sight. Note this paragraph number. If there are any foes who know magic, turn to the *Delver Magic Matrix* on page 44.** If not, go to **157**.

31 - While you are sleeping you regain any Strength you may have lost in your previous adventure. If you are sleeping directly after eating and were at full Strength already, you may add 1 to your Strength. When you wake up, go to **40** and choose another option.

32 - If you have been attacked by monsters, go to **46**. If you have been attacked by delvers with a Wizard or Rogue who knows magic in the group, turn to the *Delver Magic Matrix* on page 44.** If the delvers have no magical talent, go to **157**.

33 - As you explore an ancient corridor in a Dwarven palace, you suddenly feel the stone beneath you giving way and find yourself falling through the air. Make a 5th level saving roll on Constitution (40 - CON). If you missed it, go to **118**; if you made it, go to **90**.

34 - WHAT??? You choose to turn your back on the fabled ruins of Hael'ku before you even explore them? The Trollgod is displeased. Subtract 1 permanently from your CHR. Now go to **38** and explore the ruins.

35 - Even Trolls need rest, especially after a long patrol through the caverns. While you are sleeping, make your first level saving roll (20-LK). If you make it, go to **31**; if you miss it, go to **116**.

36 - Roll one die. If you rolled an even number, you were attacked by delvers. Note this paragraph and turn to the *Cavern Delver Generation Chart* on page 40. If you rolled an odd number, you were attacked by one or more monsters. Turn to the *Monster/Cavern Generation Matrix* on page 42.** If you were attacked by the delvers, check on whether there are any Wizards or Rogues who know Magic in the party. If there are, turn to the *Delver Magic Matrix* on page 44. If not, go to **157**. If you were attacked by monsters, you find yourself in a tooth and nail fight. Go to **46**.

37 - The path leads down for a long, long time. Finally, far below the roots of the mountains it comes to the shores of an enormous lake of black water. If you wish to wade into the lake, go to **41**. If you'd like to take a drink from it, go to **153**. If you'd like to just walk along the shore, go to **164**. If you decide to turn around and go straight back up, go to **43**.

38 - You are wandering through the ancient ruins of Hael'ku. Your path is more or less random, dictated largely by the pathways large enough to allow one of your size and bulk to move around. Roll one die to determine the results of your search.

If you rolled a 1, go to **126**; a 2, go to **33**;
a 3, go to **130**; a 4, go to **63**;
a 5, go to **191**; a 6, go to **146**.
If you wish to leave the ruins, go to **158**.

39 - The water is both deep and fast flowing. You turn end over end, eventually losing consciousness in the dark cold waters. When you awaken, you have been washed up on the shores of the stream in a dark tunnel. Reduce your Constitution by 1/3 from the blunt trauma and cold. Roll one die.

If you roll a 1, go to **96**; a 2, go to **37**;
a 3, go to **72**; a 4, go to **154**;
a 5, go to **117**, a 6, go to **7**.

40 - You are in your lair. The first thing you should try to do is add any new treasure you have brought back to what you already have. (The first time you read this, make a card to record your treasure on, then as you add various items to it, keep a running total of the value.) If your treasure total equals or exceeds 10,000 Gold Pieces, go to **144**. If you have brought back food that you wish to eat, go to **98**. If you have no food, but wish to sleep, go to **35**. If you have eaten and slept or are ready to go out adventuring into the tunnels, go to **156**.

41 - You find the lake icy cold but shallow. There seem to be many fish in it, judging from the motion you feel around your legs. As you wade along, an island looms up out of the darkness before you. When you climb up on it, you feel the presence of another being. Before you is an incredibly ancient shrine built of gigantic blocks of basalt leaning crazily together. Crouched beneath the lintel is a figure of solid darkness, blackness so deep that it seems to glow. A deep and ancient voice echoes in your mind, speaking one sinister word: "Welcome". If you wish to attack it, go to **148**. If you'd rather run away, go to **61**. If you answer it, go to **150**.

42 - Not far from where you met the giant ant, you find a lichen-covered wall of stone, and a good-sized tunnel leading into the darkness. Since you have fought the ant, you are covered with its pheromones, and if you enter the tunnel, you will find yourself able to pass among them without being attacked. If you enter the ant's tunnel, go to **154**. Alternatively, you may go back the way you came and eventually reach **117**, go to the left and reach the deepest part of the cavern—go to **201**. Go right and soon reach an important place—go to **154**.

43 - You follow the tunnel for some time, squeezing through gaps and climbing over mounds. Eventually you drop down a small but steep ledge into a stream. Somewhere you must have taken a wrong turn, because you're not sure where you have returned.

In fact, you're not certain which stream this is, but right now you only have two choices - go upstream or down stream. If you want to go upstream, go to **48**; if you want to go downstream, go to **173**.

44 - Rock trolls don't have to breathe—they don't even have lungs. The spores don't bother you at all. You crush your way through the vegetation and finally approach the moving black wall. You are astonished by what you see. Go to **206**.

45 - You realize that sinking here isn't going to kill you. It might immobilize you for a while, but it won't stop a rock troll. Go to **132**.

46 - You find yourself in fang and claw combat with your monstrous foe or foes. Do regular T&T Combat for one Combat Turn. If you are slain, close the book. If you kill your foe, you may plunder it and go to **119** with the body. If you kill it in its lair instead of a tunnel, go to **145**. If you wound it without killing it, roll two dice—once for it and once for yourself. Doubles add and roll over. If it has the high total, it breaks away and escapes, leaving you empty-handed. If it left you in its lair, go to **145**. If you are in the tunnels, go to **175**. If it wounded you, roll two dice once for it and once for yourself. If you have the high total, you escape by running. If it has the high total, you must stay and fight. If you tie, fight another round until it's not a tie. Go to the top of the paragraph and read through it again. If you ran away, you will head for home, go to **119**.

47 - The tunnel twists and turns, but leads slowly upwards. The number of warriors and workers increases. The rock of the tunnel walls turns to gray slate. Roll 1D6 to see how many 10-minute turns you spend in this tunnel before your next encounter. At the end of that time, a large warrior ant approaches to investigate you. Make a level 2 saving roll on Luck (25-Lk). If you make the saving roll, the ant passes you by—go to **205**. If you fail the saving roll, the ant will not like your smell—go to **137**.

48 - You stand at a magnificent cascading waterfall which is fed by many streams. It is a true wonder of the subterranean world. A passage on the right leads upward, while a tunnel on the left leads down. If you would like to go up, go to **96**. If you would like to go down, go to **37**. If you want to search behind the waterfall, go to **55**. (Note: there is no Paragraph 49 - it was stolen!)

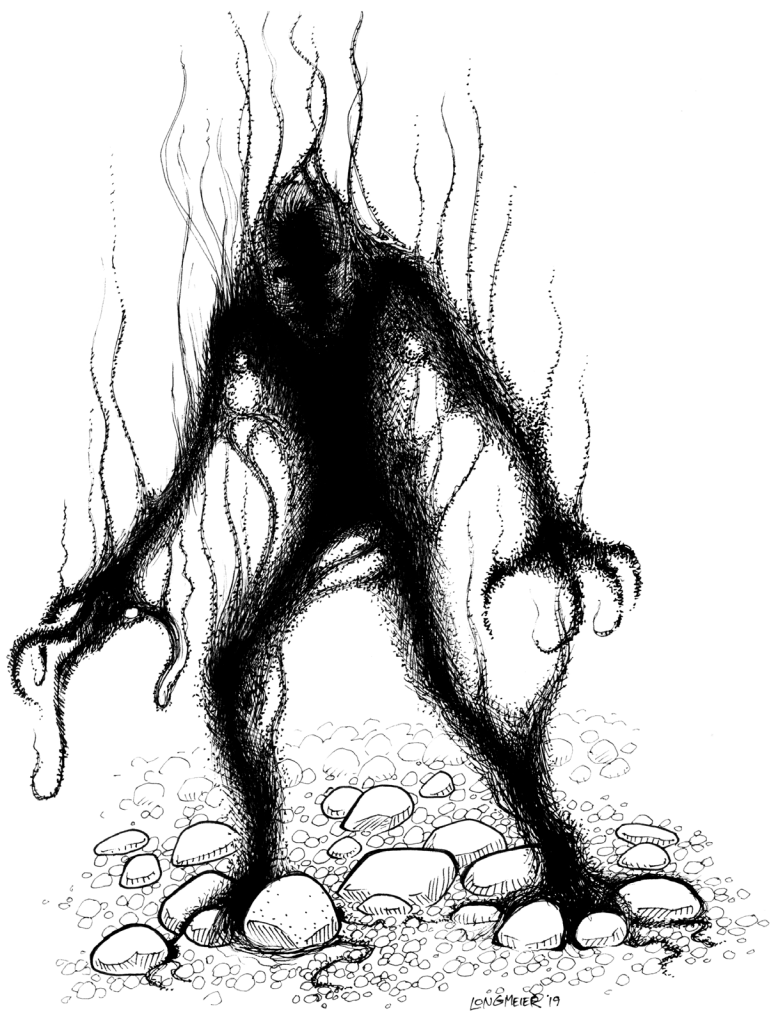
50 - The delvers do not panic and meet you squarely with everything they have. If there are any Wizards or Rogues who know magic in the party, turn to the *Delver Magic Matrix* on page 44.** If not, go to **157**.

51 - "You have chosen Immortality. Become like me!" cries the Lord of Shadows in a great voice that echoes only in your mind. On the instant, your flesh begins to disintegrate, flaking off in great patches and falling into the lake. When it is all gone, your skeleton remains erect for a few moments then shatters, leaving in its place a grey outline. You have now been transmuted into an immortal shadow being, and now there are two of them in the lake beneath the mountains. In time you find your own island to haunt, over the eons you may gain strange wisdom beyond our ability to describe here. Your quest for treasure is over. Close this book.

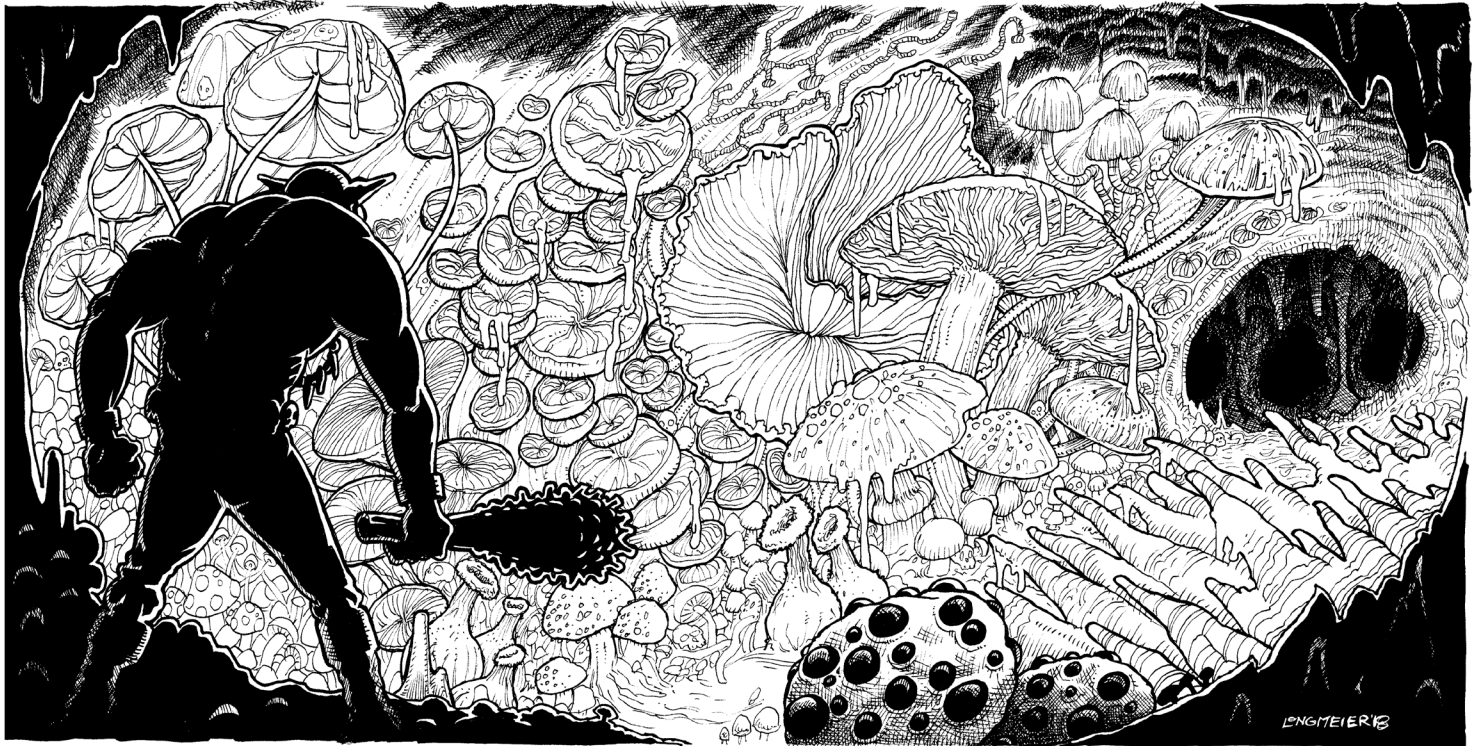
52 - You are trapped in your lair and fighting for your life. On the first Combat turn, there is no time for you to pick up a weapon. If you kill your foe or foes, go to **8**; if it (they) kills you close the book. If you wound your foe or foes without killing them (it), they will attempt to run away. If you decide to let them leave, go to **121**. If you decide to give chase, go to **3**. If you are wounded, or if no one was injured on the first Combat round, you will be able to pick up a weapon if you have one available before the second Combat round. Go to **128** and continue the Combat.

53 - Total the Wizard's Strength, IQ, and Charisma and compare it to your Strength and Constitution. If the Wizard's total is higher, roll one die, and you go to sleep for that many game turns. Go to **73**. If your total is higher, the spell has no effect. Go to **157**.

54 - After a while your rest is interrupted by the arrival of one or more worker ants. They seem surprised to find you in the chamber, and come up to sniff you with their antennae. Make a level 1 saving roll on Luck (20 - LK). If you make the saving roll, the ants recoil in some confusion, and you take the opportunity to slip out of the chamber and rejoin the throngs outside—go to **68**. If you miss the saving roll, the workers sense something wrong, and attack you—go to **141**.



55 - Your search reveals a pile of stones. They look deliberately placed. If you wish to search beneath the stones, go to **88**. If you wish to continue searching behind the waterfall, go to **1**. If you wish to abandon your search, go to **48**.



56 - The fungus forest is one of the strangest places you've ever seen. All the plants glow with an eerie phosphorescent shimmer—light green, pale yellow, gray, mauve. The cave floor is thick with decaying matter, so thick that it is difficult to walk, and you get a thick gooey mud all over your legs. There is fungus growing on fungus, lichen on the walls, strange parasitical things hanging from the underside of mushrooms and toadstools. Near the entrance the toadstools are low and gray, but deeper into the cavern they grow taller and taller, until the largest that can be seen in the distance rise above your head like forest patriarchs. The tunnel splits into three paths: left, right, and center. To go left, go to **112**; to go right, go to **171**; to go up the middle, go to **21**.

57 - If you are a Dwarf you feel the blessing of the ancients for your respectful act, add ID6 to your Charisma. Examining the rest of the room, you find a secret door behind the King's throne. If you want to try and open it, go to **172**. If you decide to leave the city, go to **158**.

58 - When you break the stalks and heads of the fungi around you, they release clouds of millions of spores into the hot humid air. If you happen to be a rock troll, this will not bother you in the slightest, go on to **20**. If you are a creature that breathes, you are in trouble—go to **155**.

59 - The black wall is a living flood of snails, slugs, and worms, moving down from the darkness above and vanishing into the mulch below your feet. There are millions of them. You realize that this could be a food source for you. Do you wish to try eating some of these gastropods. If so, go to **184**. If you don't want a snack, you can go left to **95**, right to **201**, or back to **162**.

60 - What a magnificent slaughter! You loot all of their bodies of treasure, and may have any weapons you wish that they were carrying. Multiply the number of delvers in the party by 100 and give yourself that many extra Adventure Points. Then, with their treasure tucked in a sack and fresh meat under each arm, you head back to your lair. Go to **119**.

61 - With the bitter taste of fear in your mouth, you turn and plunge back into the lake. It seems that a large hollow laughter echoes behind you, and you feel a chill as a wave of magic strikes your body. Roll one die and subtract that number from each of your attributes.

You reach the shore and find yourself not far from the tunnel by which you entered this cavern. Still terrorized, you run into it and away from here. Go to **43**.

62 - If you are an Hrogr, Hurokk breaks into a frightening grin. He has tusks like a saber-tooth tiger. "Welcome to my home, you unlucky creature!" he cries, then rushes in to give you an Ogrish hug. To make a long story short, the two of you get along just fine.

Hurokk will show you a safe path to the Wall of Food and the way to the Hive. He teaches you which mushrooms are good to eat, and which are poisonous. After what seems like a long time—several sleep periods in this timeless place, you decide to leave Hurokk. Alas, the tunnels leading into the Hive are not large enough for Hrogrs to enter them, but you can go there to kill ants. If you would like to try killing a giant ant to get its meat, you may go to **209** and try your luck. Oddly enough, Hurokk won't help you kill giant ants. He's allergic to ant venom, and fears for his life if he has to fight them. If you wish to depart, you may return to the blackwall by going to **59**, or re-enter the dark tunnels of the caverns, go to **119**.

63 - With excellent logic, you ignore most of the buildings in the city and go to the largest and finest of them. This building proves to be the palace of the Dwarven King, but most of its sumptuous furnishings have perished ages ago. However, you force your way inward and come, at last, to the ancient throne room, where you find something that makes your whole quest worth the effort. On a raised dais is a massive throne of solid mithril (much too heavy for even you to lift and car-

ry off, and too hard to chip or otherwise dismember). Seated in it is the corpse of the last Dwarven King of Hael'ku. An aura of powerful magic overhangs the whole area. Only the Dwarves bones remain, his royal Crown, and his royal Weapon - a Great Axe with a shaft of steel and a double blade of shining mithril. Horrible, violent, and evil vibrations emanate from the ancient weapon. If you prefer to ignore them and seize it, go to **100**. If you ignore the Axe but take the Crown, go to **142**. If you'd prefer to let the old fellow rest in peace and not take anything, go to **57**.

64 - The tunnel takes you forward for several hours, and shows no signs of either life or use. If you go on, you face a real danger of starvation (add 40 to your turn count). Do you wish to continue? If so, go to **14**. If you'd prefer to turn back to the protected caverns of Hael, go to **43**.

65 - Make your first level saving roll on Luck (20-LK). If you make it, go to **145**. If you miss it, go to **11**.

66 - This viscous fluid is actually an elixir for rock trolls. Roll 1D6 and add that number to your Constitution rating. If you return to this paragraph later in the game, the elixir will have no further effect. After taking a drink, you turn around and exit the pool area. Go to **202**.

67 - The tunnel slopes steadily downward. After a while, you begin to notice small alcoves sealed off from the rest of the tunnel with a kind of papery barrier. There are many worker ants by these sealed rooms—some seem to be extruding some sort of paste from their jaws which they spread on the barriers with their forelegs. If you would like to investigate one of the rooms, one with no worker ants near it, go to **139**. If you decide to keep walking, make a level 4 saving roll on Luck (35 - LK). If you make it, go to **188**. If you miss it, go to **26**.



69 - Make a 10th level saving roll on Charisma (65 - CHR). If you pass this saving roll your touch has ended the curse on the weapon. You may now take the Mithril Axe. As a weapon the Mithril Axe does 12D6 + 28 combat damage and is considered enchanted for the purposes of determining what creatures can be hit with it. Any Dwarf wielding the Mithril Axe needs only STR 4 and DEX 3 to use it in combat. Other races using the Mithril Axe require STR 40 and DEX 30 to wield the weapon in combat. Due to the quality of the workmanship and the mithril used in its construction, the Mithril Axe is worth 1000 times the normal price of an Axe, but would be considered priceless to most Dwarves.

If you failed the saving roll, you are attacked by 2d6 Dwarven Wraiths. Each Dwarven Wraith has a Monster Rating of 100, and they attack you all together.

At the end of every round of combat, make a saving roll on Constitution at a level equal to the number of remaining Dwarven Wraiths. If you fail the saving roll, subtract that amount from your Strength because of the bitter freezing touch of the Wraiths. You may use the Mithril Axe in the combat. If you have survived, you may return to **63** and continue looting.

70 - The only thing that matters here is whether or not you are an Hrogr. If you are an Hrogr, go to **62**; if not go to **133** and fight for your life.

71 - You have found and claimed a two room lair deep within the caverns near a vast grotto and an underground stream. You will sleep and eat in the outer room and keep your treasure in the inner one. Note: While the caverns aren't entirely lightless, they are pitch black as far as any mere human eyes are concerned. Goblins, Uruks, Trolls, Balrukhs, and such beings however can see quite well over short distances. Go to **40**.

68 - As you stride through the darkness you begin to notice a glimmer of torchlight reflecting around the corners and on the walls ahead. This tells you that a party of delvers is in the tunnel ahead of you and they may be coming your way. Looking around, you see no convenient place to hide yourself. If you wish to continue cautiously in the direction you were going, go to **30**. If you wish to howl out your war-cry and charge, go to **187**. If you wish to stay where you are and wait, go to **177**. If you wish to turn and run away, go to **84**.

72 - The lightless passage twists and snakes its way ever deeper into the mountain. Roll one die.

If you roll a 1, go to **175**; a 2, go to **185**; a 3, go to **96**; a 4, go to **13**; a 5, go to **78**, a 6, go to **94**.

73 - Make your third level saving roll on Luck (30 - LK). If you missed the saving roll, the delvers killed you in your sleep - close the book. If you made the saving roll, they spared you for some strange reason, only taking any treasure or weapons you were carrying away with them. When you awaken, you find yourself alone, and must begin to wander again. Go to **175**.

74 - You fail to open the door and a section of the cliff falls upon you. Roll 12D6 to see how many hits you took when you were buried by the falling stone. If this kills you, close the book. If you still live, you may drag your badly broken body and exit Hael'ku, go to **158**.

75 - You found a small cave behind the waterfall. As you enter, you sense an aura of magic about this place. There are some ancient Human bones thrown in a corner, and the sense of magic is greatest there. Roll for one magical jewelled item on the *Random Treasure Generator*, page 46.** Then roll one die to see which attribute it doubles: 1 = Strength, 2 = IQ, 3 = Luck, 4 = Constitution, 5 = Dexterity, 6 = Charisma. (If this is your second or third, etc. time in this magic cave there are only bones here, but no jewels or magic.) Once you're done, return to **48**.

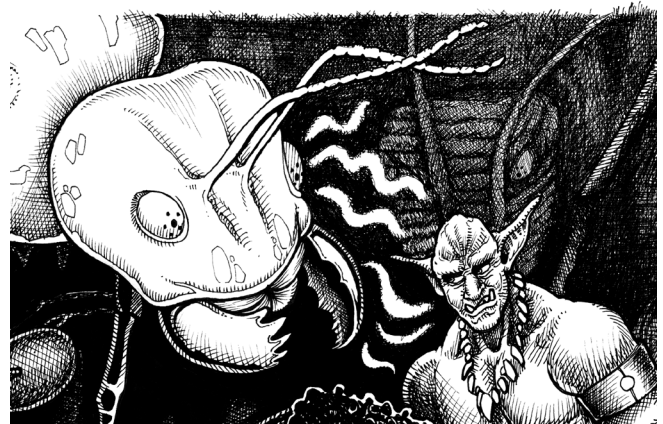
76 - The Crown would have made you rich, but instead you took the Axe. Go to **100** and see what happens next...

77 - The path seems to dwindle ahead of you until finally there is no room for you to walk, but in the distance above the slanting stems of gigantic mushrooms, you see what looks like a black wall. Oddly enough, the wall seems to be moving vertically. If you wish to continue toward the black wall, you will have to break your way through the fungi that block your path—go to **58**. If you wish to go back, you will find that it isn't so simple—go to **171**.

78 - As you shamle along the passage, you suddenly find yourself under attack. To learn who or what is attacking you, go to **36**.

79 - Make a second level saving roll on Dexterity (25 - DX). If you make it you dive into the water, turn to **129**. If you fail, go to **143**.

80 - You caught the critter. It will not be able to escape again. If you kill it, you may loot it and then go to **119**. If it kills you, close the book.



81 - As you walk on through the forest, you turn a corner and suddenly meet a gigantic black ant. It is about five feet high and it's six legs are half again as thick as they should be. The multi-faceted eyes lock on you, and it begins to clack its mandibles while advancing menacingly. If you wish to fight it, to **209**. If you turn and run away, go to **25**.

82 - This tunnel is very long and very twisty. In places you must crawl or slither to get through it. In others you must climb up nearly sheer walls of stone, and in yet other places you must make your way down slimy, muddy slopes. In fact, the tunnel soon takes you out of the hive, and then leads you on for days through deserted caverns. You must travel down this tunnel for 8 days, and you must eat at least once to keep your strength up. If skipping a few meals is going to be too tough for you, you can turn back to the caverns, go to **149**. Otherwise, get ready for 8 days with no food. On the first day that you have no food, make a level 1 saving roll on both Strength and Constitution. If you miss either saving roll, subtract the number you missed by from the attribute as you weaken. On the second day with no food, make a level two saving roll on Strength and Constitution. If you miss the saving roll, subtract the number you missed by and continue. And so forth, increasing the difficulty of the saving roll by one level for each subsequent day without food. If either Strength or Constitution fall to zero or less, you die. If you make it through all 8 days, then stagger on to **103**.

83 - In order to free yourself from this trap, you must shatter the very stone around you by raw power. Make your 10th level saving roll on Strength (65 - STR). If you make it, go to **197**. If you miss it, go to **4**.

84 - You are easily able to avoid the delvers in the darkness. Soon there is no trace of their light to worry you. Go to **72**.

85 - Something (whatever you generated back at Paragraph 116) caught you in your sleep and gets one free attack before you awaken. If it is a party of delvers, the Warrior and Rogues will attack you with their weapons first. You may subtract five from their Hit total when figuring how much damage they did. If this kills you, close

the book. If you are still alive, and there are Wizards or Rogues who know magic in the party, turn to the *Delver Magic Matrix* on page 44.** If it is a party of delvers without magical capabilities, the combat will be purely physical - go to **157**. If you were attacked by monsters you must live through their first round before you can fight back. If they kill you, close the book. If you still live, go to **46** fight the monsters.



86 - The ring is magical. If you wear it, you will add 1 to your Luck every time you are asked to make a saving roll and subtract 1 from your Constitution. And no matter if you are a Dwarf or a Troll, the ring will fit on one of your fingers (it's magic). Go to **47**.

87 - You swallow some of the slime! Roll one die. If you roll 1-5, then the slime is beneficial to your metabolism, you may add +2 to your Constitution. This counts as a meal. With a full belly, you pass back out from under the waterfall, turn to **48**. If you roll a 6, the slime has a drastic effect. Turn to **169**.

88 - You find nothing underneath the stones. Perhaps this is someone's idea of a joke? You leave the waterfall in disgust. If you would like to go up, go to **96**. If you would like to go down, go to **37**.

89 - Make your fourth level saving roll on Constitution (35 - CON). If you make it, the smog has no effect on you - go to **157**. If you missed it, cut your Constitution in half, and their Wizards get another chance to attack you. Now turn to the *Delver Magic Matrix* on page 44 for more magic combat.**

90 - Though the drop is more than 50 feet you land miraculously unhurt, rolling to absorb most of the impact with well honed muscles, skill and a small amount of luck. You find yourself in a rubble-strewn corridor, almost too small for you to get through. At one end is a stairway leading up. At the other end is a closed door. If you head for the stairs, go to **10**. If you head for the door, go to **199**.

91 - The delvers all vanish, although you can see a dim glow from their lights in the area where they used to be. If you wish to continue to attack them, go to **157** and halve all your combat rolls. If you decide not to fight the invisible, you can turn and run. Go to **84**.

92 - Forty ant warriors with a monster rating of 100 each rush forward to attack you, but only four can reach you at a time. For each ant that falls another takes its place. If you can slay 20 of them, you will be able to break free, and rush back out into the passages away from the queen's chamber. You battle your way out of the chamber, run blindly from a horde of pursuers, turn into whichever passages are least busy, and guess what, you escape. Go to **47**.

93 - The occupant or occupants of the lair is (are) asleep. You may have one free attack on it (them) before it (they) can wake up and fight you. If one free combat turn is enough to kill all your foes, you do so and then go to **145**. If any of the foes are alive after your surprise attack, go to **46**.

94 - Roll one die. If the number you rolled is odd, go to **110**. If the number you rolled is even, you ran into one or more monsters. Note this paragraph. Turn to the *Monster/Cavern Gen. Matrix* (page 42) to see what you have met.** Go to **46**.

95 - Suddenly you are attacked by two wandering monsters. Roll twice on the *Fungus Forest Monster Table* on page 45** and fight to the death. If you kill them, continue onwards to **147** where you may leave the forest if you wish or go to **59** to investigate another path.

96 - The passage twists and turns for a while and finally ends in a vast open grotto. There are very few rock formations in this huge chamber, but here and there great walls of limestone break it up into something of a maze. You move out into it and begin to wander as the spirit moves you. Roll one die. If you roll a 1, go to **183**; a 2, go to **124**; a 3, go to **185**; a 4, go to **5**; a 5, go to **110**, a 6, go to **119**.

97 - The armband is magical. If you wear it you can see in the dark. The armband is worth 200 gold. Treat all darkness paragraphs as if there was light to see by. Go to **47**.

98 - Ah! Food! Whether a munchy Elf or a tough old Dwarf, it is indeed the stuff of life. If you have taken any wounds, roll one die and add that to your Constitution. If you are not wounded, just add one to your Constitution. You eat up every bit. Return to **40** and choose another option.

99 - The floor beneath you just turned to mush and you splash in neck deep. Check the Wizard's current Strength. If it is 9 or greater, go to **170**. If it is less than 9, the Fighters get one free attack on you before you can get out of the muck and defend yourself. If this kills you, close the book; otherwise go to **157**.

100 - The Mithril Axe was cursed by the owner to slay anyone who touches it except Dwarves. If you are a Dwarf turn to **69**. If you are not a dwarf, the merest touch of the Mithril Axe is fatal. You are dead. Suddenly the skeleton of Gorah-Kor the Old Dwarven King, who was actually a liche and not just an old skeleton, stands up, takes back his axe and seems to laugh silently.

101 - You approach the door without any Gold on your person. It opens easily and you walk out. Sighing that so much wealth must remain inaccessible, you ponder the transitory nature of worldly possessions. As you begin to make your way upward, these thoughts quickly flee from your mind and you begin to refocus on your quest for treasure. Eventually you find yourself in a narrow passageway. Go to **33**.

102 - Your IQ has been temporarily reduced to 3. This leaves you able to defend yourself, but too dumb to object when they turn tail and slip out the back way. In about half an hour, you recover, but they are long gone. You resume your wandering. Go to **175**.

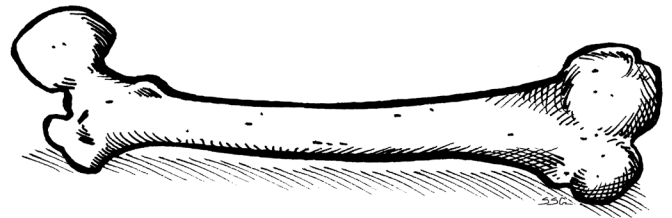
103 - As you stagger on through the darkness, a strange delusion begins to form in your brain. You believe you are seeing blueness. Onwards you trudge. Larger grows the patch of blue. Then you feel a bit of breeze on your face. Finally you climb up one last slope to find an opening on the mountainside barely large enough for you to scrape through. Pulling yourself through the opening, you find yourself under the open sky. You have escaped from the Toughest Dungeon in the World. You get a special award of ten thousand Adventure Points, and you can always relate your adventures in bars and taverns for a free meal and drinks. THE END.

104 - This is a very dangerous and narrow ledge, and there is not much to hold onto on the hot cavern wall. But something tells you that your fortune lies down that mysterious tunnel so close but so far away. Make 5 first level saving rolls on Dexterity (20 - DEX). If you miss any of them, the ledge crumbles under your feet and you plummet to your doom in the fiery lava below. If you make all five, you come safely to the other entrance. Go to **149**.

105 - The queen welcomes your addition to the hive, and promises to make you her consort, but you must stay in the chamber. Suddenly there are worker ants bringing you a constant supply of ant jelly, which you must eat. When you eventually fall asleep, the workers carry away everything that is not part of your body. The queen talks to you in her mind whenever you are awake. Days go by, then weeks, then months, and slowly you change into something more and more like an ant. You grow a hard exo-skeleton, and antennae sprout from your forehead. You increase in size until you are nearly as big as the queen. You become

a hybrid monster, thinking more and more ant thoughts. In time, you become the most powerful warrior in the tribe, with a monster rating of 500. Now go to **210**

106 - This is the equivalent of royal jelly for ants—only warriors and queens are allowed to eat this stuff. When a worker ant eats much of it, it grows bigger, stronger, and fiercer. If you have eaten the ant jelly, roll 2D6. That number of paragraphs later, your character will gain one attribute point on each of any 3 attributes of your choice. Since you ate some of it, and thus gained a favorable aroma, the uprushing ants will not attack you. Go to **47**.



107 - After killing Grokk the Troll, you may search his body and his nest for treasure. The only thing of value that Grokk owns is his thighbone club—a weapon worth 15D6 in combat and requiring a strength of 45 to wield. Make a third level Luck saving roll (30 - LK). If you make it, roll once on the *Random Treasure Generator* on page 46 ** to see what treasure he had hidden in his nest. When you leave Grokk's nest, you will become disoriented in the forest, and are attacked by wandering monsters. Go to **95**.

108 - Note this paragraph number. Go to the *Cavern Delver Generation Chart* on page 40 of the *Cavern Monster Generation Matrix* on page 42** to see what (or who) has wandered into your ambush. Now that you know what you're up against, you have the option of attacking or not. If it is monsters, and you wish to attack, go to **46**. If it is delvers, and you wish to attack, they will not have time to launch a spell at you, go to **157**. If you decide not to attack at all, go to **115**.

109 - "You shall have great power!" cries the Lord of Shadows in a voiceless voice. It drifts over and immerses you, penetrating into your very flesh and bone. You feel as if fire and ice were coursing simultaneously through your veins. Roll one die for each of your attributes. Multiply each attribute by that number. "A part of me is now a part of you," explains the Shadow creature. Whatever you kill shall forfeit its spirit-essence to me, and when you die, you become mine also. I need you here no longer. Begone!" With those words, you blink and find yourself back in your own lair. Go to **40**.

110 - Suddenly you spot a small party of delvers. They are not yet aware you exist. Note this paragraph number and turn to the *Cavern Delver Generation Chart* on page 40.** If you wish to attack the delvers, go to **177**. If you would rather avoid them, go to **84**.

111 - The door opens. You find yourself in a room that once held wooden chests full of Silver Coins. The wood has rotted away, but the Silver, badly tarnished though it is, remains. There are untold thousands of coins here. If you wish, you may carry off 1/2 your weight allowance as booty. You'd like to take more, but it's a long trip back to your lair, and you don't have much to carry them in. If you take the coins, head for the exit as speedily as possible. Go to **158**. If you don't take the coins, you have the chance to consider taking the King's treasures. If you decide to take the Axe, go to **100**. If you decide to take the Crown, go to **142**. If you decide to take them both, go to **76**. If you ignore them and leave, go to **158**.

112 - As you follow the path deeper into the putrefying forest, you feel as if you are being watched. Make a level 3 saving roll on Luck (30-Lk). If you make it, go to **77**. If you miss the saving roll, you are suddenly attacked by hideous creatures. Note this paragraph. Roll 1D6 on *Fungus Forest Random Monster Table* (page 45) to see what attacks you.**

113 - You breathe in millions of the noxious spores. They make your eyes water, your nose itch, and your throat burn. They get into your lungs, and before long, they begin to grow there. You have contracted a hideous disease: lung rot. Roll 2D6 and take that many hits on CON. Within the next hour the disease will spread. You will need to make a 5th level saving roll on CON once every 4 paragraphs for the rest of the game, or until your CON returns to normal. If you make the saving roll, add the number you made it by to your CON—your body is fighting off the infection. If you miss the saving roll, subtract the number you missed by from CON—your body is succumbing to the infection. If you get your CON back up to its pre-infection level, then you will have fought off the infection, and you will live. If your CON is reduced to zero, then you die in misery. In either case, you will manage to fight your way through the forest to the black wall—go to **206**.





114 - You resist the spell. This one has made you mad. Your only target is the Wizard or Rogue who just enchanted you. Do regular T&T Combat with the Wizard or Rogue, but your opponent cannot use any spell other than *Take That You Fiend* at their highest possible level. The other delvers in the party get to make their Combat rolls and apply that directly to your Constitution. If the Wizard or Rogue can't muster a *TTYF* (for lack of WIZ) then they will fight with their dagger and personal adds. If you kill the spell caster and survive, go to **157** to continue the combat. If you die in the attempt, close the book.

115 - Count the number of things or beings currently passing through your ambush, and then make a saving roll on Luck at the same level (i.e. one creature = 1st level (20 - LK); two creatures = 2nd level (25 - LK), etc.). If you made the saving roll, they did not notice you in your hiding place. Go back to **198**. If you missed the saving roll, one or more of them detected you, and they will attack. Go to **32**.

116 - While you are sleeping, your lair is located by an enemy. It (or they) decide to attack you in the hope of winning your treasure. Go to the *Cavern Delver Generation Chart* on page 40** to see what is attacking you. Now make your first level saving roll again (20-LK). If you make it, go to **161**; if you miss it, go to **85**.

117 - As you make your way down the tunnel, you begin to notice a faint green light coming from the walls. Stopping to check, you find a phosphorescent lichen growing on the stone. The farther down the tunnel you go, the more lichen there is. Underfoot, the stone turns to a thin mud which gets thicker and wetter as you advance. The walls widen and the tunnel gradually opens into a large cavern full of the most fantastic growths, all glowing with a sickly green light. You can hear a kind of low buzzing coming from the room ahead, mixed in with a low irregular clicking noise that you've never heard before. You have reached an entrance to the legendary fungus forest. If you enter it, go to **56**; if you decide to turn around, you can turn around and go back into the darkness, go to **48**.

118 - You fell more than 50 feet, landing hard and awkwardly and breaking both legs. Reduce your Constitution and Dexterity by 3/4. Until your legs heal, you will move at 3/4 speed, meaning enemies can outrun you at will, and that you can no longer escape from opponents by outrunning them. You find yourself in a rubble-strewn corridor, almost too small for you to get through. At one end is a stairway leading up. At the other end is a closed door. If you head for the stairs, go to **10**. If you head for the door, go to **199**.

119 - You come to a very familiar passage, it leads directly back to your lair. Exhausted by your long hike through the caves, you head back to your resting place, and soon reach it. Ducking around your front portal stalactite, you are finally home. Go to **40**.



120 - Suddenly the Wizard changes before your eyes into the form of a hideous Balrukh with a flaming whip in its hands. Make your saving roll on Intelligence (20 - IQ). If you miss the saving roll, you become frightened of the new monster before you, turn tail, and run away. Go to **84**. If you made the saving roll, you realize that the Balrukh is only a mirage, a trick, and you continue your attack. Go to **157**.

121 - Unwilling to pursue, you decide to resume your interrupted nap. Take 50 Adventure Points for driving off the intruders, go back to sleep and then go to **31**.

122 - The Elves do not even pause to admire your bravery before shooting you dead with arrows and spellfire. Close the book, your adventure ends here.

123 - While you are searching, you step on a slippery rock. Make a saving roll at your own level on Dexterity. If you pass, you maintain your balance. If you failed the DX saving roll, you lose your balance and fall into the stream. Turn to **39**. If you abandon your search, go to **48**. If you continue searching, go to **1**.

124 - In your wandering you have come across a fresh, uneaten corpse. Note this paragraph number and turn to the *Cavern Delver Generation Chart* on page 40** to see what it is, but remember it's already dead, so don't worry about attributes.** It will have whatever treasure or weapons it would have normally had. You may try to loot the corpse if there is anything there to loot. Keep track of anything you find. If you would like to take the corpse back to your lair and feast, go to **119**. If you wish to ignore it and keep exploring, go to **175**.

125 - A few hundred leagues south of Tharothar where the northern fringes of the Great Forest meet the foothills of the Khargish Mountains lie the protected caverns of Hael. (No player character higher than 10th level may enter these caves.) Legend has it that there was once a Dwarven city named Hael'ku in those caves, but that during the Wizards War, the Dwarves abandoned it, leaving an immense treasure behind. In reality, most of the treasure in the Caverns of Hael has been brought into it by delvers over the centuries. Certainly, much more has been brought in than has ever been taken out. Although the caverns are known to be inhabited by Uruks and Goblins, the chief menaces within them are the Trolls. Now go to **125B**.



125B - Nevertheless, many are the parties of Elves, Men and Dwarves that venture within, searching for the lost city or hoping to find the fabled treasures of the Trolls.

If you have not already done so, create your monster character now. If it is something less than a Troll or Balrukh, you may arm it with weapons and armor that would be appropriate for such a creature. If you wish to create a Troll or Balrukh, go to the *Monster Creation* instructions on page 39. ** Trollish skin is mottled grey and black, and your finger and toenails make quite respectable claws. Trollish skin is so tough that it will take the first five Hits of Damage on any combat turn just as armor would. In combat, your young Troll would get 3 dice + its personal adds. Whether you are a Troll or not, your objective is to compile 10,000 Gold Pieces worth of treasure. The adventure is not over until you are either slain or have won 10,000 Gold Pieces worth of treasure. (You may count captured artefacts, but not ordinary weapons and armor.) If you find the secret exit, however, you will be permitted to leave whether you have amassed enough treasure or not. Go to **71**.

126 - Although you search diligently for three hours, you locate nothing but barren rock and empty buildings. Time has reduced the possessions of the Dwarves to dust. Finding nothing you go to **158**.

127 - "If you refuse my boons, then I shall have no power over you. Be-gone, lest I kill you!" threatens the Shadow-thing. At these words you feel a great hostility. If you wish to attack it, go to **148**. If you decide to leave, make a

CHR saving roll at your own level. If you pass, go to **179**. If you fail go to **61**.

128 - Do regular T&T Combat. If you kill your foe, go to **8**; if it kills you, close the book. If you wound your foe or foes without killing them, they will attempt to run away. If you decide to let them go, proceed to **121**. If you decide to give chase, go to **3**.

129 - The water hole is deeper than you expected. You dive deeply and avoid the Elven archers, but an underwater current drags you deeper than you would have liked. Go to **39**.

130 - For four hours you search and find nothing. Finally, about to give up, you force yourself into a room that is too small for you and discover a heap of powdery Dwarvish bones. It is evident that at least 100 of the small little fellows died here long ages ago.

Among their bones is one fabulous Dwarvish weapon, made of mithril and inlaid with seven gems. To discover what it is, go to the weapons section of the *Random Treasure Generator* on page 46 **and generate a weapon and its seven gems.

There are spells on this weapon, but nothing that you can use or recognize, and their lore has been long forgotten. To you it is just treasure, but it makes the whole trip worthwhile. Go to **158**.

131 - As you walk the ants seem to get more and more interested in you, coming closer and closer until they are bumping into you. You sense a rising hostility among them. To turn and run, go to **23**; to push on through the throng, go to **26**.

132 - You sink to the bottom of the quicksand. It is quite deep. It is very difficult to move, but very, very slowly, you force your way through the muck. In places where it seems a bit thinner, you can dig. After a long time, you manage to dig yourself free. You come up through the ground in a new part of the forest, and cleaning yourself off a bit, you begin to walk at random, totally lost. Go to **206**.

133 - This is Grokk the Crazy Rock Troll. (If you have already slain Grokk once, you will find that he is now a Troll Ghost—harmless but ugly. You need not fight him, and there is no treasure here to be won.) You'd be insane too if you were trapped inside a Fungus Forest for years. His skin is gray stone, and he's almost twenty-five feet tall, and bone ugly. He has a club made from the thighbone of a flesh troll. Grokk fights to the death and has a monster rating of 300 (31D6 + 150). If you are a small sized creature, you may attempt to use you size against Grokk's bulk and turn to **163**. If you kill Grokk, go to **107**. If not, then you're dead.

134 - You are in a room with a vast quantity of Gold and only one way out. Whenever you approach the exit door with any kind of Gold on your body, it refuses to open for you. Make your third level saving throw on Intelligence (30 - IQ). If you make it, go to **101**. If you miss it, go to **19**.

135 - You managed to rope something, and now you are trying to pull your way out of the quicksand. This is a difficult undertaking, requiring both Strength and Luck. You must make 3 level two saving rolls on Strength (25 - STR) and 3 level three saving rolls on Luck (30 - LK). Try alternately first Strength and then Luck.



If you miss a Strength saving roll, you can try again after you make a Luck saving roll. If you miss a Luck saving roll, the toadstool you roped is not strong enough to bear your weight, and it breaks and you fall back into the quicksand without a chance to get out of it. Go to **196**. (Note that you have lost your rope.) If you make all the saving rolls, you can pull yourself out of the quicksand. You're filthy and uncomfortable, and find yourself still in a dilemma. Go to **214**.



136 - You have slain a giant ant, and its internal juices have spattered you in the process. Sticky and nasty as they are, this is a good thing. You now smell like a giant ant, and until the pheromones wear off, none of the other giant ants will attack you. Incidentally, each giant ant will provide 1D6 + 6 meals for you if you take the time to dig out the meat. You are near the entrance to a hive of gigantic black ants. If you wish to continue forward into the hive, go to **27**. If you'd like to turn back, to **212**.

137 - You are in combat with a giant warrior ant or perhaps more than one. Put a dot by this paragraph each time you are sent here. Count the dots. That is how many ants with a monster rating of 100 each that you must fight. There is no escaping this battle. If you win, go to **167**. If you lose, you're dead—food for the giant ants of the toughest dungeon in the world.

138 - You hear piping voices calling out in dismay and see many eyes. Then you are attacked by the same number

of Goblins as spears just fell. Note this paragraph. Go to the *Monster Creation* instructions on page 39** and create as many Goblins as you need for this fight. Each Goblin is armed with another spear (2 + 4), and this will be a fight to the death. If they kill you, close the book. If you kill all of them, go to **60**. (Note, you are able to retrace your steps from the lake to the upper world without difficulty.) If you kill half of them or more, the rest will run away. You may loot the dead. Somewhat tired and weakened by your battle, you grab a corpse for later consumption, and return to the upper caverns. Go to **43**.

139 - The barrier is stronger than it looks. Make a level 2 saving roll on STR to break through it. If you make the roll, the sealing substance cracks open, and a thick red fluid oozes out. Nearby worker ants rush toward you. Some start eating the thick fluid while others start repairing the barrier. You have time to scoop up some of this stuff if you choose. If you take some and eat it, go to **106**. If you ignore it, go to **68**. If you fail the saving roll, you find yourself suddenly attacked by one or more worker ants—go to **141**.

140 - Grokk realizes what you are doing and puts an end to your plans by striking you with his thighbone. Return to **133**, but Grokk gets one free round of combat where you may not count your combat adds towards the total.

141 - You are in combat with a giant worker ant or perhaps more than one. Put a dot by this paragraph each time you are sent here. Count the dots. That is how many ants with a monster rating of 75 each ($8D6 + 37$) that you must fight. There is no escaping this battle. If you win, go to **167**. If you lose, you're dead—food for the giant ants of the toughest dungeon in the world.

142 - The Crown is a circlet of true gold (worth 100 times the value of Gold) weighing 20 weight units and set with 10 very large gems. *Random Treasure Generator* on page 46** to see what they are. Well pleased with this booty, you depart the palace and head back for inhabited parts of the caverns. Go to **158**.

143 - The Elves are too quick and shoot you dead with their bows and magic. Close the book.

144 - Congratulations! You are a very wealthy and successful Monster. It is time for you to go out into the wider world, perhaps to fight in the *Arena of Khazan*, or to adventure in the *City of Terrors*, or just to set up business somewhere. You are awarded 1000 adventure points. In addition you may multiply your Strength and Constitution by 2 for having achieved your full growth. Good luck in the wide world! THE END!

145 - The lair is empty. You may plunder it at will. Roll 1D6. Now roll that number of times on the *Random Treasure Generator* on page 46 to see what you have found. You quickly grab up everything you can carry, and head back for your own lair. Go to **119**.

146 - In your search of the city, you entered the King's palace, and made your way down to its deepest levels. It seems that some ancient Dwarven spirit is guiding you, so surely do you walk into the deepest dungeon, locate the secret trapdoor concealed within and descend into a vault filled with Golden Coins and Bullion. All the wealth you have ever desired is in this room. All you have to do is carry it away. But when you try to carry off some Gold, you discover that the door you have entered by is now closed and will not open. You are trapped! Go to **134**.

147 - You manage to retrace your steps to a spot near where you came in. There is a dimly glowing tunnel leading into darkness. If you leave the forest, go to **181**. If you decide to try a different path through the fungus forest, return to **59** and choose another option.

148 - Undaunted by the supernatural horror of the situation you leap upon the shadow, but it proves unsubstantial. It billows and swells around your thrashing form, and then like an evil smoke it begins to pour down your throat. It tastes and feels like bitter ink, and it chokes you. Gasping now for air, ripping and tearing at your own throat, you totter around the island, careening off the stones, and finally plunging into the lake where you lose consciousness. Go to **2**.



149 - The tunnel leads away from the lava pit, and then splits into two passages—one leading steeply up and one leading steeply down. If you go up, go to **205**. If you go down, go to **82**.

150 - “Greetings from the upper world!” you reply. Roll one die and add that number to your Luck and Charisma for sheer courage, “Whom do I have the honour to address?” Quite a conversation then develops and you learn that this creature calls itself the Lord of Shadows, that it is really an immaterial force, and that it must stay in the vicinity of the magic lake from which it draws its power. It knows many strange sorceries not hinted at in the lorebooks of the upper world, and for your courtesy in speaking to it and telling it of the upper world, it will reward you with one of three wishes. The three rewards it offers are: 1) Immortality; 2) a vast increase in your Physical Powers; 3) or as much Wealth as you desire. If you desire the first gift, go to **51**; if you want the second one, go to **109**; if you want the third, go to **6**. If you are willing to forego all three, go to **127**.

151 - Pulling out your rope, you fashion a loop and then throw it toward a stout looking toadstool a few paces back along the trail. Make a Level 3 saving roll on Dexterity (30-DEX). If you make it, the loop settles around the desired target and you go to **135**. If you miss, you sink deeper into the muck, and will have to make a Level 4 saving roll on Dexterity to catch your target. If you miss this one, you sink in over your head, and that’s all for you, unless you’re a rock troll or similar non-breathing character. Rock Trolls go to **132**. Dead people close the book.

152 - The lead ball is a missile weapon requiring a strength of 20 and a Dexterity of 20 to use. If you have both attributes, the ball will automatically hit when thrown at a distance of feet equal to your strength rating,

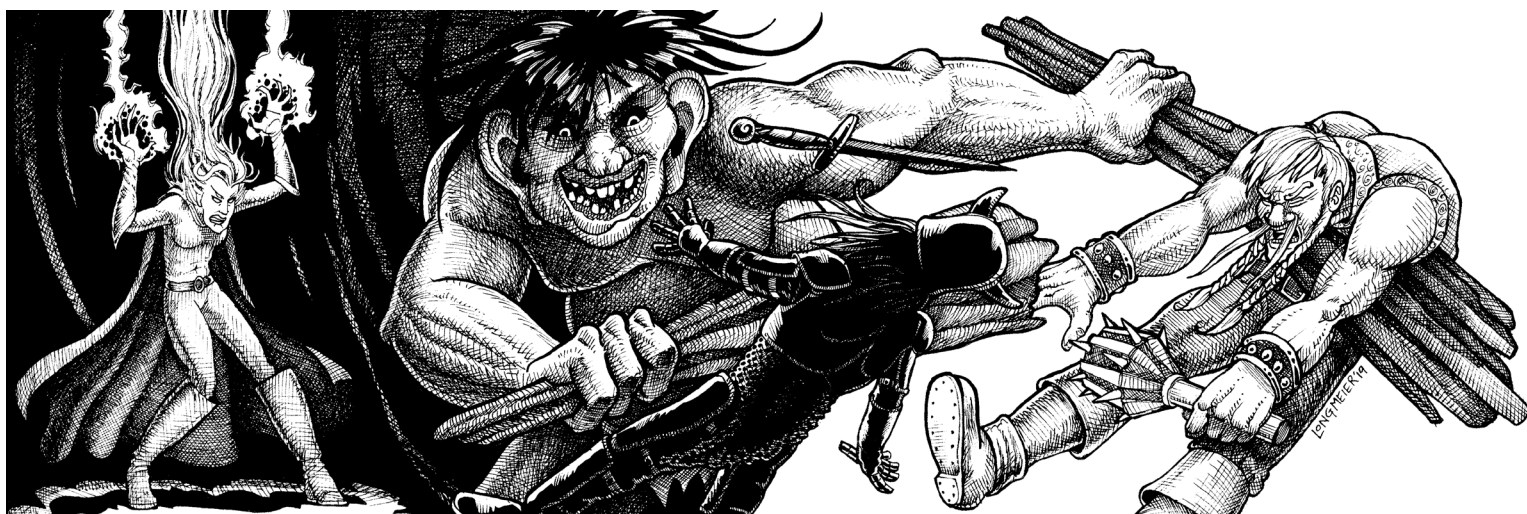
and it will do as many dice of damage as you have strength points when you throw it. Each time you use the lead ball, roll 1D6 and subtract that number from your strength permanently. Go to **47**.

153 - The water is so cold it makes your teeth hurt. A magic thrill runs through your body. Roll one die and add that number to each of your attributes. Now if you want to wade into the lake, go to **41**. If you’d prefer to follow the shore, go to **164**.

154 - As you round a corner, a strange creature attacks you. All you hear is a loud clacking as of rocks smashing together, or perhaps bone on bone. If you are moving around blindly in the dark when this happens, go to **218**; if you are able to see in the darkness, or you have some light, go to **204**.

155 - You breathe in millions of the noxious spores. They make your eyes water, your nose itch, and your throat burn. They get into your lungs, and before long, they begin to grow there. You have contracted a hideous disease: lung rot. Roll 2D6 and take that many hits on CON. Within the next hour the disease will spread. You will need to make a 5th level saving roll on CON once every 4 paragraphs for the rest of the game, or until your CON returns to normal.

If you make the saving roll, add the number you made it by to your CON—your body is fighting off the infection. If you miss the saving roll, subtract the number you missed by from CON—your body is succumbing to the infection. If you get your CON back up to its pre-infection level, then you will have fought off the infection, and you will live. If your CON is reduced to zero, then you die in misery. In either case, you will manage to fight your way through the forest to the black wall—go to **59**.



156 - You emerge from behind the huge stalactite that conceals the entrance to your lair and find yourself in a sloping tunnel. Cold water drizzles down the stalactites and drips on the stalagmites, slowly building huge limestone pillars. Side tunnels branch out in all directions from where you stand. The passageways are impossible to navigate with any sense of direction so you choose one at random and begin to walk. Roll one die. If you roll a 1, go to **175**; a 2, go to **185**; a 3, go to **96**; a 4, go to **13**; a 5, go to **78**, a 6, go to **68**.

157 - You are in physical combat with the delvers. Make their weapons rolls and get a total. Then make your own combat roll and get a total. If your total was larger than theirs, they take the hits (shared out equally among the delvers). If their total is larger than yours, you take the difference in hits. If you are a Rock Troll, you may subtract 5 from the total. If they have slain you close the book. If they have wounded you, go to **176**. If neither side has taken any damage, go to **18**. If you have wounded some of them, but not slain any and they have magical characters, note this paragraph and turn to the *Delver Magic Matrix* on page 44.** If you have slain any of their party, go to **168**. If you have slain all of the party, go to **60**.

158 - As you leave Hael'ku, your hunger is a knot of agony in your stomach, and you have seen nothing to eat here. You enter the passage and begin the long walk back

to the protected caverns. On the way, however, you discover a side tunnel that you missed on the way in. If you wish to take it, go to **72**. If you stay on the main path, you eventually reach the stream again. When you reach it, you may either walk upstream by going to **173**, or take another side tunnel by going to **175**.

159 - You must make three level 3 saving rolls on Strength (30 - STR) and two level 2 saving rolls on Dexterity (25 - DEX) without missing any of them. If you make all the saving rolls, you get through the quicksand safely—go to **206**. If you miss any of them, the quicksand pulls you down, and you die. If you are drowning in the quicksand and you are a Rock Troll, go to **132**.

160 - You are able to open the secret door. It discloses a tunnel carved into the mountain. If you wish to follow it, go to **64**. If you decide not to investigate, you may continue your search of the city by going to **126**.

161 - Something just woke you up. It may have been the scrape of claws or steel on stone, or incautious voices, or perhaps just deep breathing. When your foe or foes enter your lair, they find you ready. Note this paragraph. If it is a party of delvers with one or more Wizards or Rogues who know magic, go immediately to the *Delver Magic Matrix* on page 44.** If it is a party of delvers without magical capabilities, the combat will be purely physical - go to **157**. If it is a monster, go to **52**.

162 - On your way back to the exit, you are attacked by a wandering monster. Roll once on the *Fungus Forest Monster Table* (page 45) and fight to the death. If you kill it, continue to **147**.

163 - Your only chance to use your size against Grokk is perform the Malvachi Maneuver. You must first set the Troll up for the Malvachi Maneuver so you can have your opening. If you attempt to insult the Troll, turn to **211**. If you attempt some fancy footwork, go to **215**. Or you can abandon the idea and return to **133** and fight the Troll normally.

164 - Roll two dice (doubles add and roll over). That is the number of flint-headed spears that just fell around you. Make a first level saving roll (20 - LK) for each spear, and if you miss any of the saving rolls, take the number you missed by in hits. If this kills you, close the book. If not, go to **138**.

165 - You splash upstream for a while, but very little happens except that a fish tries to bite you and breaks a tooth. Some of the rocks you step on are slippery. Make a first level saving roll on Dexterity (20 - DX). If you fail, you slip and fall into the water, go to **39**. If you pass, you continue wading upstream. After nearly an hour of walking, the stream ends in a waterfall. Go to **48**.

166 - The nature of the fungi along your path get stranger and stranger. They are almost all a sickly green in color—glowing, and with insectoid creatures moving on them—insects as big as your fist, munching and munching until a gnawing noise fills your eardrums. You begin to wonder what you are getting into. Make a level one saving roll on Intelligence (20 - IQ). If you make it, you recognize the insects as aphids, but much larger than aphids you have ever seen before. You may choose to turn back at this point by going to **21**, or continue on into the unknown by going to **81**.

167 - After a fierce battle you have slain your foes. You may take a few minutes to recover, and to butcher up some meat for later. Each carcass provides 1D6 + 5 meals. Once again you have been bathed in ant pheromones, and now have a certain level of immunity. However, you find yourself deep within the hive with no idea which way to go. Roll 1D6. On 1, go to **47**; on 2, go to **205**; on 3, go to **68**; on 4, go to **188**; on 5, go to **22**; on 6, go to **131**.

168 - Wailing in fear they break and run. Make a level one IQ (20 - IQ) saving roll for each delver. Any delver that fails will not be able to escape you and you can kill them as they flee. You can't follow them all, so you let the others go. You can loot any delver bodies of any treasure they may have, and you may have the abandoned weapons if you want them. Then, carrying any bodies along for supper, you return to your lair. Go to **119**.

169 - The slime has changed your body! Your body metamorphoses into a slimy jelly-like substance. You maintain control over your body much as it was before this change, but there are several important differences. You are now immune to piercing and cold damage. You take no damage from slings, arrows, and thrown weapons. However you take twice normal damage against fire and electricity attacks. You are immune to slimes and acids, but look like you are constantly sweating due to your jelly form. You now also prefer a dark damp environment. In a daze from the transformation, you stagger down a long tunnel. Go to **117**.



170 - The Wizard changes the muck back to stone and you are trapped. If the Wizard is alone, he will run off and leave you. If you are left alone and alive in stone up to your neck, go to **83**. If there are others in the party with the Wizard, they will probably kill you right where you are — no escape. But wait, there is one way out of this trap. Make a 10th level saving roll on Luck (65-LK) If you make it, go to **220**. If you miss it, they batter your head to a pulp. (If you are a Rock Troll, you will eventually regenerate, but it could be centuries before a new troll emerges from this spot.) Close the book.

171 - As you follow the path deeper into the putrefying forest, you feel as if you are being watched. Make a level 4 saving roll on Luck (35-Lk). If you make it, go to **166**. If you miss the saving roll, you are suddenly attacked by hideous creatures. Note this paragraph. Roll 1D6 on *Fungus Forest Random Monster Table* t on page 45** to see what attacks you.

172 - Make your first level saving throw on Intelligence (20 - IQ). If you make it, go to **111**; if you miss it, go to **193**.

173 - You splash downstream for nearly two hours, passing many side passages. Eventually the stream disappears into a hole in the floor, forcing you to go back and pick one of the passages at random. Roll one die. If you roll a 1, go to **96**; a 2, go to **37**; a 3, go to **72**; a 4, go to **110**; a 5, go to **154**, a 6, go to **7**. Alternatively, you can dive into the hole. If you do this, go to **39**.

174 - Roll 1D6. Make that level saving roll on Constitution. If you make the saving roll, you simply vomit up the slimy muck and realize you can't drink this stuff. Go to **202**. If you miss the saving roll, subtract whatever you missed it by from your CON. If that kills you, alas! If you still live, wipe off your vomitus lips and exit at **202**.

175 - After wandering for a while, you come to a side tunnel that goes off into the darkness. This looks like a good place to set up an ambush - there's a ledge overlooking the trail that you could hide on. If you decide to place yourself in ambush and wait for a victim to appear, go to **198**. If you decide to walk on down the side trail, go to **72**.

176 - Those guys are tougher than they look. For a second you have the opportunity to break away and run. If you wish to take it, you break loose and go to **84**. If you would rather hang in and keep fighting, go to **157** for the next combat round.



177 - Roll one die. If you rolled an even number, the light fades away and the delvers vanish into the darkness, completely unaware of your presence. Go to **175**. If you rolled an odd number, the delvers are coming in your direction. They spot you first and decide to attack. Note this paragraph number. Turn to the *Cavern Delver Generation Chart* on page 40** to see what the delvers are.** If there are any Wizards or Rogues in the delver party who know Magic, go straight to the *Delver Magic Matrix* on page 44.** If not, their fighters fall upon you - go to **187**.

178 - Slowly you make your way to within ten feet of the great queen. At that point, four warrior ants block your passage and do not allow you to come any closer. Then begins one of the strangest conversations of your life, as the queen asks you what you are and whence you come. She marvels at what you are, and your strange story, but in the end decides that one as strange as yourself cannot be left free to roam about the nest. She offers you choices three: join her nest, leave the hive, or die. If you choose to join, go to **105**. If you wish to leave, go to **219**. If you wish to die, go to **92**.

179 - Your combination of bravado and independence has enabled you to escape unharmed from the Lord of Shadow. You gain 1,000 Adventure Points and may add 5 to both your Charisma and Luck. Go to **43**.

180 - The mushroom and fungi get thicker and taller as you move directly into the forest. Soon they are as thick around as you are, and even taller. The path winds and twists insanely among the thallophyte giants, getting muddier and harder to follow as you continue. Make a level one saving roll on Intelligence. (20 - IQ). If you make it, you realize that this path is becoming impassible—go to **12**. If you miss the saving roll, you follow the path just a little too far, go to **196**.

181 - The maze of tunnels you find yourself in is extremely difficult to navigate. At various stages you have to swim, jump, crawl and climb along. Roll one dice to determine where you emerge. If you roll 1, go to **72**; if you rolled 2, go to **96**; if you rolled 3, go to **119**; if you rolled 4, go to **154**, if you rolled 5, go to **156**, if you rolled 6, go to **1**.

182 - The Wizard recovers 3 Strength points while you wait for the protective pentagram to fail. But the delvers know they will have to come out fighting. The

Wizard readies their next spell, as you prepare to leap upon them and wreak havoc. Turn to the *Delver Magic Matrix* on page 44**. If you defeat them, go to **84**.

183 - You continue to meander around the great grotto. As you walk, you come to the long dead skeleton of a Dwarf. There is nothing of interest to you there but an ancient battleaxe (6D6 + 3). It's a bit small for you, but better than fighting with your bare hands, so you may take it if you wish. (If this is not your first time at this paragraph, the battleaxe is not here.) A short time later, you find yourself at the entrance to a tunnel that looks familiar - go to **119**.

184 - Fearlessly, you reach out and grab a juicy looking slug. Throwing your head back, you toss it in your mouth and let it slide down your throat. It has an interesting (another synonym for disgusting) flavor. Make a level two saving roll on Luck (25 - LK). If you make it, the slug was good for you. You may gather enough here to make 5 full meals. Then choose a direction to travel onward. To go left go to **95**; to go right, go to **201**, to go back, go to **162**. If you missed the saving roll, the slug was poisonous and made you sick. Hurl up the contents of your stomach and lose 1D6 CON points. Then, unless that kills you, choose a direction above.

185 - Your path turns steeply downwards and after a short time you reach a shallow stream. The path ends, but the stream is not deep enough to keep you from wading it. If you would like to continue upstream, go to **165**. If you would like to wade downstream, go to **173**. If you would prefer to retrace your steps away from the stream, go to **175**.

186 - You take advantage of the Troll's position and your size and perfectly execute the Malvachi Maneuver to slay the Troll in one strike. Turn to **107**.

187 - Count the number of delvers in the group you are charging. (Roll 1D6+2) This is the level of the CHR saving roll you must now make. If you make the saving roll, turn to **168**. If you fail, go to **50**.

188 - The tunnel twists back and forth, up and down. Once in a while a small dead-end room opens on the left or right. Some of these rooms have the empty husks of dead worker ants inside them—nothing useful. One could enter one of these rooms and rest for 1D6 turns before being interrupted by the arrival of a worker ant. If you need to rest, or to have a meal in peace, this would be a good place to do it. If you wish to rest, go to **54**. To continue down the tunnel, go to **22**.

189 The Elves now have you surrounded and you must act quickly before you are shot down by their bows. If you would like to take cover in the trees, go to **143**. If you want to run to water, go to **79**. If you want to attack the Elves, go to **122**.

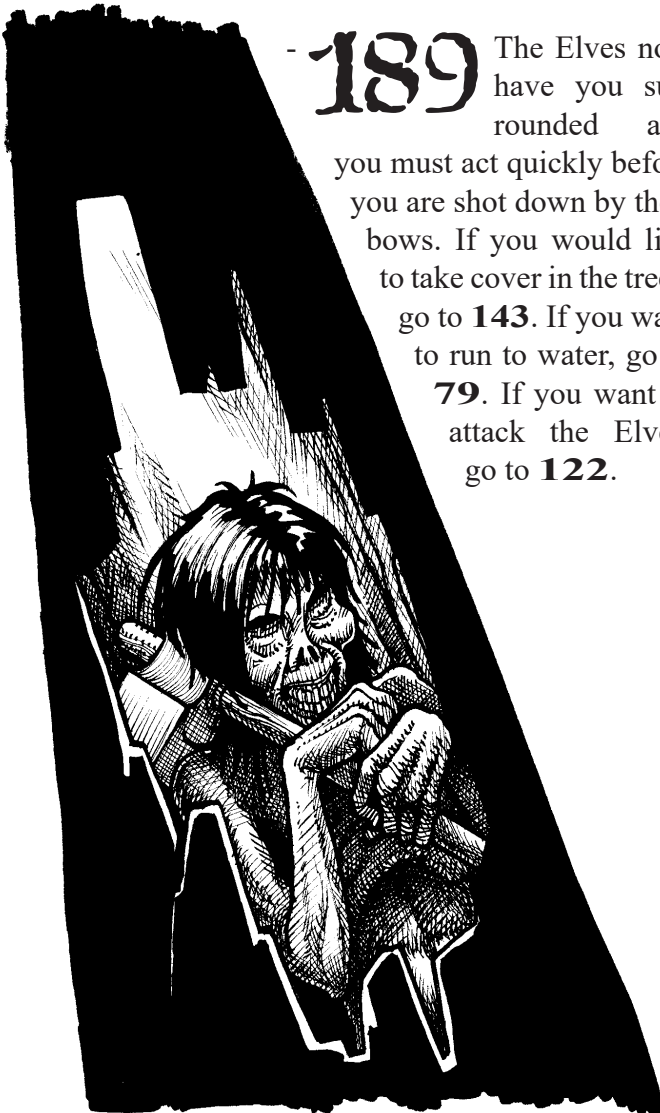
190 - This delver died not long ago in a fight. His weapons are broken, and one leg has been ripped off and carried away, but you may still roll for one Jewelled item on the *Random Treasure Generator* on page 46** (if it is a weapon it is broken, but still valuable). You may pick up the treasure, and the body if you wish. If you take the body along, go to **119**. If you leave the body alone, go to **175**.

191 - A quick search of the city yields nothing, so you decide to try the cliffs. At one point you find what you think may be a secret door. Make your second level saving roll on Luck (25 - LK). If you make it, go to **160**. If you miss it, go to **74**.

192 - The heat rises steadily as you approach, and the air begins to smell ever more strongly of sulphur. Forcing your way onward, you turn one last corner and halt at the edge of a cliff. Forty feet below you is a sluggish river of molten lava bubbling away. Poisonous fumes rise off it. The heat is like a furnace. If you are a rock troll, it really doesn't bother you. If you are anything else, roll 1D6 and subtract that directly from your Constitution. There seems to be a narrow path edging off to the right, and about 50 feet away there is another tunnel opening. If you wish to turn back, go to **202**. If you'd like to try to make your way along the ledge to the other tunnel, go to **104**.

193 - You are unable to get the door open. You still have the chance to take the Dwarf King's treasures. If you decide to take the Axe, go to **100**. If you decide to take the Crown, go to **142**. If you decide to take them both, go to **76**. If you ignore them and leave, go to **158**.

194 - You have found a hidden tunnel. If you wish to follow this tunnel, turn to **117**. If you wish to return to the other side of the waterfall, go to **48**.



ENGMEIER '19

195 - Roll one die. If you rolled an even number, the light fades away and the delvers vanish into the darkness, completely unaware of your presence. Go to **175**. If you rolled an odd number, the delvers are coming in your direction. They spot you first and decide to attack. Note this paragraph number. Turn to the *Cavern Delver Generation Chart* on page 40** to see who the delvers are. If there are any Wizards or Rogues in the delver party who know Magic, turn to the *Delver Magic Matrix* on page 44.** If not, their fighters fall upon you - go to **157**.

196 - One step ago it was really hard to pull your foot out of the mud of the path. This step, it is impossible—you just can't do it. In fact, you realize that you are in quicksand, and sinking rapidly. If you have rope and wish to try to use it to get out of the mud, go to **151**. If you'd like to throw yourself flat and try to swim your way out of the muck, go to **16**. If you are a rock troll, go to **45**.

197 - The stone shatters! Wearily you drag yourself out of the trap that was almost your doom. Reduce your Strength temporarily by half. It will return to normal when you get back to your lair and sleep. You stagger away from the ill-omened spot. Go to **175**.

198 - You place yourself in ambush and wait patiently. For each hour that you wait, roll one die. If a 6 is thrown, go to **108**; otherwise throw again. If four hours go by without anyone falling into your ambush lose one point of Strength for lack of food. If you wish to remain in ambush for another four hours, go back to the top of the paragraph and read through it again. If you are ready to move on, go to **72**.

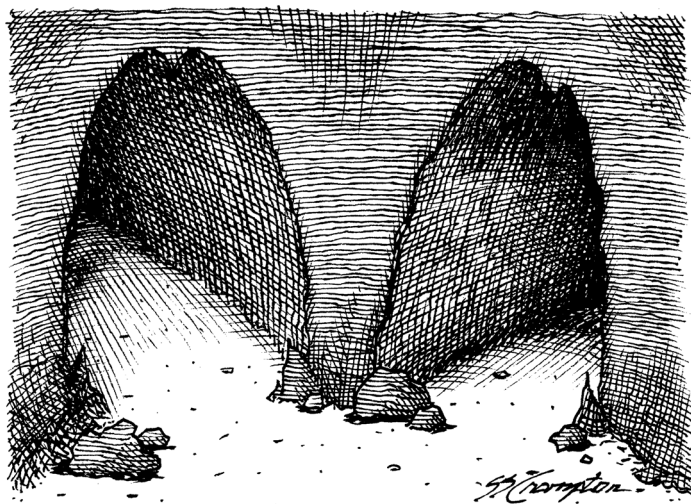
199 - The door opens and you find yourself in another corridor at right angles to the first. Painfully you follow where it leads, soon finding yourself lost in a labyrinth of passages. Go to **181**.

200 - Make your 5th level saving roll on either Luck or IQ (40 - LK or IQ). If you make it, the spell has no effect. Go to **157**. If you missed it, you have been blasted into utter idiocy, too dumb to even defend yourself or run away - too dumb to walk and breathe at the same time. They kill you. Close the book, your journey ends here.

201 - Suddenly you are attacked by two wandering monsters. Roll twice on the *Fungus Forest Monster Table*, on page 45** and fight to the death. If you kill them, continue onwards to **206**.

202 - The tunnel quickly takes you back to a more populous part of the hive. Go to **47**.

203 - Some of these treasures are magical in nature and will activate whether you know about the magic or not. If you get treasure number 3, the ring, go to **86**. If you get treasure 4, go to **97**. If you get treasure 5, you will find the dice are loaded and always roll sixes. If you get treasure number 6, go to **152**. If you take the warhammer, it is a magical weapon that doubles your combat adds when you use it and gets 5D6 for its striking power. Go to **47**.

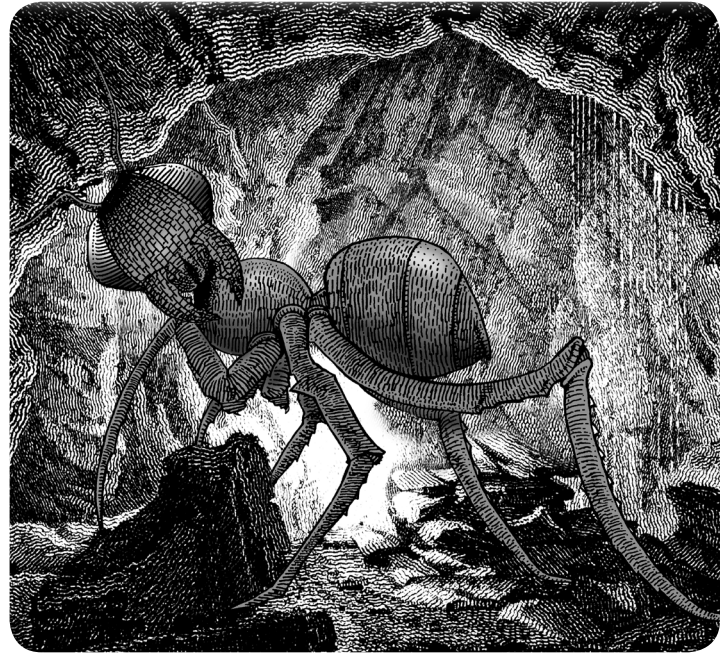


204 - You see that your opponent is a gigantic ant about the size of a wolf. It has formidable black chitin that covers its body and serves as 10 points worth of armor. But, it has weak spots at the joints of its legs, and the narrow waist between upper and lower thorax. This giant ant has a monster rating of 100 (11D6 + 50). You must fight to the death. If you win, go to **136**. If you lose, your pieces will be going into the food larders of the hive.

205 - The tunnel passes into a section of volcanic rock, and the air begins to heat up. The number of ants begins to diminish in the passages. Gradually, the glowing trails of slime painted on the walls fade away, but you can still see. Somewhere up ahead there is an intense source of fiery red light that gleams and reflects from the shiny walls. Abruptly the tunnel branches in many different directions. If you wish to continue toward the bright volcanic light, go to **192**. If you decide to take another path, roll 1D6. On 1, go to **68**; on 2, go to **188**; on 3 go to **22**; on 4, go to **131**; on 5, go to **27**; on 6, you see a strange little crevice in the wall and decide to investigate it—go to **216**.

206 - Eventually, the land becomes firmer beneath you, and the fungi get more like trees. Ahead of you, you see something that looks like a giant nest. As you move to investigate it, something steps out of the forest behind you and growls in a deep and menacing tone. Looking back you see an enormous Hrogr, armed with a huge thigh bone of something. If you try to speak to it, go to **70**. If you attack, go to **133**. If you try to run away, go to **217**.

207 - The pheromones that disguise you are growing weaker. This warrior simply wants to smell you up close—your scent confuses him. Make a level one saving roll on Luck. (20 - LK). If you make the saving roll, the ant is satisfied and goes on about its business. Go to **47**. If you miss the saving roll, the warrior ant recoils from you, and then rushes in to attack. If there are other warrior ants nearby, they also rush to attack. Go to **137**.



208 - The water tastes incredibly foul and thick. If you are a rock troll, go to **67**. If not, go to **174**.

209 - The giant ant has a monster rating of 100 (11D6 + 50) and its chitinous exoskeleton gives it armor worth 8 points in combat. It attacks with furiously clashing mandibles and waving forelegs that pack all the impact of a hard-swung quarterstaff. The ant is relentless and fearless. You must either kill it or die. If you win the fight, go to **42**. If not, you're dead, close the book.

210 - Then one day, years after you decided to join the hive, the queen tells you she is dying. A new queen has been prepared and will soon take over. It is time for you to leave. Her warriors take you to a secret exit and clear away a wall of stone, and there before you is the outside world. You emerge into a world that has grown strange to you. You are a strange hybrid of whatever kindred you started as and giant ant. You have strength of 250 and constitution of 250, but your other attributes remain what they were at the time of your change. Thirty years have passed in the outside world. Go forth to greatness! THE END

211 - Make a third level saving roll on Charisma (30 - CHR). If you succeed, you have enraged the Troll. Grokk charges into combat carelessly. Turn to **186**. If you fail, go to **140**.

212 - You turn around and quickly put some distance between you and the nest of giant black ants. You pass a few tunnels, enter one, and suddenly find yourself at a nexus of many tunnels. Go to **181**.

There is no 213 in the book - someone stole it too!

214 - Breaking the fungi and getting off the trail does seem to alleviate the problem of the mud and slime, but it causes another problem. If you are a Rock Troll, go to **44**. If you are not a Rock Troll, go to **113**.

215 - Make a fifth level saving roll on Dexterity (40 - DX). If you succeed you have gotten the Troll out of position and can perform the Malvachi Maneuver, turn to **186**. If you fail, go to **140**.

216 - Inside the crevice, you find the body of a long-dead adventurer. Nothing but his broken bones and battered weapons remain. One thing looks worth having, a heavy warhammer that glows slightly. There is also a pouch of treasure. Roll 1D6 to see what it contains.

1. 3D6 silver pieces (doubles add and roll over)
2. 3D6 gold pieces (doubles add and roll over)
3. one massive gold ring set with a ruby
4. a bronze armband with a strange rune carved on it.
5. a pair of ivory dice.
6. a heavy ball of lead the size of a chicken's egg, but perfectly spherical.

If you take a treasure and/or the warhammer, go to **203**. If not, leave this mouldering corpse, and go to **47**.

217 - Run Away! Hurokk knows better than to chase anyone who's crazy enough to run inside the Fungus Forest. You escape, but in the process, you meet other unfriendly creatures. Go to **95**.

218 - You are fighting a large, fierce monster in total darkness. It is large, strong, armored, and its bite seems to cut like a knife. The monster has a monster rating of 200 (21D6 + 100) and has effective armor that takes 10 points of damage. Fight to the death. If you win, go to **136**. If you lose, your pieces will be going into the food larders of the hive.



219 - The queen tells a squad of warriors to guard and guide you to an exit. They take you through many tunnels until they reach a certain point. Then they block the passage by which you came and wave their forelegs at you in a most menacing fashion,. Obviously they are telling you to go on by yourself. There are too many to fight and survive. The only path forward is to go to **181**.

220 - As they batter your head to pieces, you mercifully pass out. Sometime later you open your eyes and find yourself lying in your lair. You are alive!

Whew! It was all a bad dream. It seemed so real. That last meal must have been tainted in some way. (Side effect—no matter how many paragraphs it has been, you have actually just eaten and need to start the count afresh.) Go to **40**.

221 - You decide not to drink the waters. Now go on to **28**.

222 - You have escaped the Great Forest. You have survived the Toughest Dungeon in the World! Give yourself an extra 1000 Adventure Points for your escape. You are now free to pursue your destiny. Good luck and happy hunting. THE END.



TOUGHEST DUNGEON FOES BOOK

USEABLE WITH OTHER SOLOS AS WELL
BY KEN ST. ANDRE



INTRODUCTION

Part of the difficulty of playing through *Toughest Dungeon* is keeping track of which foes you are supposed to be fighting. This section is designed to simplify that task. When you are told to go to a paragraph in the *Foes Book* simply keep track of what paragraph you're on, and go to the indicated page in this section. Do the combat. Follow any other instructions, and then return to the solo page you were originally on, finish reading the paragraph that sent you here, and follow the instructions there. If you are playing this adventure as a pdf, we recommend you open a duplicate copy of this book and have it set to this page, so that you can flip back and forth between the file which is on the paragraph you are playing and the file with the foes book pages you need to refer to. You could also print out these pages and refer to them as you play the solo section of the pdf.

Note: Many of the charts in this booklet can be used with other solos or even face-to-face play as a way to generate random encounters for *Monsters! Monsters!* or *T&T*. We've added suggestions on alternate ways to use these charts, so they can be multi-purpose tools to add more options to however you plan to play.

COMBAT PARAGRAPHS

Read this first: Put a check beside each paragraph in this section of the book each time you read it. The number of checks indicates the number of foes you must face during the combat. Use these when sent here by the Toughest Dungeon paragraphs.

How to use this for other purposes: *There are six combat paragraphs, so you could roll a six-sided die and create a random encounter either for yourself in some other solo, or when running a face to face game as a GM.*

Adventure points: Each of the encounters listed below is worth Adventure Points equal to the combined monster ratings of all foes defeated. Running away counts as defeated. Don't forget that each saving roll attempted is also worth Adventure Points.

1. You have been attacked by one or more **giant cave spiders**. Each spider is about the size of a wolf. Their fur and body are both deep black in color and the only bright thing about them are their glowing red eyes. The smallest cave spider has a monster rating of 30 (4D6+15). Each time you fight a cave spider or meet another one, increase its monster rating by 1D6. They always drop on their prey from above, and usually achieve surprise. Make a L1SR on IQ to see if the spider caught you unawares. If you fail the saving roll, the spider gets one free attack where armor is your only defense. If you make the saving roll, you are ready for the spider when it leaps. Cave spiders are venomous—harmless to rock trolls, but effective against all creatures of flesh and blood. For each 1 that the cave spider rolls during its attack, reduce your DEX by 1 point and reduce your combat adds by 1 point, regardless of who won the combat total. This is a permanent loss, and can only be repaired by spending Adventure Points to increase the attribute again. Spiders will fight to the finish. Even when you know you will finish your foe(s) on the next roll of the dice, make it anyway to see if the spider gets in one more poison bite. The poison attack is in addition to normal spite damage on sixes.

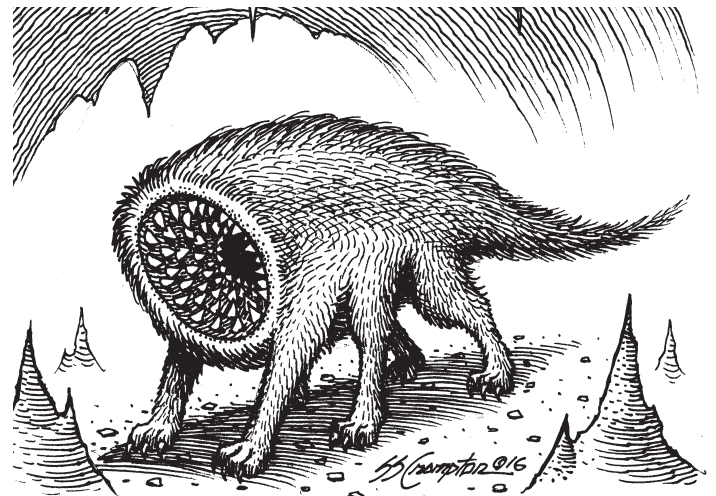
Spiders carry no treasure. If you slay one or more of them, you may have a meal of spiderflesh and reset your hunger counter to 50.

Return to the paragraph in the main book that sent you here.

2. You have been attacked by one or more **gakks**. A gakk is a large furry creature that always attacks with surprise on its side. The gakk's head is mostly mouth, a large toothy circle at the top of its body. They live in darkness, hunt by scent, and have no need for eyes or ears. They do not roar or shriek—they simply gurgle. The gakk always gets 1 free unopposed attack on its target. Start the first gakk with a monster rating of 26. Each time a gakk is killed roll 2D6 and add that number to the monster rating of the dead one to determine the monster rating of the next one. Gakks are solitary beasts that never attack in packs, but they also never quit growing, so each one you meet will be larger and meaner than the previous one. Gakks never give up and will fight to the finish.

Gakks carry no treasure. If you slay one or more of them, you may have a meal of gakkflesh and reset your hunger counter to 50.

Return to the paragraph in the main book that sent you here.



COMBAT PARAGRAPHS CONTD.

3. You have been attacked by a **Ghast**, a large monster with the body of a kangaroo, the head of a shark, and a mane of prehensile tentacles. It also has formidable claws on both fore and hind legs. Their fur, teeth, and skulls are highly prized by subterranean kindreds such as dwarves, goblins, and dark elves. Each ghast tooth is the equivalent of a small knife (2D6) and may be used as one if necessary. These creatures have large eyes that are well-suited for seeing in the dark, and also have a keen sense of hearing. The first ghast you meet will have a monster rating of 100 (11D6 + 50). Each additional one will increase its monster rating by 2D6. Ghosts never give up and will fight to the finish.

For each 4 check marks by this paragraph, increase the number of ghosts by one. They will travel in family packs if a male and female ghost are lucky enough to meet each other.

Ghosts carry no treasure, but their teeth will serve as daggers worth 2D6 and their tentacles can be woven into a flexible whip worth 4D6 in combat. Goblins often have ghost-tooth daggers and whips. If you slay one or more of them, you may have a ghostly meal and reset your hunger counter to 50.

Return to the paragraph in the main book that sent you here.

4. You have been attacked by a **Stingaree**, an albino manticore that hunts by scent. Monster rating 150 (16D6 + 75). Head of an Hrogr and body of a lion complete with claws and teeth to match, but the tail sting of a giant scorpion. Each time a stingaree is slain, increase its monster rating by 10 points.

Stingarees carry no treasure, but the sting is a poisonous 15D6 weapon, that will only last for 3 fights before degrading to uselessness. In addition their fangs are as big and hard as large daggers and may be used as such to do 2D+4 points of damage. If you slay one or more of them, you may have a meal of manticore meat and reset your hunger counter to 50.

Return to the paragraph in the main book that sent you here.

5. You have been attacked by one or more **Troggs** (as many as there are check marks by this paragraph). Troggs are half man, half ape, brutish cave dwellers with a monster rating of 20. Each time a trogg is slain, increase the number met next time by one. Note that 2 troggs do not equal a monster with a rating of 40 and just 5D6—they are 2 monsters with ratings of 20 each and 3D6 + 10 each who work together.

Troggs often travel in packs and carry torches. They may have treasure in the form of weapons, clothing, armor, or jewels. Coins are of no use to them. If you slay one or more troggs, make a L3SR on Luck to see if it has a treasure object. If it does, roll for it on the Random Treasure Generator table. Troggs are intelligent and will run away if they lose 2 combat turns in succession. Let them go. Their flesh is poisonous anyway.

Return to the paragraph in the main book that sent you here.

6. You have been found by a **ShadowFear**. You probably won't even notice its attack. A ShadowFear is a ghostlike creature of shadow that has no tangible form—it roams the caverns consuming the life energy of the physical beings that it meets. It cannot be touched, but it can be resisted by great willpower. The first time the player meets a ShadowFear, they must make a L1SR on IQ. Each other time the player meets one, increase the saving roll number by 1. If a player fails the saving roll, they lose whatever they failed by on both IQ and CON. If either value falls to zero, the player dies. Unlike the other monsters, a ShadowFear cannot be eaten as food to strengthen the player. It can only be driven off by resisting its fear attack.

Return to the paragraph in the main book that sent you here. (Be sure to keep track of those whenever you are sent here, so you know where to go back to).



MONSTER CREATION

If you are an experienced M!M! or T&T player you might want to skip this section—just roll up your characters and their adversaries as you normally would under the M!M! or deluxe T&T rules. If you don't have that much experience with it, you might wish to refresh your knowledge of T&T character generation by reading the rest of this section.

Monsters! Monsters! and Tunnels and Trolls characters are described in terms of their attributes. Those attributes are: Strength (STR), Constitution (CON), Intelligence (IQ), Dexterity (DEX), Luck (LK) and Speed (SPD). Wizardry (WIZ) and Charisma (CHR). To determine the beginning numbers for these eight attributes, take three ordinary six-sided dice and roll them. Write that number down in pencil beside each attribute as you roll it. If you roll triples at any time, you get to roll again. Thus, a roll of 4, 4, 4 is 12 plus whatever the next number you roll. The odds of rolling triples like that is 1 in 36, so it won't happen very often, but every once in a while you could get a truly outstanding attribute number.

Players are encouraged to use some of the larger monsters as player characters in *Toughest Dungeon*. To turn an ordinary human character (as described above) into a monster character, you will multiply some of the attributes by a special number — called the multiplier. For example: beginning trolls multiply their STR and CON by 3, and their CHR by 4. The Strength multiplier is 3; the Charisma multiplier is 4.

DUNGEON MONSTER MATRIX

The table below shows a short list of the multipliers for ten different monsters that you might use or meet in *Toughest Dungeon*. If an attribute is not mentioned, then the multiplier is 1.

Monster	Multipliers ×	Notes
Troll	STR×3, CON × 3, CHR × 3.	No weapon
Goblin	STR × .75, CON × .75, DEX × 1.50, CHR × .50	Stone-tipped spear 2D6
Hrogr	STR × 2, CON × 2, CHR × 2	Bone club 4D6
Uruk	STR × 2, CON × 2, LK × 2	Scimitar 3D6 + 4
Balrukh	STR × 20, CON × 20, CHR × 5, WIZ × 3,	Bullwhip 6D6
Werewolf	STR × 3, CON × 3, IQ × .33, LK × .66, CHR × 3	No weapon
Skeleton Man	LK × .90, CHR × 1.50	Mace 3D6
Vampire	STR × 3, IQ × 3, LK × 3	No weapon
Dwarf	STR × 2, CON × 2	Battleaxe 4D6 + 4
Dark Elf	IQ × 1.50, LK × 1.25, DEX × 1.25, CHR × 2.	Poison dagger 2D6 + 2 <i>poison does additional 1D6 of damage each combat turn at end of round if damage was inflicted.</i>)

Note: The experienced player, with time and imagination, may arm and armor his player characters and adversaries as much or as little as he desires. This table is to help you get started quickly. Monsters without weapons get their Strength multiplier in dice as their basic weapon roll. A troll would get 3D6, a Balrukh would get 10D6, and Uruk would get 1D6 multiplied by 1.25, etc. Once monsters pick up a weapon, then they get the weapon rating instead of their Strength rating. All this can easily be used with face-to-face play.

You can also use this chart to generate NPC monsters while you are running a face-to-face session.



CAVERN DELVER GENERATION CHART

If you already know that your foe is to be a delver or delvers, go immediately to Paragraph 1 below. If you do not know whether you are facing delvers or other monsters, roll one die. If you rolled an odd number, your foe is a monster. Ignore everything below and go immediately to the *Monster Cavern Generation Matrix* on page 44. If you rolled an even number, your foe is one or more delvers. Read on.

1. To determine the number of delvers you must face roll one die (range = 1-6). For each delver so indicated, go through all the numbered steps below.

2. Roll one die. 1, 2, or 3 yields a Human; 4 or 5 yields an Elf; 6 yields a Dwarf.

3. Rule of Perversity: Delvers keep getting tougher forever. Below are prototypes for a Human, Elf and Dwarf. The first delver you create will have attributes identical to the prototype. Each time you create another delver of that type, roll one 6-sided die and add that number to the delver's lowest attribute (in case of 2 or more attributes tied for low, add it to the first one). This revised listing becomes the new prototype. (Example: The **Human prototype** has attributes of STR: 13, IQ: 10, LK: 7, CON: 15, DEX: 10, CHR 9, SPD: 11. The **Elf prototype** has attributes of STR: 13, IQ: 15, LK: 11, CON: 15, DEX: 15, CHR 18, SPD 13. The **Dwarf prototype** has attributes of STR: 26, IQ: 10, LK: 7, CON: 30, DEX: 10, CHR 9, SPD 9. The first Human delver you create will have those attributes. The second Human delver you create will have a roll of 1D6 added to their low attribute (LK: 7) to bring it up to 13. The third Human delver created will have a roll of 1D6 added to their first low attribute (IQ: 10) to raise it to 12; etc. And the same goes for Elves and Dwarves.)

4. Make a card for each delver as you get their attributes determined. Roll one 6-sided die to determine their sex: 1-4 - Male; 5-6 = Female. Roll one die to determine the delver's class: 1-3 = Warrior; 4-5 = Rogue; 6 = Wizard. There will not be any Warrior-Wizards.

5. If the delver is a Wizard, they will be armed with a Staff Ordinaire and a Sax (2D6 + 5). If the delver is a Rogue or Warrior, go to the Weapon Matrix immediately to choose their weapons.

6. Determine whether the delver has any armor. Roll 1D6. 1 = No ARMOR at all; 2 = Buckler and Steel Cap (4 hits); 3 = Complete Suit of Leather ARMOR (6 hits); 4 = Complete Suit of Scale ARMOR (8 hits); 5 = Complete Suit of Mail (11 hits); 6 = Complete Suit of Plate ARMOR (14 hits). Remember these values are doubled for Warriors.

7. If the character is a Rogue, roll 1D6. On a roll of 5 or 6, that Rogue knows some Magic and will be able to cast spells in combat.

8. If the delver is slain roll 1D6 to determine whether the delver is carrying any treasure. A roll of 6 means the delver DID have treasure. If they had treasure, roll for it on the *Random Treasure Generator* on page 48. Example: Your character-monster kills the delver in combat, and then you roll one die getting 6. That delver has treasure for the monster, so go to page 48 and follow the treasure generator instructions. But if you rolled a 1-5, there is no treasure to be found on the delver, other than the weapons they carried.

9. Repeat steps 1-8 as many times as you must in order to create the whole group of delvers.

Note: No two delvers created by this method will ever be identical. Ken recommends that you continue toughening the delvers from the first time you play in this dungeon to the last, instead of starting over from the original prototype with each new monster. When Trolls get too weak to go up against these delvers, you may wish to move up to Living Statues, Balrukh, Shoggoxes, or maybe even Dragons (assume the Dragon is a shapeshifter and takes the Troll-like form without losing any of its attributes). When it gets too tough for Dragons, perhaps you had better start over. Return now to the Paragraph that sent you here and read on from the point of the ** (asterisks).



WEAPON MATRIX

Warriors and Rogues may choose one or two weapons from the following chart. The choice is random to represent the individuality of the characters involved. Although it is likely that delvers would each have two weapons or more, you may elect to take only one in order to speed up character generation. Roll four six-sided dice and consult the table below.

Die Roll +Adds	Weapon	Str	Dex	Dice
4	Great Sword	21	18	6
5	Scythe	11	7	4+2
6	Halberd	16	12	6
7	Falchion	12	13	4+4
8	Scimitar	10	11	4
9	Broadsword	15	10	3+4
10	Spear	8	8	3+1
11	Broadaxe	17	8	4+3
12	Mace	17	3	5+2
13	Poniard	1	4	2
14	Double-Bladed			
	Great Axe	21	10	6+3
15	Bec-De-Corbin	18	10	6
16	Pickaxe	15	10	3
17	Heavy Flail	20	15	4+4
18	Mitre	8	3	3
19	Pilum	12	8	5
20	Poleaxe	14	13	5
21	Crossbow	15	10	5
22	Sling	3	5	2
23	Katar	2	8	2+4
24	Great Club	20	12	5+1

If a delver does not have sufficient Strength and Dexterity to wield the weapon that this table selects for him or her, you may: 1) Check T&T rules for the usable weapon of your choice; 2) Read down the table until a usable weapon is found; 3) Randomize again (and again if necessary) until a usable weapon is found.

If a delver has attributes that are double or more what is required to wield a weapon, you may enchant that weapon for the delver. Roll one 6-sided die. On a roll of 1, the weapon will absorb defensively the same number of hits that it deals out. On a roll of 2-6, you may always multiply the weapon's Combat roll by that number.



Example: Jake the Human Warrior has a Katar for his weapon. His Strength is 13 and his Dexterity is 17 which means his weapon is magical. Rolling one die, we get 6. Multiply his weapon roll by 6 each combat turn before adding his personal adds. No delver may have more than one magical weapon.

Delvers will not use poison on their weapons. You'll find them tough enough without it. Delvers weapons will be assumed to be ready for use at all times.

If your delver is properly armed, go back to Part 6 of *Enemy Generation Matrix* and continue the process of creation.



MONSTER/CAVERN GENERATION MATRIX

The number of different kinds of monsters that hunt the protected caverns is very limited, as the environment does not encourage diversity. Roll 2D6 and check the list below:

No.	Monster	Instructions
2	Hive Mutant	Roll again if you are in the Caverns and not in the Hive.
3	Delver Wraiths (1-6)	Go on to Armament Instructions below (Start with a Monster Rating of 35 each and add 5 each time you encounter another group of Delver Wraiths.)
4	Liche	Start with a Monster Rating of 100 and add 10 each time you meet another Liche.
5	Great Troll	Go on to Armament Instructions below.
6	Goblins	(2-12) Go on to Armament Instructions below.
7	Cave Lizards	Attack as a pack. Roll 15D6 for Monster Rating. What you kill, you can eat as a meal.
8	Uruks (1-6)	Go on to Armament Instructions below.
9	Hrogr	Go on to Armament Instructions below.
10	Giant Ants	Roll again if you are in the Caverns and not in the Hive (Start a single Giant Ant with a Monster Rating of 100. Each time you encounter Giant Ants, there will be one more Giant Ant than you fought last time.)
11	Giant Ant-Spider	Roll again if you are in the Caverns and not in the Hive (Start with a Monster Rating of 150. Add 15 to the Monster Rating each time you encounter a Giant Spider. See Combat Instructions below.)
12	Flying Giant Ants	Roll again if you are in the Caverns and not in the Hive (Start a single Giant Flying Ant with a Monster Rating of 150. Each time you encounter Giant Ants, there will be one more Giant Ant than you fought last time.)

COMBAT INSTRUCTIONS

Hive Mutant: The Hive Mutant is a cross-breed of a monster race and Giant Ants that has been exiled from the Hive. Fight normal combat with the Hive Mutant.

Delver Wraiths: Count the number of Delver Wraiths. Every round of combat that you are fighting the Delver Wraiths, make a saving roll at that level on Constitution. If you fail, subtract that amount from your Strength and add it to the MR of the Delver Wraiths.

Liche: Every round of combat that you are fighting the Liche, make a level four saving roll on Constitution (35 - CN). If you fail, subtract that amount from your Strength and add it to the MR of the Liche.

Great Troll: Fight normal combat with the Great Troll.

Goblins: Fight normal combat with the Goblins.

Cave Lizards: Fight normal combat with the Cave Lizards.

Uruks: Fight normal combat with the Uruks.

Hrogr: Fight normal combat with the Hrogr.

Giant Ants: Giant Ants have a hard chitinous exoskeleton which gives them 8 points of armour in combat. When they fight they fill their air with a sickly smelling substance that attracts more ants. To fight more than one Giant Ant, add the total of their Monster Ratings and fight normal combat against the combined total. If you can make a saving roll on Dexterity at the level of the number of ants, you can evade the Giant Ants.

Giant Ant Spiders: Giant Ant Spiders look almost exactly like Giant Ants but they have 8 legs instead of 6, as they mimic their prey. Unless you make a level five saving roll on Dexterity (40 - DX) at the beginning of the encounter, you are caught in its web and fight at 1/2 combat adds.

Giant Flying Ants: When they fight, Giant Flying Ants fill the air with a sickly smelling substance that attracts more flying ants. To fight more than one Giant Flying Ant, add the total of their Monster Ratings and fight normal combat against the combined total. Giant Flying Ants cannot be evaded. Now return to the spot marked ** in the paragraph that sent you here and read on.



ARMAMENT INSTRUCTIONS



1. Monsters with attributes will always get tougher as more of them are created. Roll 1D6 and add that number to the lowest attribute when creating the second, third, fourth, etc, monster of any given type. “Prototype” means that this is the basic character you meet the first time then you add 1D6 to the prototype characters stats as you run into them each time you meet that type of monster. Copy the M!M! Character sheets on page 49 to write up and keep track of the monster opponents you generate, or use index cards.

2. Goblin Prototype: STR: 13; IQ: 5; LK: 10; CON: 8; DEX: 8; CHR: 8; WIZ 17; SPD: 10.
Goblins have no ARMOR. Each is armed with a Flint Knife (2+1) and a Flint-headed Spear (2 + 4). Where possible they throw the Spear first, before closing with the Knife. Roll a treasure spread for each Goblin of 1D6-1.

3. Uruk Prototype: STR: 13; IQ: 10; LK: 11; CON: 13; DEX: 8; CHR: 9; WIZ 14. ; SPD: 11.
Uruks are always armed with an Urkish Scimitar (3 + 4). Roll one die. If you roll a 6, the Uruk also has a Light Bow and 10 Arrows (3 dice). If you roll a 1, the Uruk also has a Spear (3 + 1). Roll a die. If you roll a 6, the Uruk has a complete Suit of Mail (11 Hits). On a 4 or 5, the Uruk has a Suit of Leather ARMOR (6 Hits). 1-3 means no ARMOR at all. Roll one die to find out the treasure range for each Uruk.

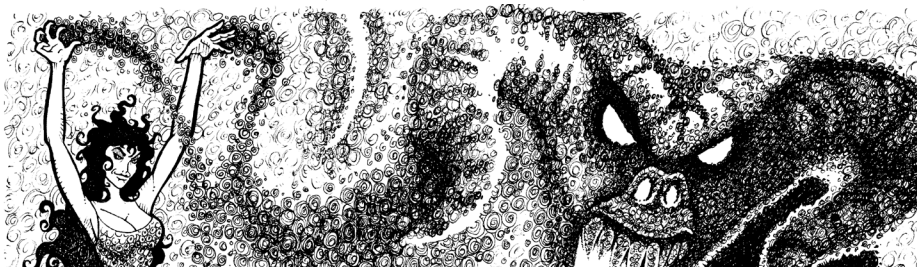
4. Hrogr Prototype: STR: 22; IQ: 10; LK: 16; CON: 18; DEX: 12; CHR: 20; WIZ: 7; SPD: 9.
Hrogrs are always armed with Spiked Clubs worth 4 dice in combat. Roll one die to find the treasure range of each Hrogr. If treasure is found on an Hrogr, double the amount given in the random Treasure Generator, except for jewels, which gives you one extra roll on the Treasure Generator (not just the Jewel Generator).

5. Troll Prototype: STR: 91; IQ: 6; LK: 8; CON: 42; DEX: 8; CHR: 12; WIZ 14; SPD: 9.
Great Trolls are always unarmed. They get 7 dice + adds in combat, and their skin is hard enough to take the first five hits as if it was ARMOR. Roll 1D6 for the Troll’s treasure range. If a Troll is slain and is found to have treasure, you may roll three times on the random Treasure Generator.

6. Hive Mutant Prototype: STR: 250; IQ: 6; LK: 8; CON: 250; DEX: 8; CHR: 12 SPD: 13.
Hive Mutants are always unarmed. They get 8 dice + adds in combat, and their skin is hard enough to take the first twenty hits as if it was ARMOR. Roll 2d6 for the Hive Mutant’s treasure range. If a Hive Mutant is slain and is found to have treasure, you may roll five times on the random *Treasure Generator*.



DELVER MAGIC MATRIX



In combat, magic always takes effect first. For each magical member of the delver party, roll 3D6 and consult the chart below to determine what spell they will attempt to cast. If you randomize a spell the delver is not high enough level to cast, then for this round that delver will fight hand to hand. Wizards and Rogues will always cast the spell at their own level or at the maximum level possible allowing for caster attributes. (Depending on if you are playing *M!M!*, *T&T 5th Edition* or *dT&T*.)

Dice Roll	Spell	Regular Staff	Deluxe Staff	Effect of Spell
3	<i>Breaker Breaker</i>	30	22	Destroys any weapon other than your own talons.
4	<i>Protective Pentagram</i>	12	8	Go to 15 .
5	<i>Smog</i>	11	7	Go to 89 .
6	<i>Slush-Yuck</i>	15	12	Go to 99 .
7	<i>Whammy</i>	10	8	Triples the dice + adds of the most powerful non-magical weapon in the delver party.
8	<i>Blasting Power</i>	8	5	Does 3 dice plus Caster's personal adds worth of Damage to your Constitution.
9	<i>Vorpal Blade</i>	5	4	Enchants a delver's Sword (the one that gets the most dice + adds) for double damage. If no Swords are present, it enchants the largest Dagger. If no Daggers are present, the spell is wasted.
10	<i>Take That You Fiend</i>	6/lvl.	5/lvl.	Does as many Hits of Damage as Caster has IQ Points.
11	<i>Oh Go Away</i>	5	4	Go to 24 .
12	<i>Mirage</i>	8	6	Go to 120 .
13	<i>Glue You</i>	1	1	Slows you by half. Allows delvers 2 combat turns for each one you get.
14	<i>Hidey Hole</i>	10	8	Go to 91 .
15	<i>Rock-a-Bye</i>	11	8	Go to 53 .
16	<i>Dum Dum</i>	8	4	Reduces your IQ to 3. Go to 102 .
17	<i>Freeze Please</i>	8	5	Does 3 dice plus Caster's personal adds worth of Damage to your Constitution, minus 5 for your tough skin.
18	<i>Mind Pox</i>	5	3	Go to 200 .

A} If a spell was called for that the Caster did not have sufficient Strength and IQ and DEX, then the Caster fumbles the spell and loses their chance. Go to either the next Caster or directly to the combat in 37.

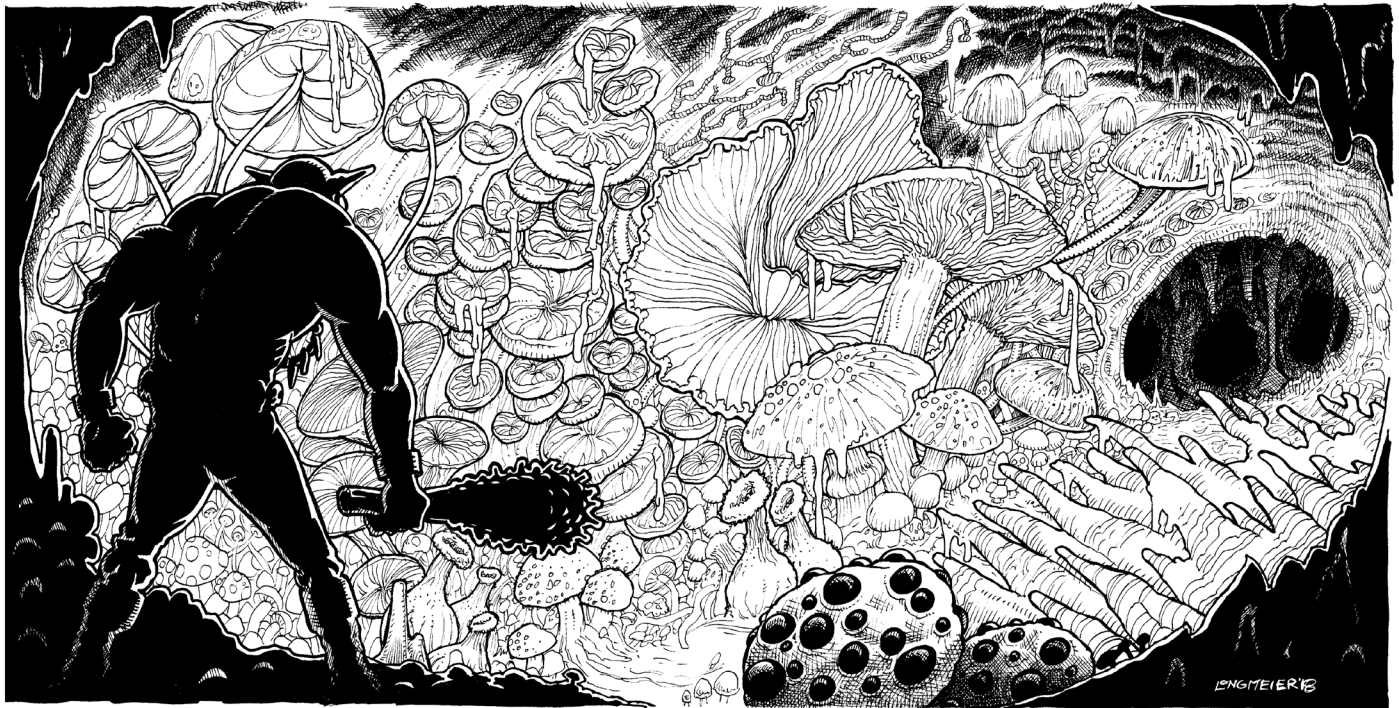
B} If one of the above spells killed you outright, close the book.

C} If all the spells have been cast and you're still able to fight, go to 157 for the physical part of the combat.

You can also use this chart to determine spell effects while you are running a face-to-face session.



FUNGUS FOREST WANDERING MONSTER TABLE



There is not a lot of variety to the animal life in the Fungus Forest, but what there is can be quite dangerous. If you have been sent to this table, you must fight one or more monsters to the death. None of them have any treasure. Roll 1D6 to see what you must fight.

Die Roll	Wandering Monster	Monster Rating	Number Encountered
1	Giant Yellow Cockroach	44	1-6
2	Giant Vampire Moths	77	1-10
3	Giant Bloodworm	120	1-2
4	Fungus Fairies*	10	12-40
5	Giant Ants	100	1-3
6	Giant Mosquitos*	20	1-100

* Both fungus fairies and giant mosquitoes fly and are very hard to hit. In order to count physical damage against them, the delver must make a Level 3 dexterity saving roll, or a Level 5 Luck saving roll. Both fairies and mosquitoes have venom weapons—fairies have poisoned darts in blowguns, and mosquitoes sting. The effect is similar. For each 10 points of damage taken from these foes, roll 1D6 of additional poison damage. Both fairies and mosquitoes can be driven away by an open flame. However, torches are very hard to light in the extremely humid atmosphere of the Fungus Forest. Unless the character already was carrying a lighted one when the attack begins, it will require a full combat turn without being able to fight back in order to get a torch lighted, and another combat turn of continued attack before the winged menaces flee.

You can also use this chart to generate NPC monsters while you are running a face-to-face session.





TREASURE GENERATOR

If you roll 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.

As a GM, there are occasions when you may not want to write down what every monster (or human) in every room is guarding in the way of treasure; also, numerous older solitaire dungeons 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 as monsters leave magic items alone.

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 \times is a multiplication symbol; base values of gems (in G.P.) are given with the gem names:

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



NAME: _____ KINDRED: _____

LEVEL: _____ GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES

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

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

LK: _____ IQ: _____ WIZ: _____ CHR: _____

Personal Combat Adds: _____

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

SPECIAL ITEMS/CHAOS FACTOR: _____



CHARACTER SHEET

WEAPONS & ARMOR:

SPELLS & POWERS:

NAME: _____ KINDRED: _____

LEVEL: _____ GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES

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

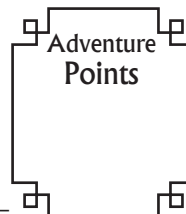
STR: _____ CON: _____ DEX: _____ SPD: _____

LK: _____ IQ: _____ WIZ: _____ CHR: _____

Personal Combat Adds: _____

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

SPECIAL ITEMS/CHAOS FACTOR: _____



CHARACTER SHEET

WEAPONS & ARMOR:

SPELLS & POWERS:



MONSTER CHARACTER SHEET

NAME: _____

KINDRED: _____ ABILITY: _____

LEVEL: _____ GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

Character Portrait

PRIME ATTRIBUTES

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

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

LK: _____ IQ: _____ WIZ: _____ CHR: _____

MONSTER COMBAT ADDS: _____

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

Adventure Points

WEAPONS & ARMOR:

CHAOS FACTOR NOTES: _____

MONSTER BIO: _____

ENEMIES LIST: _____

SPELLS & POWERS:

Cherry. "I could use a bit of excitement. I've been idle for too long." (Perhaps I should mention that when she wasn't entertaining wealthy clients, Cherry has been known to join other adventurers on subterranean exploration (that is, looting) excursions.)

Faced with the prospect of a fight, most men might have told her to go home. Most men would have missed out. "Sure, Cherry, I'd be glad to have you come."

She slapped two silver eagles on the table and stood up. As she wrapped her cloak around herself, I swear every man in the tavern was watching us. By Gris! I didn't blame them. Ah! Those long legs, oversized breasts, and that incredible mane of fire-bright hair curling around a face as lush and ripe as a peach. She wore her working costume: a girdle of fine green silk, copper breastplates, a few baubles, bracelets, and bangles along with a straight sword and a throwing dagger.

"Hurry, Murk," said Morty again. "Those elves may go berserk and start killing people." But he was talking to air. We were already on our way.

The streets of Khosht at night are dark and muddy, and large hungry beasts prowl through them. That didn't bother us much because we took the Rogues' Path across the rooftops until we neared the Old City Gate in the East Wall. The great temple of the Money God stands beside the gate. Several hundred lamps and torches adorned its walls and windows so that it looked more like high noon than the wee hours of the morning. Three squads of the Night Watch mingled with a couple of pot-bellied priests along with an all-night wine merchant in the plaza before the temple doors. Two games of Death Dice were in progress, and one arm-wrestling contest matched two straining guardsmen as we descended and walked out into the light. Several arbalests moved to cover us as we emerged from the shadows, but they were quickly stashed as Flaming Cherry came into view. Sometimes I think she knows every man in the city, or, at least every man knows about her.

As she walked among them, bestowing a kiss here, accepting a caress there, Morty ran to the gate and called for the Captain to open it up.

The gate captain that night was my old friend Alex. He wasted no time in letting the three of us through the postern. Morty had already explained the murder to him, though the kid hadn't found time to explain it to me, yet. Well, it's hard to talk when you're jumping from roof to roof.

"You'd better get over to the Troll quick. Murk," said Alex as I squeezed through the postern. I swear it was designed for Dwarves, not for seven-footers like myself. "I'd send a squad over with you, but they're not about to risk their lives on the docks in the middle of the night. I'd like to go myself, but BJ would have my hide if I left my post tonight."

"Don't worry about it, Alex," I told him. "I haven't seen the bar fight yet that I can't handle! Hell! Somebody gets killed every other day or so down in the dock taverns. I don't see what's so urgent about tonight."

"Yeah. Orcs, dwarves, gremlins, even an occasional man or troll are always getting themselves killed down by the river," he said as he closed the gate, "but I can't ever remember an elvish wizard biting the big one before. Well, good luck!"

Suddenly I knew that I was going to need it.

Three alleybashers jumped us when we were still half a block from the Ruptured Troll - two orcs and an ogre. They must have been new to town or they would have known better. Flaming Cherry ducked inside the Ogre's grip, grabbed him in the middle of his wolf-hide loincloth, tossed him into the air, and smashed him to the ground. Then she kicked him in his middle eye, and he was out for the rest of the fight as well as half-blinded for life. Meanwhile, the two Orcs tried to jump me from behind, but I smelled them before I heard them, and I heard them before they ever got close. They were using scimitars, so I figured it was only fair if I used my own weapon. Yeah, I'm big, but I'm also fast. I came around like a blur with my trusty old bastard

sword out and caught them in mid-leap.

THUD THUD THUD THUD. It's surprising how easily a magic weapon will go through mere orc flesh.

Yeah, I look tough, and (with the help of a little magic I've picked up here and there) I'm actually tougher than I look. Now, Flaming Cherry, she just looks gorgeous, but she's twice as tough as I am, or any other fighter in the world as far as I know. (It's all done with magic, as I'm sure you know.) I'm just glad that we're very good friends. You could tell that there was something wrong at the Ruptured Troll. It was quiet.

I slammed through the front door the way I usually do - quickly, but this time I knocked an elf sprawling. The arrow he had nocked went thrumming into the floorboards, and I looked around to see three shafts trained on my head with angry-looking elves on the other ends of them.

"DON'T SHOOT!" bellowed the basso profundo voice of old Slather. "IT'S MURK. HE'S THE DETECTIVE I SENT FOR."

"Looks more like a defective to me," sniggered a runty little goblin named Ratso Snurk. He wasn't exactly a friend of mine.

"Identify yourself!" piped one of the elves who had me covered. Flaming Cherry and Morty came in as he was speaking.

I thumped my deep chest with my huge left fist and bellowed my regular boast, "I'm Murk the Mighty, Private Sword and Hero for Hire. I'm a Survivor of Swan's and a Graduate of Gristlegrim's. I'm half man, half wild boar, and half hurricane! I can outfight, outdrink, and outcuss any being in the room. I keep a basilisk as a personal pet and an untamed snollygoster for Sunday rides in the country. I can lick my weight in dragon, and if you don't lower that Bow, I'm going to break it up for toothpicks and stuff it in your ear." And I grinned at the unlucky elf who'd asked.

The Elf staggered back a couple of steps and lowered his bow. Most of the low-life scum on the other side of the tavern were breaking up with laughter. You'd think I'd said something funny whereas I had merely stated the truth and nothing but. Ordinarily, I'd have walked across the room and mopped up the place with their scrungy carcasses, but there was this elvish corpse on a table, and it just didn't feel like the right time for fun and games.

If you've never been to the Ruptured Troll, you might not realize that Slather is the troll in question. He's a one-eyed forest-troll from the hills around Kharrg, about 14 feet tall, and built like a boulder. His hide, which is generally naked, is mostly a slaty gray color with patches of brown, except for this big, crimson scar across his enormous paunch. Most likely that scar is a love token from some delver who met him in the old days before he gave up dungeon work and came to Khosht to set up his inn. Slather never talked about it, but it was definitely the rupture in question. He has big ears, tusks instead of teeth, and his knuckles tend to drag along the floor. He's not only the owner and manager, but also the bouncer of the toughest tavern of all tough, taverns on the Khosht river docks.

"You'd better fill me in, Slather," I said. "Who's the dead Quendir, and how'd it happen?"

I could see a new gleam of respect in the eyes of the nine living elves that I'd managed to identify their tribe so quickly. By Grim! I've adventured with elves from all over the Dragon Continent, and even farther lands, and the silver earrings they wore as well as the markings on their moccasins fairly shouted Quendir to anyone who knew anything about elves.

"I'LL TELL YOU WHAT I KNOW!" roared Slather. "THERE'S A KILLER IN THIS ROOM, AND I WANT YOU TO FIND HIM. THAT'S WHY I DIDN'T LET ANYONE LEAVE."

I decided that it was time for me to take charge of the situation. We were all in the common room of the Ruptured Troll, a big cluttered square room about 30 feet on a side. Along the front wall were

nine elves, dressed in gray and green, carrying bows and spears. They all looked mad and frightened. On the other side of the room by the bar were some 15 of the tavern's usual patrons, an assortment of human scum, orcs, goblins, and a dwarf. They were fingering daggers and cudgels and looked mean. On the largest table in the room lay the corpse, a white-haired elf in the robes of a mage. There was a dagger sticking out of his shoulder and some blood coagulating on the table and dripping off into the sawdust on the floor.

"I'm going to get to the bottom of this!" I announced. "Slather, you keep these low-life customers of yours from getting impatient while I ask a few questions."

"GOOD!" Slather growled at his captive customers, and most of them cowered.

I turned to the elves. "Who's in charge here now?"

One of them stepped forward. "Slyon-do-Slyon at your service."

"I've got some questions to ask," I told him. "I want to know how this killing happened and what you elves are doing in a place like this. Who's the corpse?"

"That's Phanomii-ingling-Phanomii, a fifth level Wizard of the Quendir. He was our leader on the current expedition."

"What are you doing in the Ruptured Troll? Can't you tell this is no place for your kind?"

"We had a rendezvous here, but we arrived half a day early, and Sven Stormsender hasn't arrived yet. We thought it would be easier to stay overnight than to try and walk back out to the woods to camp, especially since there were ten of us, and that ought to be enough to be safe anywhere."

"How'd Phanomii die?"

"He and I were sitting at that table studying the map to the Dungeon of the Bear when a mighty gust of wind went through the

room and blew out every torch and candle, plunging the place into complete darkness. That wind had to be magical, because all the doors and windows were closed. I heard Phanomii cry out, felt a mighty buffet, and then the darkness was gone and my leader was dead."

"It was a *Will-o-the-Wisp* spell, Murk, that lit the place up," volunteered Morty. "I think it was the last thing the dead wizard ever did."

I stopped to look more carefully at the corpse. There was certainly a dagger in him, but it didn't look like a fatal wound.

I expressed my doubt. "This shouldn't be enough to kill a 5th level mage. They're usually tougher than old Roc eggs."

"The blade could be poisoned," suggested Flaming Cherry.

I cast a prejudiced eye on my 15 suspects. They carried so many daggers of all descriptions that one more or less would never be noticed. So much for my hope that I could find the murderer by just looking for the empty sheath.

"Where's the map?" I asked.

Nobody knew, or would say. All of a sudden, a motive had been established.

"Slather, I want you to search all of your customers one at a time. If any of them has the map, it'll be pretty good evidence."

"RIGHT, MURK!" He started with the nearest orc and went over him thoroughly, but he hadn't got far when a piece of papyrus came flying up out of the group of suspects and lit on the floor near my feet.

"Who threw that?" I yelled, for, of course, it was the map, and the guilty party couldn't afford to be caught with it. I looked at Flaming Cherry, but she just shrugged. She had been watching Slather.

"Blotar's bludgeon!" I swore. "At least I know how to find out if this shiv is really the murder

weapon,” I declared. “Ratso, front and center.”

The little guy cowered. “Wh-what d-do you mean to do, Murk?” he whispered.

“Don’t worry, worm, I’m just gonna slice you a little to see if you croak,” I reassured him.

Ratso shrieked and made a jump for the door to the kitchen, no doubt hoping he could get out the back and escape. But I had already plucked the Dagger from the shoulder of the corpse and sent it spinning end over end to impale the shrimp in the fleshy part of his butt. The impact knocked him down, and, when he felt himself bleeding, he just lay there screaming. Morty skipped around and kicked him lightly in the teeth, which put a stop to his noise.

Several minutes later, he was still alive, and no one was more surprised about it than himself. He wasn’t even badly hurt, though he’d walk with a limp for a few days.

“So it wasn’t poison that killed the Elf,” I mused. “What else could have done it?”

Flaming Cherry had been investigating the body more carefully, and now she called me over. Parting the flowing white hair that covered Phanomii’s ears, she pointed out some gray stains that ran out of the ears themselves and down the side of his neck. I’d seen such marks before, and the verdict was inescapable - death by sorcery. What else could make a man’s brains dribble out his ears?

Cherry and I exchanged knowing looks. There was a powerful wizard in the room, and, if we unmasked him, we might suffer the same fate as the elf.

Slyon stepped up to me and whispered in my ear, “Get that dwarf who’s trying to hide behind the big orc. We think he’s the one who had the map!”

I glanced sideways at the dwarf in question. Now that I was really looking at him, there was something funny about the guy - his beard didn’t seem to hang right, and he was too short, even for a dwarf.

“Listen, Slather,” I said, “I think I know who the killer is now, but let me ask a few more questions just to make sure. Why don’t you provide a round a beer for these good customers of yours to make up for their inconvenience?”

“ALRIGHT, BUT IT GOES ON YOUR BILL, MURK.”

I took a few steps toward the suspects. “You, big orc, let’s hear your story of what happened.” The question was only a ploy to get me within arm’s reach of the funny-looking dwarf.

As soon as I was close enough, my left hand shot out and grabbed him by the long gray beard, jerking it in my direction.

And it came off in my hand! Along with a false nose! And there was my old friend Hagar the hobb, looking mad enough to spit.

“Murk! You stupid galoot, you have blown my disguise!” he squeaked in his version of an outraged shout. “Why, I oughta rip...”

But before he could finish, I had him by the collar and was shook him violently up and down. I literally shook him out of his boots, which fell off with a couple of thuds, revealing the hairy feet of a hobb in all their glory.


“OK, Hagar, why’d you kill the elf?” I snarled at him.

“I didn’t do it, Murk. I just stuck the dagger in him and pinched the map. It was really Sven...”

And then the lights went out. Instantly. Total darkness! No torchlight, candlelight, or stray gleams from the cookfires in the kitchen. I heard the alarmed trilling of the elves and could only hope that they wouldn’t loose their arrows at random.

“DAMN! I’M BLIND!” came the baritone roar of our host.

Which was impossible. Trolls can see almost perfectly in the dark. This darkness could only be an



illusion, but, as I had this illuminating thought, I heard another voice that I recognized crying, “Death to youuuu!”

I whirled toward the sound as I first heard it, still carrying the hobb in my hand-like paw, and a brilliant flare of light seared my retinas and shattered all around me.

“Urk!” said the little guy, having taken the brunt of the blast meant for me.

CRASH! BAMM! AAAIIIEEEE!

I could hear everyone else blundering about in the darkness, but suddenly I could see again. Knowing the darkness to be merely an illusion, I was no longer bound by it.

And there, with his hands upraised in a spell-casting gesture, was the big orc, but it was no orc, only the illusion of one, and behind the illusion, with an expression of dismay and great disappointment on his bony features, was the well-known wizard and dungeon delver, Sven Stormsender.

“The game’s up, Stormsender,” I said, tossing the dead hobb casually aside. “Surrender peacefully and I won’t take you apart, though I have no idea what these elves mean to do to the man who betrayed them.”

“You’ll never take me, Murk. Give me that map and maybe I won’t turn you into a newt.”

“I don’t think you can, Sven. How many spells have you thrown tonight already? Your kremm must be nearly gone.”

Suddenly changing the tone of my voice, I shouted, “Cherry! Slather! The darkness is just an illusion! If you think about it, you can break it!”

I saw Cherry’s beautiful face light up, and I knew she could see again.

There was no point in maintaining it any longer. “Illusion end!” screeched the perfidious wizard. And then he surprised me by following it with, “Get them, men!”

I should have known. Every scum in the tavern was part of his hired gang. With a roar, they surged off the back wall, and over my somewhat unprepared body, and into the elves. Two of the Elves still had their bows nocked, and two of their attackers went down with arrows in their throats, but then the attackers reached close quarters, and it became a general melee.

I’m only going to mention the high points of the brawl that followed. It started with a big guy sitting on my chest and slamming my head repeatedly into the floorboards. A delicate hand wrapped around his flowing mane of hair and pitched him across the room. Flaming Cherry helped me up, and we waded into the brawl.

A lot of chairs and tables got broken. A lot of booze got wasted. Elves, orcs, men, goblins—they were dropping like flies. Slather was a horrible engine of destruction. Anyone he hit just splattered, but a quick-thinking orc snatched up an ornamental pole-axe from the tavern wall and clouted the big fellow with it just when there was a goblin behind him, and Slather went down. I saw Slyon go sailing through the air to get caught on some aurochs horns from the stuffed head over the door.

The combat gets kind of hazy at this point. I know I endured several smashes to the head, and was knocked down at least once, but I’m sure I gave better than I got. The next thing I knew there were only two of us left standing—Flaming Cherry and me. She stood in the center of a ring of bodies, polishing her knuckles—brass knuckles! I was staggering around with a cut over my right eye and a sore spot on my left leg where some goblin had bit me. Slyon was shouting for someone to get him down.

The place looked like a battlefield with the dead and the unconscious strewn all over. As I said, several were dead, and most were unconscious. Even Slather, who was the biggest guy in the place, was sitting rather dazedly by the kitchen door with black blood oozing slowly from a shallow cut on his

upper chest. As I looked at it, the cut scabbed over and healed in only a few seconds. Nobody heals faster than a troll. A faint scar marked the place where the wound had been. I looked around for the culprit who started the massacre, but didn't see him.

"Damn!" I groaned. "That villain, Stormsender, seems to have gotten away."

"I WOULDN'T SAY THAT!" laughed the troll. He stood up gingerly. There on the floor below him was Sven Stormsender looking flat and rather ill. No doubt every rib in his body was cracked or broken.

Flaming Cherry lifted Slyon down from his perch, and then she started to go around reviving the other elves who could be saved.

I took the unconscious wizard and thrust him into Slyon's embrace. "There's your killer," I said. "He lured Phanomii here in order to get the detailed map to the Dungeon of the Bear. He never had any intention of sharing the treasure from the place with you elves. When he had the chance earlier he whistled up a gust of wind to blow out all the lights in the room, having previously placed a *Cateyes* spell on himself and Hagar, so that those two could see perfectly well. The hobb was supposed to cut Phenomii's throat, but the elf moved and the thrust missed, getting caught in the shoulder instead. Hagar grabbed the map and knocked you sprawling, Slyon, and they would have escaped unhindered except that your wizard negated the darkness with a *Will-o-the-Wisp* spell. Seeing that, Stormsender here hit your leader with a high level bolt of death energy which caught Phanomii unprepared and killed him. Slather came out of the back room and brought another torch. He kept everyone from leaving while you elves got the drop on them with your bows. His main purpose was probably to keep you elves from starting a bloodbath on the spot. Then he sent Morty to find me. Cherry and I came and solved the crime."

Looking the elf leader in the face, I asked, "Well, Slyon, what do you intend to do with your prisoner?"

"We should kill him now," said the elf, "but if we can get him back to Quenyar, we could really get our revenge."

I turned away. I didn't actually care what the elves did. Looking at Slather, I grinned and vaunted, "Well, by Gris, I solved your mystery for you, Slather."

"YEAH, MURK, BUT LOOK WHAT YA DID TO MY BAR. IT'S ALL GOING ON YER BILL!"

"How much do I owe you now?"

He did some quick arithmetic, stopping a few times to count on his fingers and toes, all 8 of them. "600 GOLD!" he bellowed. Heh, and me without so much as a Copper Penny to my name.

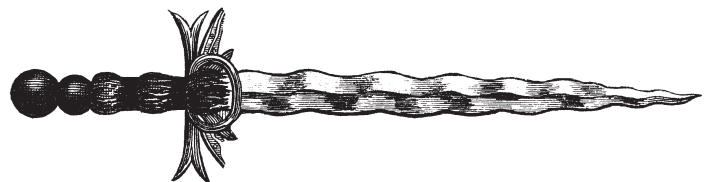
"We detectives don't work for free," I told him. "You summoned me for this, so you have to pay me for the job. Consider the 600 my fee for this caper." He looked like he had been poleaxed again.

"Hey, Cherry," I turned quickly to my companion. This would remind the troll who I was with at the moment and keep him from arguing. "Would you like to see my room? It's right upstairs."

The map to the Dungeon of the Bear was in my pocket as I left. All in all, it was a pretty good night's work. I had solved a crime, cleared up my bar bill, and with the map, there was an excellent chance I'd soon be flush again.

"I'd love to, Murk," she smiled. Arm in arm, we headed for more pleasant surroundings.

THE END



THE RUPTURED TROLL INN

GROUND FLOOR: BAR AREA

Ken wrote the *Ruptured Troll* short story back in 1980 and it appeared in an issue of Judge's Guild's *PEGASUS* magazine.

As a Bonus for this deluxe hardcover limited edition of the *Monsters! Monsters!* Rulebook, we have added it and also included this additional brand new GM related material that will allow you to use the Tavern as a starting point for your own M!M! adventures.

MAP NOTES

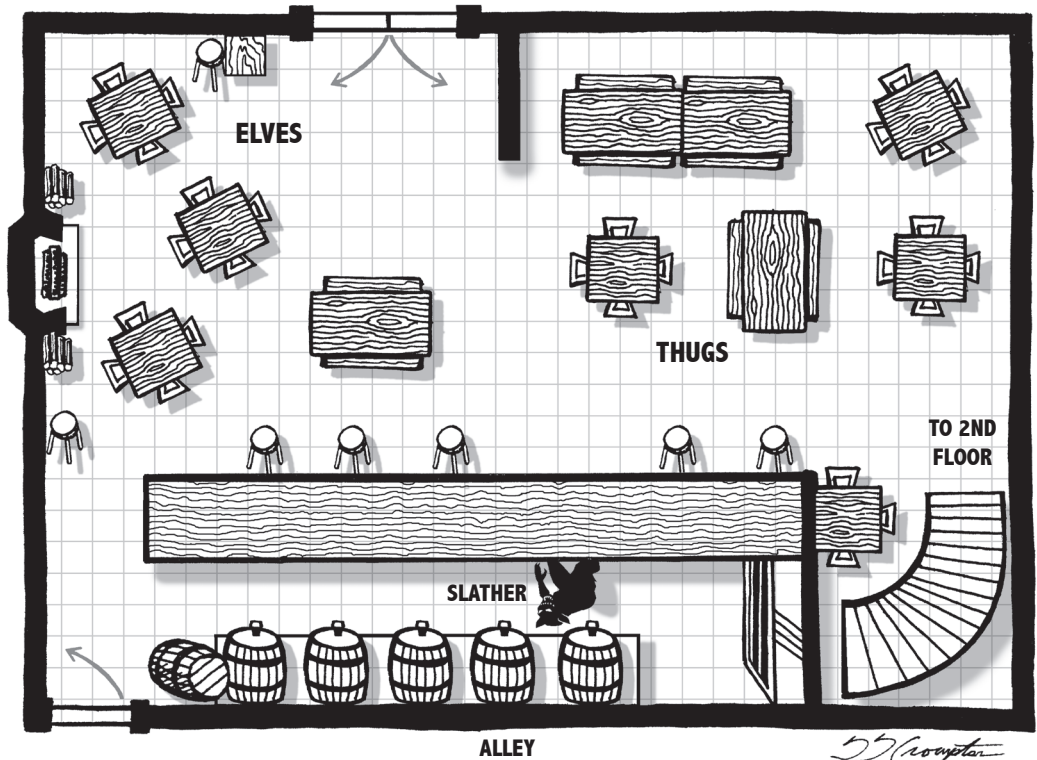
Each Square = 2 ft

The map should be fairly self explanatory, but here are a few additional comments:

1st Floor: Note that there are no windows on the first floor. The Keg on the floor is empty. The back door leads to a narrow alley that runs between the shops along the riverbank and the Khost city wall.

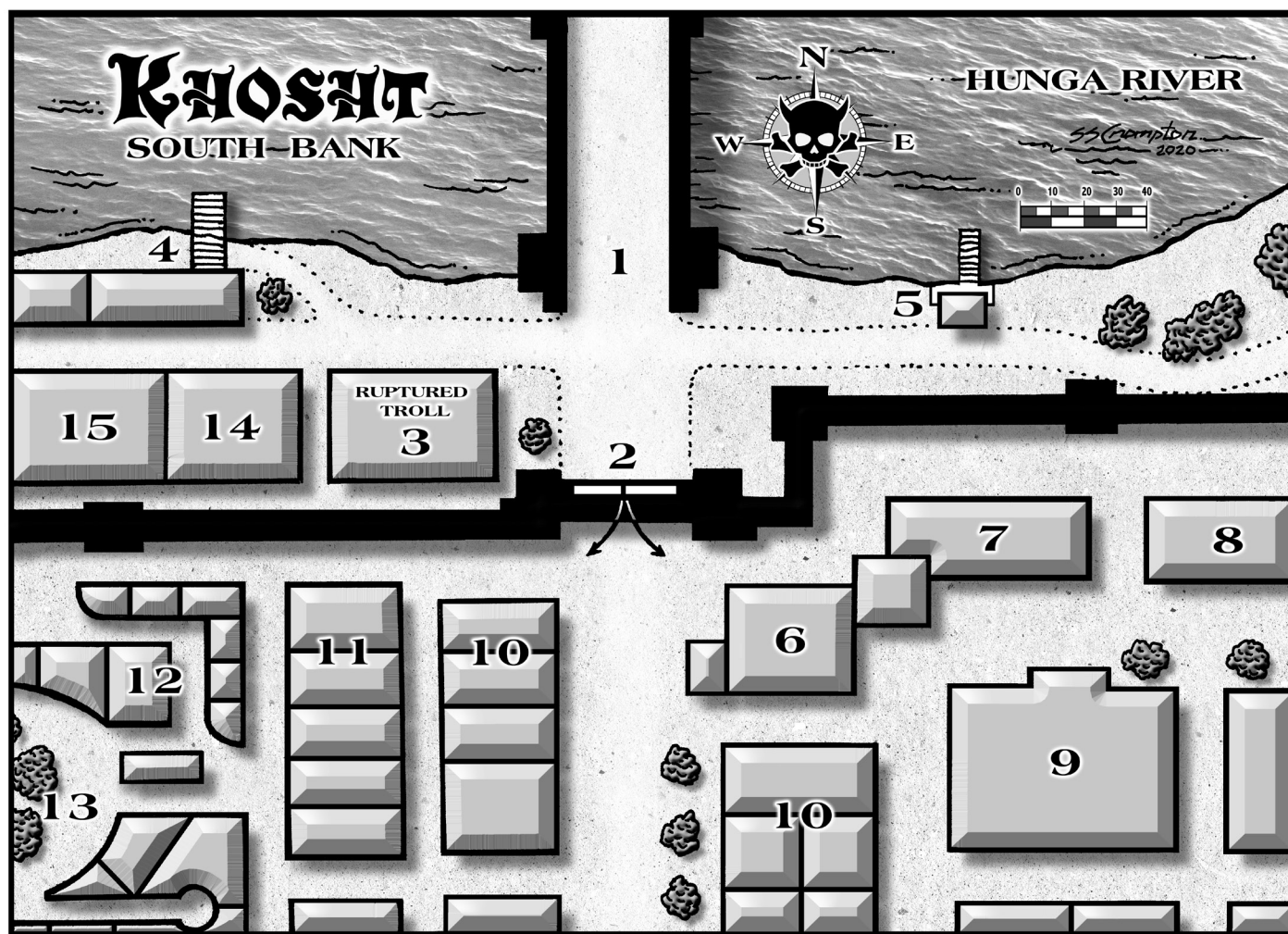
2nd Floor: Both floors have a fireplace. In the hallways on the 2nd floor are braziers that are lit only at night. There is also lighting on the first floor but it is on the walls or hanging from the ceiling.

There are 8 guest rooms. Room 1 is used for special guests who are willing to pay extra for a nicer place. The smaller rooms are all simply furnished.



2ND FLOOR: THE INN GUEST ROOMS





SOUTH BANK OF KHOSHT MAP KEY

The Ruptured Troll is located on the south side of Khosht and is in fact the closest tavern to the bridge on the south bank. This map shows its location and the location of other notable places.

1 Khosht-Hunga Bridge
Used to cross the river.

2 South City Gate - Open during the day the gates are locked by the Guards at 9pm every night.

3 The Ruptured Troll - see map previous page.

4 Warehouse and Boat District. Boat repairs and incoming ships are moored here.

5 Bear's Fishing shop - Supplies for fishing and boat rentals are available here.

6 Temple of the Money God South bank temple.

7 Bank of the Money God - Mostly this is a vault that locals and selected visitors can use for store gold, silver and other valuables.

8 Southern Guard House - 24 guards are stationed here and they protect the wall and the streets.

9 Armory - A large assortment of weapons, armor and defences are stored here for used by the City guard and the militia in time of emergency.

10 Stores - Specializing in supplies for adventurers, warriors & explorers.

11 Stores for Locals - Bakery, meats, vegetable vendors etc.

12 Homes - of local shopkeepers and craftsmen. Some of these are available for rent by the week or month.

13 The Tree Circle - Large open area with trees for relaxing and local gatherings.

14 Warehouse - For incoming goods and supplies for the city.

15 The Storehouse warehouse for outgoing exports like wood, coal and minerals.

RUPTURED TROLL NPC CHARACTERS



SLATHER

Kindred: Forest Troll **Class:** N/A
Gender: Male **Level:** 8

STR 75 CON 80 DEX 16 SPD 10
 INT 14 LK 20 CHR 33 WIZ 11

Combat Adds: 75.

Armor: None.

Weapon: Big spiked club (9D6)

Ability: Regenerates up to 8 points of damage each combat round.

Talents: Cookery at INT + 5, Potion-Lore (including booze) at INT + 7.

Notes: Slather owns and runs the Ruptured Troll tavern in Khosht. He only has one eye.

CHERRY

Kindred: Human **Class:** Rogue
Gender: Female **Level:** 3

STR 15 CON 17 DEX 30 SPD 16
 INT 14 LK 32 CHR 28 WIZ 10

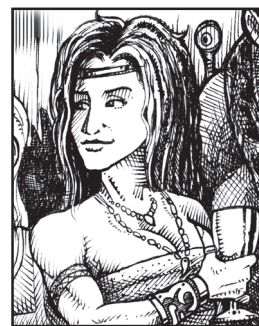
Combat Adds: 45

****Cherry is blessed/cursed so that her combat adds in melee are always exactly twice those of who or whatever she is facing.**

Armor: Cherry owns a complete set of chainmail, but doesn't have it with her at the time of this adventure, so none.

Weapons: Cherry is proficient with two daggers: Jambiyas — at once. (2D6 +2 each).
 Brass Knuckles 2D6.

Talents: Acrobatics: DEX + 6,
 Lucky: Luck + 8.



MURK

Kindred: Half-Urak **Class:** Warrior
Gender: Male **Level:** 2

STR 23 CON 25 DEX 15 SPD 12
 INT 16 LK 24 CHR 14 WIZ 12

Combat Adds: 24

Armor: 3 layers of shabby but heavy clothing and a battered fedora hat (4 hits protection)

Weapons: Dagger 2D6 + 4
 Brass Knuckles 2D6.

SLYON-DO-SLYON

Kindred: Elf **Class:** Wizard
Gender: Male **Level:** 4

STR 12 INT 31
 CON 10 WIZ 42
 DEX 24 LK 20
 SPD 15 CHR 36

Combat Adds: +23

Armor: None

Weapons: Wizard Staff: 2D6 serves as magical focus
 Flame knife: 2D6 + 4D6 magic flame damage at user's will. (counts as a magic weapon for things that can only be harmed by magic.)

Magic: Knows all first to third level spells in dT&T

Talents: Languages +5; History +7; Potions +4
 Dance +9

Clothing: Green wizard robes and leggings and green leather boots.

RUPTURED TROLL NPC CHARACTERS

TYPICAL ELF WARRIOR

Kindred: Elf
Gender: Male or Female

Class: Rogue
Level: 3

STR 15
INT 24
CON 16
WIZ 18
DEX 30
LK 25
SPD 17
CHR 25



Combat Adds: +39

Armor: Elven leather
(Takes 8 hits--fireproof)

Weapons: Self-bow + 24 arrows (4D6 STR 15 DEX 15)

Magic shortsword (3D6 + 5, doubled against any ill-kin) (counts as a magic weapon for things that can only be harmed by magic.)

Mithril hunting knife (2D6 + 5)

Magic: *Take That You Fiend, It's Elementary* (Fire, Water), *Little Feets*

Talents: Agility +3, Persuasion +3 Dodge +5

Clothing: Elven tunic + leggings + green boots

HAGAR

Kindred: Hobb
Gender: Male

Class: Rogue
Level: 2

STR 9
CON 24
DEX 18
SPD 11
INT 15
WIZ 10
LK 15
CHR 9

Combat Adds: +9

Armor: None

Weapons: Dirk (2D6)

Magic: *Knock Knock, Lock Tight*

Talents: Disguise +3, Persuasion +3, Hide +5

Clothing: Assorted rags, shirt, trousers, sandals

SVEN STORMSENDER

Kindred: Human
Gender: Male

Class: Wizard

Level: 3

STR 17
INT 16
CON 15
WIZ 30
DEX 17
LK 28
SPD 14
CHR 32



Combat Adds: +10

Armor: None

Weapons: Dagger-wand (2D6 enchanted with Unerring Blade) (serves as a focus)

Magic: All dT&T Level 1 to Level 3 spells

Talents: Persuasion +5, Sleight of Hand +3, Bribery +3

Clothing: Shirt, trousers, boots, cape, tall hat.

OTHER CHARACTERS: ASSORTED THUGS AND LOW-LIFES

5 uruks, 1 dwarf, 9 humans are in the Tavern during events in the Ruptured Troll story. These characters don't need stats, but can be given monster ratings:

Uruks: MR 24

Dwarf: MR 30

Humans: MR 16

None of these characters are exceptional in any way. The uruks have low quality swords (3D6), the dwarf has a mace (4D6), the humans have daggers (2D6). None have any armor.

RUPTURED TROLL: A MURDER SCENARIO

INTRODUCTION:

This is a very short beginning level scenario to give players an idea of what city life in Trollworld might be like. Heh. City life. I mean a typical night at a low tavern in an ordinary town on the Dragon Continent of Rrrr'lfff.

SETTING:

The Ruptured Troll tavern is owned and operated by a troll named Slather. He's a big green river troll who gave up his life of banditry and opened a tavern on the docks of the Khosht River in the town of Khosht just outside the River gate on the south side of town. It's a 2 level building with a tavern downstairs and rooms upstairs for travelers and a few permanent occupants; namely Slather, Murk, and Morty. (See Ruptured Troll maps)

The Ruptured Troll tavern can be used as a setting for any kind of tavern encounter or adventure - a place to get missions or meet up, and as a location for your adventurers to stop and get a drink or sleep at on their way to some other location.

It is far more accepting of monster characters than your typical Tavern might be due to the fact that its owner is a monster. So monsters that can remain civil in the Tavern will be accepted by the patrons and its owner.

The Tavern is the opening setting for the Flying Buffalo solo adventure called *Saving Fang from the Pits of Morgul*. It is also the main scene of the story called *Murder at the Ruptured Troll*.

CHARACTERS:

For the *Murder at the Ruptured Troll* Scenario, players may take the part of any of the main characters in the story: that is: Slather, Murk, Cherry, Sylon, or Sven Stormsender. Sven is the villain, so he's probably not a good choice. Alternately they may bring any other character no higher than level 3, and take on the parts of the detective or tavern inhabitants themselves.

Scene 1: The scenario begins with an armed standoff inside the Ruptured Troll. An elf named Phanomii--ingling-Phanomii has been murdered. He sits slumped at a table with a dagger in his back. On one side of the bar are 9 elven warriors with swords and bows in hands. On the other side are numerous uruks, humans, and a couple of dwarves. In the center near the front door stands Slather with a big spiked club in his hand keeping the peace between the two groups by main force of personality.

The Game Master should read the story: *Murder at the Ruptured Troll* and bend the adventure to follow the story's plotline. Ideally, the players will not have read the story. If players choose to take on the roles of Cherry and Murk, they may use those characters sheets as their own for this adventure. If they choose to be themselves, Cherry and Murk may or may not appear depending on whether the GM thinks she needs them or not. Those two characters may walk into the bar at any time according to the will of the GM, but should not be there when the murder occurred.

Slather isn't letting anyone out of the bar until the murder (which took place in the dark) is solved. The players need to solve the mystery.

CLUES:

1. The dagger in Phanomii's back isn't the real murder weapon. Its placement off to one side and not penetrating the heart would indicate a wound at best. Examining the corpse closely will reveal the elf was slain by magic--namely a *Take That You Fiend spell*. The dagger isn't poisoned.

2. There is an odd-looking dwarf in the room — he seems too short to actually be a dwarf. It is Hagar the Hobb in disguise. (fake beard and nose) He stabbed Phanomii and pinched the map. If anyone is playing Murk, then Murk will recognize him once his attention is called to him. Hagar, when threatened, will start to tell his questioner anything he wants to know. Hagar is not brave. If the players get Hagar to

talking, the true villain, Sven Stormsender will cast an illusion spell of absolute darkness and attempt to slay the questioner with a L2 TTYF spell. This should precipitate Scene 2.

Scene 2: This whole fight of thugs vs. elves is just to give the players an example of T&T combat. Ideally they should fight with just their fists — it's only a brawl. If it's kept to a fist fight then all damage is stun damage and nobody dies. In an unarmed brawl all characters would just get 1D6 plus their personal adds. The elves have far more personal adds, but are slightly outnumbered and Sven would be knocking them out with spells at a rate of 1 per combat turn. The GM can describe various dirty tricks used by the bad guys to knock out the tougher elves — nothing like breaking a chair over their head for quick knockout without bothering with any dice rolling. If weapons come into play, then characters may die. The GM's main job is to make certain that all players get a few combat rounds under their belt.

At one point Slyon will be thrown through the air and wind up hanging on some aurochs horns above the main door. The elves should win the fight, but if the players are defeated, then let Sven and the bad guys win.

If the players win, then Slather will wind up sitting on a badly crushed, but still living, Sven Stormsender, and the GM should wrap up the scenario, explain what really happened if the players haven't done the exposition themselves, and distribute adventure points and rewards.

If the players do not use Murk and Cherry to solve the mystery, then the elves will reward them with 50 gold pieces each. The adventure is worth 100 adventure points to any character that survives it. Another 100 can be given to the player who solves the mystery best

The important thing is that the GM knows how the adventure should go because he read the story, but it's entirely possible that the players may be defeated and Sven can get away with the map and some of the elves' silver. Just make it a good story and a good fight, and your players will be happy.

I repeat: this is meant to be a beginning adventure for low level characters.

— Ken St. Andre, July 8, 2020



LOST TOMB OF THE BAT TROLLS

BY STEVE CROMPTON

(with apologies to Ken St. Andre)

If the players have proven themselves worthy during the events of the murder at the Ruptured Troll Inn, Slather (the owner of the Inn) might consider them for some other adventuring opportunities that could arise. This scenario presents such an opportunity.

Slather recently had a customer who was unable to pay his bill. Instead he was offered a map to a nearby unknown tomb (*possibly filled with treasure*) and supposedly located just five miles out of town near some cliffs. He offers the adventurers the map if they promise to give him 10% of whatever they find.

If the party accepts the offer, Slather will give them the map and reveal what he was told by the map's previous owner: "Da guy told me that he just got the map a few days ago and that he found it in a hidden book in da old castle up the street."

On one side of the parchment are details on how to get to the tomb. (*It's five miles North of Khosht in the Zambeezee Hills - look for the house-sized boulder that looks like a Dragon's Head near some cliffs.*) On the other side is a handwritten note which says "Lots of Tombs here - but they are guarded by slashers." Nobody knows what a slasher is but you can't let something like that scare you off from glory and fortune! The party can leave when they are ready.

INSIDE THE TOMB

Once they find the boulder that looks like a dragon's head, they soon find the tomb entrance behind it. With a bit of work they can open it. The tomb opens into a shaft that runs straight down about 20 feet and



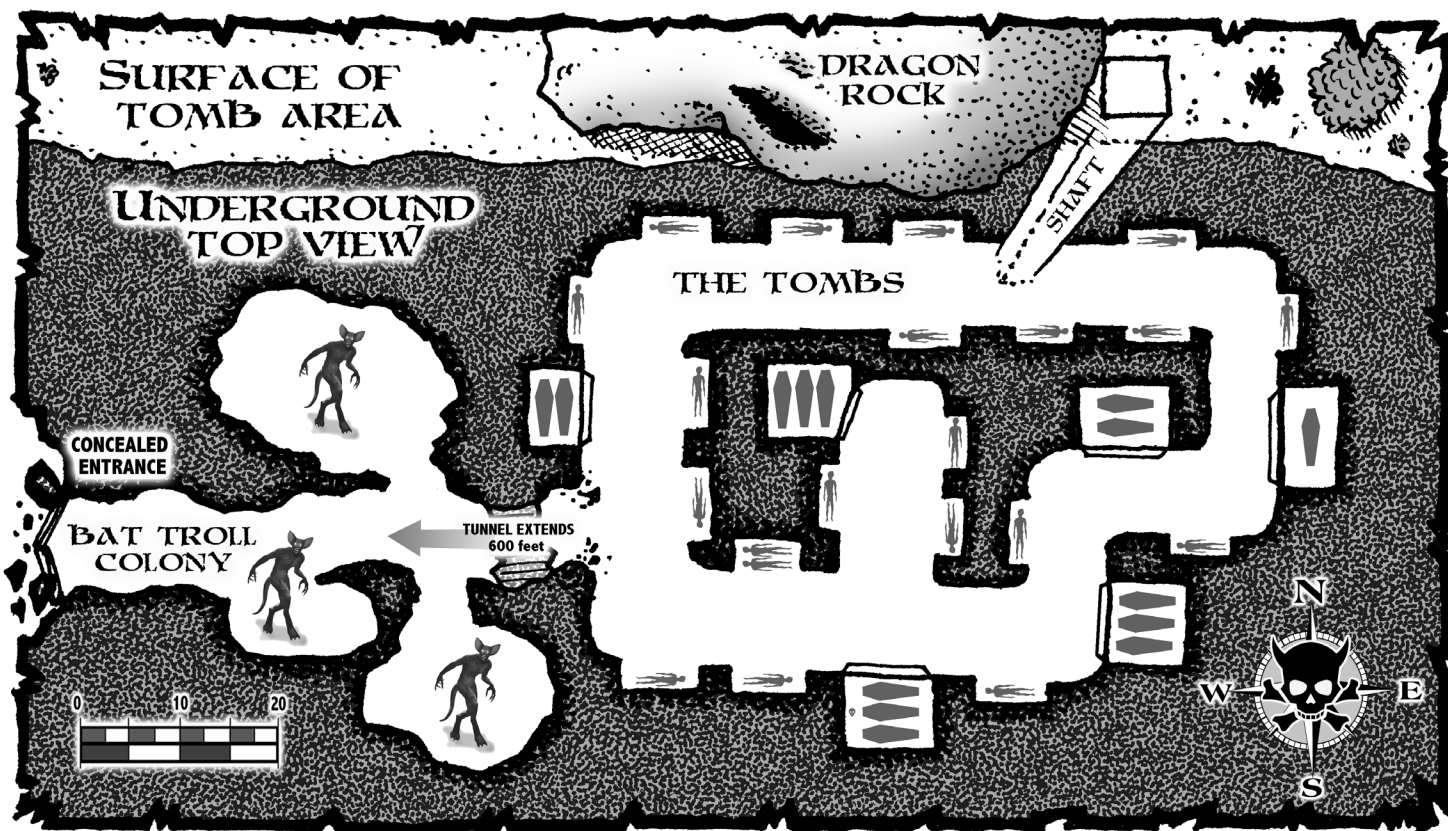
enters a cavern complex of tombs and niches in the walls where the bones of the deceased lie moldering. The caverns are about 9 feet high and 8 feet wide. This is the tomb of some long-lost human culture.

If the adventurers decide to search for valuables, use the random treasure generator on page 110. Each time they search a niche, have one character make a Luck saving roll. Each attempted roll should be one level

higher than the previous one. The sealed tombs all have some treasure in them, but will take more time to open, 5-10 minutes per tomb. Each tomb is sealed into the wall with a marble slab that must be pried or broken off. It will require a Level 3 saving roll on STR to remove the slab. To make the adventure more interesting, have the party discover a mysterious magic object (like a crystal skull) that emanates powerful but unknown magic. You can use this item as the basis for a future adventure. (See page 59 for a scenario suggestion using the skull).

Observant adventurers will notice several things; 1) there are strange three-toed footprints in the places where the floor is sandy. 2) they can feel the movement of air through the caverns which means there is another entrance that connects to the outside. 3) when they are quiet, they can hear the sounds of movement and skittering in the distance. Someone or something is in the caverns right now!

After 15 minutes of being in the caverns, start rolling for random monster encounters. Although they are in an ancient tomb, they have also stumbled into the lair of a colony of Bat Trolls! Roll 1d6 to determine how



many are in the caverns in any encounter. Don't forget that bat trolls can see in total darkness, hear quite well and regenerate 1/10 of their CON every combat turn. (On page 23 is the full description of bat trolls - This is the creature on the cover of the M!M! rulebook.)

The bat trolls can speak, so it might be possible for the delvers to apologize and try to talk their way out of the caverns if their charisma is very high and there are no elves in the group. A 3rd level SR might do the trick as long as the fighting hasn't yet started. If players have already killed or seriously injured some bat trolls, they will have to fight their way out.

Each bat troll has an MR of 50 and gets $6D6 + 25$ in combat. They will fight fiercely to defend their home and if the party defeats one group, another batch will return from foraging for food in another 20 minutes. There is also one werewolf that is allied with the bat trolls. There is a 50% chance that he returns with the second group. His MR is 60 and he gets $7d+30$ for his claws and teeth. Werewolves are powerful.

ESCAPE?

There are two exits to the tomb caverns. One is the shaft they came from, the other is a cave on the other end of the hill. That is what the bat trolls use. Of

course the players don't know how far away that is (*about 600 feet through dark tunnels*) or how many more bat trolls are ahead. If they try to go forward roll 1d6 every game turn (10 minutes) to see if they run into other bat trolls. If a 1-2 comes up they run into at least one of them.

If the adventurers make it out of the cave and it is still daylight, the bat trolls will not pursue, as they do not tolerate the sunlight. If it is dusk or dark, the party are likely to be chased, to make sure no one else discovers the bat troll's lair. Bat trolls cannot fly, but can run very quickly, however they cannot outrun galloping horses. (Hopefully the party has horses!)

REWARDS

If the adventurers make it back to the Ruptured Troll and they give Slather his 10%, they will get free food and lodging for the next couple of nights. Each adventurer should get 200 AP for their efforts and an equal take of whatever was found in the Tombs. If they have the crystal skull, Slather tells them to keep it for themselves - he doesn't want to get mixed up in some weird magic item like that. If Cherry sees the crystal skull, she tells them she heard about a strange pink succubus that was looking for something like that about a week ago...



TROLLHALLA HALL OF FAME

These brave & daring souls pledged for the combined, dragon skin-bound edition of M!M! & Toughest Dungeon in the World. As such, they have earned our eternal gratitude!

A

Paul Amala
Appendix N Entertainment
Garrick Archer
Asharon

B

Glen Bolling
T. A. Bonnewell
Dave Bouvier
Brett Bozeman
Mike Brewington
John Brinegar

C

Chris Camomile
Christopher M. Carter
Frank Chaustowich
Ceruleanpanda
Churchill
Gregory S. Collins
Andrew Cowie
Kevin Crandell
Gary and Kerina Cunningham

D

Dan The Man
Mike Davis
Susan Davis
Ryan Devito

E

EpicLotus

F

Brian Fargo - Chief Tormentor
Fredtroll
Douglas Friess

G

Bill Galey
George Gibbs
Giniecita
Martin Glassborow
Adam Gniewek
Mark and Toni Graybill

H

Mike Hamann
Jake Harrison
Keith E. Hartman
Rodney Haydon
Morgan Hazel
Steven Hill
Gregory C Huelsenbeck
Cecil Raymond Hunt

J

Carlos James
Ron James
John
John Love-Jensen

K

Brad Kane
George Kierstein
Brendan P King

L

Robert de Lambert
Justin LaNasa
Robert Lanter
David "TheDwarf" Lawrance

Christian Lindke
Lin Liren
Jeff Lord

M

Gary McBride
Ty McC
M. McClelland
Terry McKelvey
Derek Miller
Harvey Mowbray
Chris Myers

N

Jon Newlands

O

Suguru Oikawa

P

Shawn P
Brian Penn
Frédéri Pochard

David Pritzkau
Phillip Purcell

Q

Qivux

R

Grim Rabbit
Philip Reed
David Reid
Chris Rice
Joel Rigby
Graeme Rigg
Rms

Kurt Romig
Liz Roth

S

Marcin Segit
Karl E. H. Seigfried
Arthur Settle
Staggeron
Tamanegi Sunaga

T

JustiN Taylor
Leo E Tognella
Thessaly C. Tracy
Jeff Thompson
Ryan K. Thompson

V

Paul Velez

W

Tim Webb
Zachary C. Webb
John Wick
Jeff Workman
Mark Wrynn

Y

Richard Young

Z

Jeff Zitomer

*We also wish to pass on our
thanks to the all the other people
who assisted in this project in a
variety of ways!*

Bairukh



Bairukh



If you want to preserve the cover, just have these standees photocopied onto card stock. (Permission granted by the publisher)

Elven Mage



Male Dwarf



Female Dwarf



Chimera



Uruk w/Shield



Uruk w/Hammer



Skeleton Man



Minotaur



Male Dwarf



Female Dwarf



Elven Mage



Male Dwarf



Female Dwarf



Chimera



Uruk w/Shield



Uruk w/Hammer



Skeleton Man



Minotaur



Male Dwarf



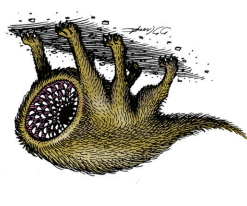
Female Dwarf



Shoggox



Gaak



Wraith



Mallardorian



Demoness



Flesh Troll



Bat Troll



Uruk w/Shield



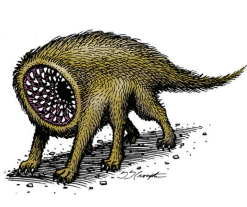
Uruk w/Hammer



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Flesh Troll



Bat Troll



Uruk w/Shield



Uruk w/Hammer



Young Gold Dragon



Young Gold Dragon



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STANDEE
FIGURES FOR: **MONSTERS! MONSTERS!**
TAKE A WALK ON THE WILDSIDE!

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Cut on the dotted lines and fold on solid lines to use for table-top roleplaying.
Created for the **Monsters! Monsters! Toughest Dungeon** Kickstarter.
Art by Steve Crompton, Phil Longmeir, David Ullery & Gilead.

Goblin



Goblin





MONSTERS! MONSTERS!

FANTASY ROLE-PLAYING GAME



LONGMEIER
2020 *Scorpion*

