TUNNELS
& TROLLS

designed by Ken St. Andre

TUNNELS & TROLLS

a Sword-and-Sorcery Fantasy Role-Playing Game

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FIFTH EDITION

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DEDICATION

This Fifth Edition of Tunnels & Trolls is dedicated to Liz Danforth, who did the work; and to Bear Peters, without whom the game would be very different.

—Ken St. Andre
August, 1979

1.

INTRODUCTION

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BASIC RULES

1.1 TROLL TALK

In April 1975 when I sat down to write a set of rules for fantasy-gaming in reaction to (what seemed to me) the excessively complex and expensive best-known fantasy game, I had no idea it would catch on the way it has — I just wanted something I could play with my friends at a reasonable price, with reasonable equipment. It seems others did too. Now, years later, Tunnels & Trolls is in a completely rewritten Fifth Edition. It has spawned a spinoff game, *Monsters! Monsters!* It has generated, and continues to do so, a series of solitaire dungeons — 11 now and more on the way, excellent entertainment for those unable to muster large groups of players, or who only want a short session of play. There are four T&T dungeons with map and key for use by GMs. T&T is published in England — first by Games & Puzzles, and now by Chris Harvey in an edition to match this one. There is *Sorcerer's Apprentice,* a professional magazine to keep you informed of the latest in T&T theory and play, lavish with articles, professionally written fiction, and fine art. Not bad for Number Two!

Fantasy role-play gaming satisfies a great need in most of us — to escape temporarily (if only in the imagination) into a simpler cosmos. In this game we engage in a form of story-telling, with elements of joint participation that are normally missing from other forms of entertainment. Tunnels & Trolls will require that you actively use your imagination, not slavishly follow a set of rules around a world not of your own making. Although there are many "rules" in the book that follows, please remember this: they are largely intended as guidelines to spare you the effort of re-creating everything yourself from scratch. If you find something you would like to change to make the game more to your liking, then go ahead and change it. There is no "right" or "wrong" way to play, only suggestions. This Fifth Edition is an attempt to clarify and exemplify the meaning of the playing "rules," and to expand with such new material which will help the whole system. In some cases the new rules and tables contradict those printed in the previous four editions. I feel that the new rules improve the game, lending it more playability and "realism," but the cardinal rule remains: adjust the system as you see fit to suit your own style of play.

Many people have contributed to what T&T has become today. First, I want to thank the entire membership of the Phoenix Cosmic Circle for the energy, time and support that encouraged me to print the first edition. Hundreds of hours (nay, thousands by now) of playing time went into the creation of these rules, and the results of that experience shows up in the rule changes between that first edition and this one. Especially helpful have been Steve McAllister, James ("Bear") Peters, Liz Danforth, Mark Anthony, Rob and Dan ("Ugly John") Carver, and Greg Brown. Perhaps the person most responsible for the success of T&T has been Rick Loomis, the indefatigable mastermind behind Flying Buffalo Inc. Without his presence as printer, distributor, and critic, T&T would have been totally forgotten long since. Thanks, Rick.

The people who created the game that T&T reacts against did the whole gaming world a tremendous favor in their pioneering of certain original concepts that role-playing is based on. I have chosen to use those concepts in different ways than they have, so T&T cannot be considered strictly an imitation or variant of the other game any more than Chevrolet can be considered a derivative of Ford. (Those people prefer that we do not mention their names in T&T). They have made their game into almost a big business, while T&T remains a sideline with Flying Buffalo. But despite all our differences of opinion (and they are many!) they performed a tremendous service, and I would like to offer my sincere gratitude and appreciation for their achievements.

At any rate, this game is what you make it. To a very real extent you are all co-creators with me and my associates at Flying Buffalo in the continuing evolution of Tunnels & Trolls. Happy hunting and deep delving; may the monsters be friendly and the magic benign!

—Ken St. Andre
—July 1979

It is important to explain the basic concept of the game as briefly as possible. Here it is. In an alternate world where fantasy is alive and magic works (a world somewhat but not exactly similar to Tolkien's Middle Earth) there exist numerous enchanted tunnel complexes (call them Dungeons or Underworlds if you wish) that are liberally loaded with many types of treasure, and abundantly guarded by every imaginable form of monster, magic, and trap. Generally speaking, the greater treasures and most powerful monsters are found further below the surface. Brave men and women arm themselves and venture within the tunnels at risk of body and soul to seek treasure and experience. Those who survive and return from such expeditions will increase in experience and wealth to hitherto undreamed-of heights of power and glory over a long period of time. Every time your character escapes from a tunnel alive, you may consider yourself a winner. The higher the level and the more wealth your character attains, the better you are doing in comparison to all the other players.

In order to play the game, it is necessary to do the following things first:

1) Someone must create (dig) and stock a dungeon with monsters, magic, and treasure. The person who does that has godlike powers over his or her own dungeons, but is expected to be fair to the other players. The *Game Master,* or *GM* (also referred to from time to time as the Dungeon Master, or DM) may not play as a character inside his or her own dungeon.

2) Create and name the fantasy characters who will explore the dungeon.

3) Arm and provision these characters so that they will have some kind of chance of getting down into the dungeon and back out alive. Instructions for the above operations, and for combating monsters and compiling experience (in points) follow.

Tunnels & Trolls is a game of limited information. Individual players cannot see the whole board (or dungeon map). Only the GM knows what is on his map, and tells the players what they can see and observe around them. They, in turn, tell the GM what actions they take, what special search procedures they use, and anything else that may be relevant to the situation. Unless you have a GM who is kind enough to set everything up for you in miniatures, it is vitally important to keep a good idea of your surroundings

in mind. Draw your own maps if you must, or feel free to ask the GM to draw you a rough map of what the immediate environment looks like.

Characters and players should speak for themselves. But, with everyone trying to talk at once a game can rapidly degenerate into a shouting match (that can be fun sometimes, too), so it is recommended that the GM keep the number of players in his party small — two or three players with up to four characters apiece is ideal. When it is necessary for a GM to try and cope with more than three players, it may be necessary to limit the number of characters they can use at one time, and/or to invoke some form of parliamentary procedure to determine who gets to talk when.

Hint to the Game Master: do not allow one player to dominate play, even if that player has all the best characters — that will make the game less interesting for the other players. The game will be more enjoyable for all if everyone in it participates. When there is doubt about how the delving party is arrayed or what they would do, the GM should query each player separately for each character. If a situation arises where the GM wants the spontaneous reactions of each player or character, he may ask them to write out their next set of orders and give it to him without consulting any other player. The occasional use of such devices keeps the players on their mental "toes" and adds a bit of suspense and surprise to the game.

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1.3 CREATING CHARACTERS

In order to be a player in T&T you will need one or more (probably more) player characters. You create these characters yourself in a semi-random fashion — that is, their beginning attributes are randomly arrived at, but you determine such things as character type, kindred, sex, name, choice of weapons, and all those small details that will individualize your character.

There is a general form to character-creation which, once mastered, will enable you to create dozens of tunnel-travelling characters very quickly. You will need: 3 ordinary six-sided dice, a pen or pencil, and some paper to write on (3x5 cards work quite well for this). Make a character card that looks like this:

After you have rolled up the prime attributes of the character, you need to give it a name and sex — Fang is named Fang, and male, so I will refer to "him" for the remainder of this explanation. After this you would usually determine what *kind* or TYPE of character you have rolled. In a universe where magic is a viable force there will naturally be wizards. However, to keep things simple, we are reserving the magicians for a separate section (2.11, Character Types). The vast majority of classical heroes may have had magical aids, but they were basically *warriors* of the type who bash first and ask questions later. These warriors are modelled on Robert E. Howard's Conan and under most circumstances they are completely unable to

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.....................................................
TUNNELS & TROLLS                    Sample Character Card
.....................................................

NAME Fang the Delectable  TYPE _____ KIN _____ LEVEL ____

ST _____ IQ _____ LK _____ Height: ____ Weight: ____

CON _____ DEX _____ CHR _____ ADDS _____ Weight Possible: _____

                                         Weight Carried: _____

GOLD: _____ ADVENTURE POINTS: _____

WEAPONS:

ARMOR:

LANGUAGES:

MAGIC:

OTHER:
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HELPFUL ABBREVIATIONS

ST or STR: Strength
IQ: Intelligence
LK: Luck
CON: Constitution
DEX: Dexterity
CH or CHR: Charisma

AP: Adventure Points
or
EP: Experience Points

GP: Gold Pieces

MALE: ♂
FEMALE: ♀

Strength, Intelligence, Luck, Constitution, Dexterity, and **Charisma** are known as the character's *Prime Attributes.* They determine its innate abilities: what weapons it can use effectively, how many languages it can speak, how much punishment it can take in combat, etc. Each attribute will be explained fully below.

First you need to know how to determine these prime attributes. That's what the three dice are for. For each of the prime attributes roll 3 dice and write down the total obtained. You would be well advised to write them down in pencil, as the numbers are variable and may change as the character has adventures.

work magic. They may use enchanted devices to their advantage, however, if they can acquire such. However, warriors can never learn to *use* magic — ever. It is like being color-blind — T&T magic is considered to be a psi-talent, and warriors are psi-deficient. Although a character cannot change his type once created, if you are creating your first character or helping a friend begin the game, a warrior is a good first choice. Warriors get *twice* (2x) the listed protection for any armor or shield they may have.

KIN or *Kindred* does not refer directly to the character's uncles, sisters, or grandparents. It refers to what breed of being he is. Fang is human, as are

the vast bulk of beings in the world of T&T. However, the world is a big place, and there are also elves, dwarves, hobbits, fairies, and leprechauns who live there. (See the Peters-McAllister chart for creating man-like characters, in section 2.12, Character Kindreds.)

LEVEL refers to Fang's experience and expertise. Everyone starts as a 1st level character. This will be discussed in more detail in section 2.14, Character Levels.

Your character card should now look something like this:

LUCK is the ability to be in the right place at the right time, or to put something else in the right place at the right time. It is useful in avoiding traps, striking lucky blows with weapons, and gambling of all sorts. Luck is typically used in making saving rolls (fully explained in its own section, 1.8, Saving Rolls).

CONSTITUTION is the general measure of a character's health. It is also the measure of endurance and how much punishment the body can absorb before it dies. Hits taken in combat are subtracted from Constitution. If CON ever goes to 0, the character dies.

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TUNNELS & TROLLS                    Sample Character Card
..................................................
NAME Fang the Delectable  TYPE War.  KIN Human ♂ LEVEL  1st

ST __13__  IQ __16__  LK __10__   Height: _____  Weight: _____

CON _13_ DEX _6_ CHR _12_ ADDS _____  Weight Possible: _____

                                      Weight Carried: _____

GOLD: _____ ADVENTURE POINTS: _____

WEAPONS:

ARMOR:

LANGUAGES:

MAGIC:

OTHER:
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Now, to go down the list and point out what the numbers attached to those Prime Attributes refer to.

STRENGTH is primarily the ability to exert force — lifting, shoving, pushing down, etc. It shows how much junk (measured in weight units, see below) the character can move around. Provided he is dexterous enough, Fang can use any weapon tirelessly as long as the strength requirement of the weapon is 13 or less (ST and DEX requirements are listed with the Weapons Tables, q.v.). If his strength is ever depleted until it goes to 0, he is dead.

INTELLIGENCE is the measure of a character's ability to reason clearly, solve problems, remember well, etc. It is also a factor in language ability. All humans start out knowing the Common Tongue. For every intelligence point over 12, a character may learn another language (Fang could learn 4 more). You can choose these for yourself, or roll 4 times on the Language Table (3.4) in the Elaborations section.

DEXTERITY refers to manual dexterity and general agility. Fang is terribly inept, no doubt about it. In fact, he's a real klutz, very clumsy, so much so that he actually hinders himself in combat. Dexterity is also used to calculate marksmanship for the use of missile weapons. (See the marksmanship table in section 2.33, Missile Weapons, and section 3.11, Marksmanship and Accuracy.)

CHARISMA is the measure of one's personal attractiveness and leadership ability. It is not necessarily synonymous with personal beauty, although there is often a high correlation. Charisma is the only attribute which can fall to 0, or even go negative, without resulting in death. Generally speaking, characters with charismas less than 7 are unappreciated in human society, and anything less than 3 is positively unwelcome. Monstrous characters, when rated with attributes, have negative charismas.

COMBAT ADDS, also called **Personal Adds**, should be mentioned briefly at this point. When

fighting, a character receives a bonus for exceptional ST, LK, and/or DEX. 'Exceptional' is any attribute over 12; the bonus is one point for each attribute point over 12 (i.e., Fang's Strength of 13 gets him +1 for his personal adds). However, if ST, LK, or DEX is exceptionally *low* (any attribute less than 9) a character has what is known as *Negative Adds,* or *'subtracts'* (Fang's poor dexterity of 6 gives him a −3 in personal adds). Note that a character can have both negative and positive adds that cancel out to a single *number which indicates his overall unusual ability.* In the case of Fang, his total Personal Adds are −2 (his average Luck of 10 doesn't alter things either direction). How these adds affect his combat will be explained in section 1.7, Combat.

To continue the explanation of the headings on the cards, we move to:
GOLD, or **G.P.** (short for "gold pieces"). This is the measure of a character's personal wealth at any time. When starting a fresh character you have some money with which to buy weapons, armor, and other provisions. Roll the 3 dice again and multiply by 10 for the number of gold pieces your character possesses at the moment he first comes to your attention. The character will probably spend most of this capital equipping himself for his first dungeon trip, but if he's lucky, he'll come back home with more. The number under GOLD could easily be negative if the character owes money. A character need not carry all his wealth on him at all times. He can leave it with a friend, bury it in a secret location, put it in a bank or whatever he chooses. All things considered, it is better to be rich than poor in this game.

ADVENTURE POINTS (also called **Experience Points**) is of course blank at the start; these points are awarded by the Game Master during the course of the character's adventures. The experience points accumulate from game to game, and are the real indicator of your success in T&T.

WEAPONS: List here all the weapons your character owns. It also helps to keep track of how many dice the weapon gets, its range if it is a missile weapon, and if there is anything special about it, like an enchantment.

ARMOR: List by type or piece the armor and/or shields a character is using, and how many hits it will take. Shields count as armor although they require a minimum Strength and Dexterity to wield.

LANGUAGES: List all the languages your character can speak. In earlier editions of T&T, if a character got an IQ boost of 10 points, he

suddenly developed the ability to be fluent in 10 more languages. The Language Chart (3.4) in the Elaborations is a somewhat more logical means of finding time and means to learn languages. Fang rolled 4 times on the Language Chart and rolled Common twice. However, sometime in his past he's also managed to pick up Elvish and Orcish.

MAGIC: Characters should have listed here any magical implements they manage to pick up, and what they do. At the start, Fang has none.

OTHER: Here you write anything else the character buys (steals, finds, or is given) to equip himself before going into a dungeon. You may choose to write these things on the back of the card instead, but be sure it is written in before the active part of the game begins — you may know that you're wearing alligatorskin thigh-high boots, but if you don't have it *written down,* the Game Master has every right to treat you as if you were barefoot in his cactus room . . . Also, a character's belongings may alter during the course of play, so be sure to keep an accurate accounting of whatever he picks up or loses.

You may also wish to add a few other items to your character card that will help define him in your mind, like height and weight.

For **HEIGHT** and **WEIGHT** roll 3 dice again, and consult the Size and Weight Chart (2.13). I rolled an 11 for Fang's height and a 9 for his weight. Consulting the chart for humans, I learn that Fang is 5'8" and 160 lbs.

I need to know how much weight Fang can carry — I don't want to equip him with plate armor and find he cannot move. Therefore it is a good idea to note WEIGHT POSSIBLE and WEIGHT CARRIED.

WEIGHT POSSIBLE is a simple function of Strength — a character can lift and carry 10 times as many pounds as he has Strength points (or 100 weight units per Strength point, as 10 weight units equal 1 lb.). Fang's capacity is 130 lbs. (1300 weight units). At full load he could carry that much weight for as many game turns as he has Constitution points; then he will collapse from exhaustion. Half that much (65 lbs.) he could carry twice as long. Characters seldom need to carry that much weight for a long time period without a rest. Unwounded characters can lift up to twice their maximum weight possible for one to six minutes (the time might be determined by the roll of 1 six-sided die).

WEIGHT CARRIED is the total in weight units or lbs. (choose whichever you prefer to work

in, but be consistent) which the character is actually carrying around with him. Fang hasn't purchased any weapons or armor yet, so the only weight he has with him is the 80 gold pieces he came into being with. Since every coin — gold, silver, or copper — weighs exactly one weight unit, Fang is carrying 80 weight units.

Your character card should now look something like this:

TUNNELS & TROLLS   Sample Character Card

NAME *Fang the Delectable* TYPE *War.* KIN *Human* ♂ LEVEL *1st*

ST *13*   IQ *16*   LK *10*   *Height:* 5'8" *Weight:* 160#

CON *13* DEX *6* CHR *12* ADDS *-2* *Weight Possible:* 1300

Weight Carried: 80

GOLD: *80 g.p.*   ADVENTURE POINTS: _____

WEAPONS:

ARMOR:

LANGUAGES: *Common, Elvish, Orcish.*

MAGIC: *(None)*

OTHER:

Now, it's time to fill in those blanks after Weapons and Armor, so Fang will take his 80 gold pieces and set out to equip himself.

1.4 EQUIPPING CHARACTERS

Once the attributes of a character have been determined, he will need such supplies as will help him safely through his adventuring. Although (as in real life) there is probably more to buy than there is money to buy it with, Fang will need some basic food and provisions, a pack to carry things around in, possibly some spare clothing, and certainly something with which to bash inhospitable monsters. If he were rich enough, he'd probably like to get something to protect his body with, a shield or armor, especially because his warrior training gives him excellent use of it (twice the listed value). At this point it is suggested that you look over the tables of Provisions and Equipment (1.5) to get an idea of what is generally available in the marketplaces. Fang is not exactly wealthy when he first comes to our attention, which is perhaps why he's decided to go into the dangerous career of delving. He will have to spend his money well to make it most effective.

There are several items that almost any beginning character will need to purchase. He can get clothing and a pack for 5 GP. He probably hasn't been walking the streets of his hometown completely naked all his life, but those clothes aren't quite suitable for climbing down narrow cave-like passages, nor are they the slightest protection from the damp chill of deep tunnels. In any case, Fang will need that pack to carry away the mounds of treasure he envisions as merely awaiting his presence in the tunnels and caverns below.

Fang would also be wise to purchase a day's provisions to sustain himself for the time he expects to spend underground. Knowing that most tunnels tend to be rather dark and dank, he will also buy 10 torches (he can't afford a lantern right now). These purchases will cost him 10 GP for the provisions and 1 GP for the 10 torches. He's now spent 26 of his 80 GP, and feels he'd better check into the prices of weapons and armor before he commits himself to the luxuries of boots or rope. Note that of the 130 lbs. Fang can carry, the above items amount to only 12 lbs.

Each character you roll will present different combinations of strength and dexterity, and you will have to pick and choose his optimum weapon(s) accordingly. Fang has a ST of 13, but a DEX of only 6. He wants the best, most effective weapon he can properly use. To use a weapon

properly, it must be of such weight that he has the strength to use it without tiring, and it must be balanced correctly for a person of his height and — let's face it — clumsiness! It won't do if his weapon slips and does more damage to him than it does to his opponents.

Thinking he'd look flashy with a spear in hand, Fang goes to the spear merchant. Unfortunately, the only thing he can carry without tripping over it every time he tries to use it is the oxtongue, which the merchant tells him is best used from horseback. Unfortunately, it costs 80 GP, rather more than he can spend. Everyone can handle a sword, he thinks, and finding a merchant he is again disappointed at his limited possibilities. A straight short sword or a short sabre require little dexterity, and he can afford them. But first he checks out a shop where he can get some heavy bashing weapons. On the whole, it is easier to use a weapon that doesn't require you to use the edge — you just pound away. A bludgeon or a crowbar would suit his needs nicely, but they don't go far in damaging trolls and dragons. The merchant suggests some of the axes and piercing weapons — an adze, or a taper axe.

These are Fang's best possible choices, all told:

Short sword . . .gets 3 dice . .cost 35 . . .weighs 30 weight units.
Short sabre. . . .gets 3+ 1. . .cost 40 . . .weighs 30 weight units.
Taper axe . . . .gets 3 dice . .cost 50. . .weighs 70 weight units.
Adze . . . . . . .gets 3 dice . .cost 50. . .weighs 100 weight units.
Mitre . . . . . . .gets 3 dice . .cost 50. . .weighs 90 weight units.
Bludgeon. . . . .gets 3 dice . .cost 15. . .weighs 50 weight units.

The bludgeon is by far the cheapest, and has about as much damage potential as any other (measured in dice). But Fang's pride can't stand it — a club is no weapon for a true warrior! Thinking he'd rather weigh himself down with loot to take out than with heavy weapons to take in, he ignores the adze and mitre, and finally decides on the short sabre, which incidentally gets slightly more possible damage than any other weapon he can choose from. He shells out the 40 GP and takes the sword.

He now considers whether to buy a back-up weapon (in case anything should happen to his shiny new sword) or provide himself with a little armor or a shield. He recalls two shields (the madu and the Viking Spike Shield) which might give him

some offense *and* defense, so he stops in to check out prices. Alas, the madu is more complex than his dexterity permits him to handle, and the Viking spike shield is too costly. Still, he sees a buckler that appeals to him, and only costs 10 GP, so he buys that and goes out. With only 4 GP left in his pocket, he returns to the general merchandiser, with intent to buy a nice pair of boots. Even for calf-high boots, he is too poor, so he settles for 40' of hemp rope — heavy stuff, but it may serve him well.

Dead broke, but armed and armored, Fang is as ready as he ever will be to begin his first dungeon trip. Let's see what Fang's card would look like now, with everything possible filled in.

—Is the weapon one the character can be expected to be able to use in a narrow tunnel, if that's where he's actually heading?

—If he'll be going in alone, or without a back-up weapon, will he be able to fight at close quarters? (An oxtongue lance is a good weapon, but it's 6' long and not very good if Fang needs to puncture a goblin that pops up from a trapdoor hidden at his feet).

—If the character's DEX is so low that he can't hit the broad side of a barn, it isn't logical to give him a projectile weapon until such time as his Dexterity improves a little.

—By the same token, try to imagine how a character could carry a number of weapons at the same time — even if Fang had had the money,

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TUNNELS & TROLLS   Sample Character Card

NAME *Fang the Delectable* TYPE *War.* KIN *Human* ♂ LEVEL *1st*

ST __13__ IQ __16__ LK __10__   Height: _5'8"_ Weight: _160 #_

CON _13_ DEX _6_ CHR _12_ ADDS _−2_ Weight Possible: __1300__

Weight Carried: __151__

GOLD: ___−0−___   ADVENTURE POINTS: ___0___

WEAPONS: Short Sabre (3+1)

ARMOR: buckler (takes 3 hits, x2 for warrior)

LANGUAGES: Common, Elvish, Orcish.

MAGIC: (None)

OTHER: 40' hemp, 10 torches, 1 day provisions, pack & clothing

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Fang is no great hero material, perhaps, but his life or death would depend on what dangers he faces, and how well the player (who rolled him up in the first place) ran him.

You as the player will have to handle the equipping of your characters as you see fit — Fang is doomed to life as an example, and little else. Your first character may have more dexterity, or at least more gold. When equipping a character there are several things to keep in mind.

—Is your character actually able to use a weapon you want to get him?

—Will he get maximum use of his weapon (i.e., does it get a good number of dice, perhaps with adds)? Or perhaps you will wish to choose a lesser weapon to fit your early concept of what kind of person you want the character to be — Fang would have been as well-equipped with a club as with his sword, but for my idea of Fang, a bludgeon just wouldn't do.

strength and dexterity to buy and carry a big double-bitted axe, a throwing francisca, a war scythe, a two-handed broadsword, a pike and two javelins (with atl-atl), a crossbow, and three spare daggers — where would he put them? By the time he has figured out which weapon to grab for, the monster he was supposed to be fighting will have ripped him to shreds. Keep your arming tactics reasonable, and there should be no such problems.

1.5 PROVISIONS AND EQUIPMENT

In many large towns, and in every large city, there can be found merchants who sell supplies and equipment to dungeon delvers; sometimes a kind of general store is opened near the entrance to a popular dungeon. In these shops and stores the arrant adventurer can buy almost anything he has the cash to purchase. With the exception of magic staffs for wizards, these shops carry virtually no magic equipment — they are stocked with weapons, armor, and simple provisions. On occasion special items can be found, so almost anything within reason may be bought here. If you wish to buy something which isn't listed here, ask your friendly GM and he will tell you whether it is available, and if so for what price.

A note to shopkeepers — almost anything that would have been available before the invention of gunpowder should be allowed, for a price. Herbs like wolfsbane and garlic (for use against werewolves and some undead, for example) should be available. Chemicals that might be produced by alchemy, such as sulfur or chloroform, should be obtainable in small quantities at reasonably high prices.

The basic unit of exchange is the gold piece. The gold piece (abbreviated GP) is also the basic weight unit, as all coins are minted to weigh exactly the same: 1 weight unit, which is 1/10th of a pound. The other coins in common use are the silver piece (SP) and the copper piece (CP). Ten SP are worth 1 GP; ten CP are worth 1 SP, or 1/100th of a GP. The final equation is this:

$$1 \text{ GP} = 10 \text{ SP} = 100 \text{ CP}$$

However, they all weigh 1 GP. Most jewels weigh not more than 1 GP, although a jade statue or a crystal skull will weigh more, according to size. Jewels are accepted for barter within the market-places, but it may not be possible to get full value for them unless they are first converted to cash at a gem dealer's shop.

1.51 GENERAL SUPPLIES

ITEM	Weight	Cost (in GP)
Warm dry clothing & pack	10	5
Provisions for 1 day (food, drink, matches)	20	10
Delver's Package (small bronze mirror, a few sticks of wax, some chalk, salt, short length of twine, and more matches)	20	20
Ordinary torch (lasts 10 turns)	10	1 SP
Rope, silk	1 per ft.	1 GP/ft.
Rope, hemp	5 per ft.	1 SP/ft
Lantern & oil (twice the light of a torch, lasts 50 turns)	25	20
Spare skin of oil	15	10
Magnetic compass	1	5
Boots, knee high	40	10
Boots, calf high	20	5
Sandals	2	2.
10 Pitons (for climbing walls)	25	10
Piton hammer	25	4
Ordinaire magic staff	30	100
Deluxe magic staff	30	5000

1.52 WEAPONS CHARTS

Below are the vast range of weapons available to the delver. Many of the names will probably be strange, so we have included a Glossary (section 3.13) for you in the back of this edition. Remember that your character must have the required DEX to use a weapon, and should have the required strength. It is possible to use a weapon that is too heavy, but the character will tire very quickly. (For a complete discussion of this, see 2.35, Too-Heavy Weapons). All weapons listed are made of the finest material which is generally available (usually steel, unless specified otherwise).

SWORDS

Swords were one of the commonest weapons in the pre-gunpowder era, and slight variations in construction led to hundreds of different names for essentially the same swords. We have separated the swords listed below into classes by shape and length.

If you want a particular type of sword, say a *hojiu* (Japanese temple sword) and you know its form (fairly long, straight, one-handed hilt, two sharp edges) give it the same requirements and number of dice as its nearest equivalent listed below (Broadsword).

Swords marked with a † require 2 hands to wield, regardless of ST or DEX requirements or ratings.

Class I: Straight Swords	Dice + Adds	ST req.	DEX req.	Cost	Weight
†Great Sword (6')	6	21	18	120	170
†Two-handed broadsword (5')	5 + 2	17	14	110	160
Hand-and-a-half sword (4')	5	16	12	90	150
Broadsword (3' — 4')	3 + 4	15	10	70	120
Gladius (2½' — 3')	3 + 2	10	7	50	70
Short sword (2' — 2½')	3	7	3	35	30
Class II: Curved Swords					
†Grand Shamsheer (No-datchi) (6')	6 + 2	22	18	135	150
†Great Shamsheer (4½' — 5')	5	15	15	100	130
Falchion (4')	4 + 4	12	13	75	110
Scimitar (3')	4	10	11	60	100
Sabre (3')	3 + 4	9	10	55	60
Short sabre (2' — 2½')	3 + 1	7	5	40	30
Class III: Unusual Swords					
†Flamberge (6')	6 + 1	21	18	125	165
Pata (long katar) (3' — 4')	4	14	14	100	90
(because of extensive arm and hand guard, will take 1 hit)					
Shotel (3' — 4')	3 + 3	10	17	50	75
Manople[1] (2' –3')	2 + 2	10	10	85	80
Class IV: Gentleman's or Towne Swords					
Rapier (3' — 5')	3 + 4	10	14	80	20
Epée (3' — 5')	3 + 2	9	15	75	25
Foil (3' — 4')	2 + 1	7	14	50	15
Sword Cane (2' — 3')	3	10	12	50	10
Class V: Bizarre Swords					
Terbutje	3 + 5	6	10	65	35
Estok *(thrusting weapon only — no edges)*	3	12	10	80	75

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[1] *Manople:* If user's DEX and ST are 16 or better, may be used to disarm a beweaponed foe under these conditions: user is on pure defense (i.e., even if he "wins" combat round, he inflicts no hits) and user's DEX is greater than that of his opponent. In this case, there is a 50% chance the opponent's weapon will break. If the user "loses" the combat round, there is no opportunity to break the opponent's weapon.

HAFTED WEAPONS

Those who used hafted weapons were often forced to use both hands to insure maximum impact. In the interest of "realism," no character should be allowed to use two of the following weapons of more than 2 dice, and all weapons marked with a † absolutely require two hands to use, forfeiting a second weapon or shield. This is *regardless* of extreme ST or DEX ratings or requirements. Cost listed is in GP.

Class I: Slicing Heads	Dice + Adds	ST req.	DEX req.	Cost	Weight
†Double-bladed broad axe	6 + 3	21	10	140	220
†Great axe *(single blade)*	5 + 3	20	10	110	190
†Bullova	4 + 3	16	9	100	200
Broadaxe *(single blade)*	4	17	8	100	150
Sickle (3')	4 + 1	11	7	110	130
Bhuj	3 + 4	15	7	100	160
Francisca	3 + 2	9	5	70	60
(can be thrown — if so, DEX req. = 12, range = 25 yards)					
Taper axe	3	8	4	50	70

Class II: Stabbing Heads	Dice + Adds	ST req.	DEX req.	Cost	Weight
†Bec de Corbin	6	18	10	125	175
Zaghnal	3 + 4	10	8	85	170
Adze	3	9	5	50	100
Pick axe[2]	3	15	10	15	160

Class III: Mashing Heads	Dice + Adds	ST req.	DEX req.	Cost	Weight
†Heavy Mace	5 + 2	17	3	120	200
War Hammer	5 + 1	16	3	85	300
Morningstar	5	17	11	140	110
Heavy Flail	4 + 4	20	15	55	160
Light Flail	3 + 4	19	13	70	140
Mitre	3	8	3	50	90
Bludgeon *(club)*	3	5	2	15	50
Baton *(weighted stick)*	2	2	1	10	20
Piton Hammer	1	5	1	4	25
Crowbar	2	10	1	5	35

POLE WEAPONS

All the weapons listed below have long shafts. As such, they *all* require two hands to operate, regardless of ST or DEX ratings or requirements. Further, they are worth only half their roll in restricted spaces (like your average 10' or even 20' tunnel). They are difficult to carry in 10' wide tunnels, and impossible to carry or use in twisting crawlways. They are most effective when fighters have a lot of room in which to maneuver.

TYPE	Approx. Length	Dice + Adds	ST req.	DEX req.	Cost	Weight
Poleaxe	10'	7	14	13	210	300
Chauves souris	12'	6 + 5	15	12	250	190
Ranseur (runka)	12'	6 + 4	15	10	170	180
Halbard	10'	6	16	12	200	250
Pike	12'	6	15	12	160	100
Demi-lune (halfmoon)	12'	5 + 4	12	20	100	150
Voulge	10'	5 + 1	15	9	160	200
Fauchard	12'	5	13	10	160	180
Partizan	8'	4 + 5	15	9	140	200
Guisarme	9'	4 + 4	14	10	135	200
Scythe *(long)*	6'	4 + 2	11	7	80	150
Billhook	11'	4	14	8	120	190
Kumade (rake)	5'	3 + 3	10	12	75	90
Brandestock	6'	3 + 1	17	10	200	150
—Extended Brandestock	9'	4	19	12	280	200

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[2] May be used to cut through stone at 5'/turn (in the hands of a dwarf, 10'/turn).

SPEARS

Spears and lances are thrusting weapons; some are also capable of being thrown. A † means the weapon requires 2 hands to use, regardless of ST or DEX requirements or ratings. Cost listed is in GP.

TYPE	Length	Dice + Adds			ST req.	DEX req.	Cost	Weight	Range
Pilum	(5'—8')	5			12	8	75	100	20 yards
Trident	6'	4	+	3	10	10	60	75	10 yards
Hoko	6'	4	+	1	10	12	55	90	0
Oxtongue (hasta)	6'	4			10	5	80	70	0
(best used from horseback — if so, add 2 dice to its roll)									
†Spontoon	8'	3	+	3	9	9	30	100	0
Common Spear	6'	3	+	1	8	8	22	50	40 yards
Assegai	6'	2	+	3	7	12	20	50	30 yards
Javelin	6'	2			5	7	10	30	40 yards
Atl-atl *(spearthrower)*	——	——			8	10	5	10	——

(Can be used only with javelins. *Doubles effect of dice, and increases range 10 yards.)*

DAGGERS

All daggers are one-handed weapons. Some may be thrown, others may not. Therefore, in the *DEX req.* column there are two listings: the first is the DEX requirement to handle the dagger, the second number is the DEX required to throw it. When a dagger cannot be thrown, NA (Not Applicable) is used.

TYPE	Dice + Adds		ST req.	DEX req.	Cost	Weight	Range
Sax	2	+ 5	7	10/NA	30	25	——
Kukri	2	+ 5	6	6/30	30	20	15 yards
Katar	2	+ 4	2	8/NA	18	22	——
Haladie	2	+ 4	2	4/NA	25	15	
Bank	2	+ 3	1	1/NA	18	20	——
Bich'wa	2	+ 3	1	4/23	20	33	10 yards
Kris[3]	2	+ 3	8	5/20	120	50	10 yards
Jambiya	2	+ 2	2	8/25	21	12	10 yards
Dirk	2	+ 1	1	4/10	18	16	10 yards
Misericorde	2	+ 1	1	2/15	14	14	10 yards
Main gauche[4]	2		10	12/NA	25	25	——
Poniard	2		1	3/14	10	10	10 yards
Swordbreaker[5]	2		10	12/NA	15	15	——
Stiletto	2	— 2	1	1/8	5	10	5 yards

[3]*Kris:* Made of meteoric iron, these knives will dispell 1st through 3rd level magic cast on or around the user. This includes "friendly" magic (for example, a *Hidey Hole*).

[4]*Main gauche:* Most effective when used with one of the shorter swords in the other hand. Will take 1 hit in combat, when used as a parrying weapon.

[5]*Swordbreaker:* Has a serrated edge which can be used to catch small swords and daggers held by an opponent. If DEX and ST are both greater than your opponent's, there is a 50% chance of catching the weapon and snapping the blade.

PROJECTILE WEAPONS

Most projectile weapons require two hands to load and/or use; these are marked with †. All arbalests and similar crossbows require 1 combat turn to reload, with the exception of the *Dokyu* or repeating crossbow. The *Dokyu* will only fire 1 round per combat turn, but does not need a turn to reload until all 5 rounds are fired.

Please refer to section 2.33, Missile Weapons, for marksmanship charts.

STR requirements given are to cock or pull the bow.

Class I: Arbalests & Crossbows	Dice + Adds	ST req.	DEX req.	Cost	Weight	Range
†Cranequin *(rack & pinion on arbalest)*	8	15	10	600	250	100 yards
†Arbalest *(stirrup; lever drawn)*	6 + 3	17	10	400	220	100 yards
†Crossbow *(hand-drawn)*	5	15	10	250	180	100 yards
†Light crossbow *(hand-drawn)*	4	12	10	170	120	90 yards
†Dokyu *(5 shot, lever-action loading)*	4	15	16	300	200	75 yards
†Prodd *(pellet firing)*	3	16	10	200	100	30 yards

(All of the above except the prodd *fire quarrels; the* prodd *fires small stones.)*

Quarrels (10)	— —	— —	— —	5	10	— —
Pouch of 100 stones	— —	— —	— —	3	50	— —

(see Class III: Slings)

Class II: Bows (self)						
†Extra-heavy *(over 100 lbs.)*	6	25	17	200	70	100 yards
†Heavy *(76 – 100 lbs.)*	5	20	16	135	60	90 yards
†Medium *(51 – 75 lbs.)*	4	15	15	80	50	80 yards
†Light *(31 – 50 lbs.)*	3	12	15	60	40	70 yards
†Very light *(15 – 30 lbs.)*	2	9	15	50	30	60 yards

Class IIA: Bows (longbows)						
†Extra-heavy *(over 100 lbs.)*	6 + 3	25	17	250	80	160 yards
†Heavy *(76 – 100 lbs.)*	5 + 3	20	16	175	70	150 yards
†Medium *(50 – 75 lbs.)*	4 + 3	15	15	100	60	140 yards

Longbows do not come in the lighter weights.

Sheaf of arrows (24)	— —	— —	— —	40	10	— —

Self-bows (Class II but not IIA) may be augmented by suitable use of materials. The above listing is for simple self bows. If a self bow is "built" (i.e. laminated woods to increase resiliency), the additional cost is 50% more of the bow's listed cost. This gives the bow +1 in adds, and an additional 10 yards in range. If a bow is "backed" or "composite" (i.e. various glues or elasticisers such as sinew, bone, gut, etc. are applied) the additional cost is again 50% of the bow's listed cost. This gives the bow +2 in adds, and an additional 20 yards in range. A bow may be both "built" and "backed" — this will ultimately cost twice the bow's listed cost, but the bow will gain +3 in adds and 30 yards in range.

Class III: Other Projectile Weapons	Dice + Adds	ST req.	DEX req.	Cost	Weight	Range
†Staff Sling	3	5	11	5	100	150 yards
Common Sling	2	3	5	1	10	100 yards
Pouch of 100 stones	— —	— —	— —	3	50	— —
African Throwing Knife[6]	4	8	15	180	125	30 yards
Chakram (5)	2	4	14	40	20	30 yards
Shurikin (3)	1	2	10	30	10	10 yards
Blowpipe	— + 1	1	1	10	30	35 yards
Darts (30)	— —	— —	— —	5	5	— —
Hunting bola[7]	— —	5	8	35	50	30 yards
War bola[7]	2	7	8	100	80	30 yards

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[6] *African Throwing Knife:* multibladed on a single haft.

[7] *Hunting bola* and *War bola:* both bolas may be used to entangle oncoming foes (ones with limbs small enough for the strings to wrap around) for 1 combat turn. If DEX is 8 – 15, roll an odd number on 1 die to entangle. If DEX is 16 or better, entanglement is automatic. GMs must determine that there is enough room to swing and throw the bola. The War Bola does no damage if it does not entangle.

WEIRD WEAPONS and ACCESSORIES

TYPE	Dice + Adds	ST req.	DEX req.	Cost	Weight
Ankus[8]	2 + 1	2	11	27	50
Bagh Nakh (tiger claws) (each)	1	2	10	30	15
†Quarterstaff	2	2	8	10	50
Caltrops, large (cuts movement in half) (10)	2	— —	— —	30	200
Caltrops, small (cuts movement in half) (50)	1	— —	— —	50	300

POISONS

No poison retains effectiveness after the 3rd consecutive combat turn (whether it has reached its destination or not). In order for poison to be effective, you must first deliver it to the enemy. In combat, determine hit point totals first *without* adjustments for poison. If you didn't get any hits on the enemy, having poisoned weapons isn't going to help. If you did, then any hits — even mere scratches — will help quite a bit. Augment the hits delivered by the adjustment for poison (i.e. if you hit an ogre for 3 points and have curare on the blade of your weapon, you should get 6 points taken from his constitution. If you had dragon's venom on the blade, the ogre should subtract 12 points).

IMPORTANT: In certain situations, poison will always take effect. For example, missile weapons which hit their target will get full bonus. If you are fighting at *very* close quarters, or with a monster that cannot really parry your blows effectively (a giant slug, say), then poison bonuses may be included in the hit point total *before* comparison. The GM must decide these things on an individual basis; he or she may wish to let the poison have a delayed effect or reduce the monster's constitution by the number of individual poison hits scored.

Some monsters are immune to poison, either from very slow metabolisms (zombies) or because they live with it on a daily basis (dragons). Again, this is at the GM's discretion.

The number of applications listed below is to be applied to normal-sized weapons. One sheaf of arrows or one set of blowgun darts may be poisoned from a single vial of poison.

TYPE	Cost	Weight	Effect
Curare (1 oz., 3 applications)	100	1	Doubled effectiveness of any *edged* weapon before personal adds are computed.
Spider venom (1 oz., 3 applications)	150	1	Temporarily paralyzes victims. After 1 combat turn (2 min.) a poisoned creature should be at half effectiveness. After 2 combat turns, victims are unable to move. After 5 combat turns the poison wears off. Spider venom is generally not powerful enough to affect monsters much larger than humans (such as trolls and dragons). If there is doubt in some case, the GM should rule on it.
Dragon's venom (1 oz., 3 applications)	1000	1	Quadruples effectiveness of *edged* weapons before personal adds.
Hellfire juice (1 oz., 3 applications)	200	1	Adds half again to the weapon's effectiveness. Can be used on edged/bladed weapons or blunt weapons equally.

[8] *Ankus:* one familiar with this weapon may control elephants (and similar pachyderms) with it.

1.53 ARMOR & SHIELDS

TYPE	Hits taken	ST needed[1]	Cost	Weight
Complete:				
Plate	14	11	500	1000
Mail	11	12	300	1200
Lamellar	10	5	400	900
Scale	8	7	80	750
Ring-joined plate	7	4	100	300
Leather	6	2	50	200
Quilted silk/cotton	3	1	40	100
Parts[2]:				
Chest				
Back and Breast	5	3	250	200
Arming Doublet	3	1	40	75
Leather jerkin	1	1	15	15
Limbs				
Gauntlets *(pair)*	2 *(1 ea.)*	1	10	25
Greaves *(pair)*	2 *(1 ea.)*	1	25	40
Head				
Full helm	3	1	20	50
Greek *(open face)*	2	1	15	35
Steel cap	1	1	10	25
Face mask	1	1	10	25
Shields				
Tower shield	6	6	100	550
Knight's shield	5	5	65	450
Target shield	4	5	35	300
Buckler	3	1	10	75
Odd pieces				
Viking Spike Shield	4	5	90	450
(DEX req. 5, gets 2 offensive dice for spike)				
Madu *(shield)*	1	1	15	20
(DEX req. 15, gets 1 die + 3 adds for horns)				

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[1] *ST needed* is additive for acquiring armor only. For example, to wear plate armor and carry a tower shield, ST required is 17.

[2] *Parts:* the sum of the parts is equal only to one of the above sets of full armor. None of these can be added to a complete suit of armor, as appropriate versions are included in the total.

1.6 CREATING MONSTERS

Having good guys without bad guys would be pretty dull stuff. What lurks and slithers in your imagination I don't know, but in mine there are fire-breathing dragons, crocodiles, unicorns, snarks, sharks and boojums, black hobbits, giant spiders, cave lions, pythons, centaurs, toothy non-flaming dragons, wyverns, wurms, griffins, hippogriffs, werewolves and vampires, balrogs, basilisks, ghosts, jubjub birds, slithy toves, cave bears, sphinx, enchanted warriors, zombies, reptile men, flame fiends, harpies, orcs, ogres, gremlins, goblins, trolls, giants, two-headed giants, three-headed giants, mushroom monsters, cockatrices, giant slugs, banshees, mummies, barrow-wights, living statues, shoggoths, wraiths, demons, leopards, octopi (giant economy size), gnoles, minotaurs, slime-mutants, drooling maniacs, half-orcs, hydrae, living skeletons, bandersnatchi, jabberwocks, pithecanthropi, ghouls, mad dogs, poisonous vipers, blood bats, night gaunts, lamiae, cannibals, witches, warlocks, rabid rats (ulsios), chimerae, hags, giant slimy worms, yeti, tigers, gorgons, bigfoots, invisible stalkers, were-creatures of all varieties, misanthropes and misogynists, manticores and lots more. If you want more, look through books of mythologies of ancient cultures, or books of science fiction and heroic fantasy. In no time at all, you'll be inventing your own, too.

Although there are several ways to give greater personalization to your monsters, your average dungeon monster is described most easily by a Monster Rating (MR). This number determines the nastiness of the monster in combat and also how much damage it can take before it dies. The chart below shows how many dice a monster gets to roll in combat.

Number of Dice	Monster Rating
0	0
1	1–9
2	10–19
3	20–29
4	30–39
5	40–49
6	50–59
7	60–69
8	70–79
9	80–89
10	90–99
11	100–109 etc.

An easy way to remember the number of dice is to divide the monster rating exactly by 10 and add 1.

In addition to the dice the monster rolls in combat, it will also have **combat adds**. There are two ways to determine this. After some years of play, most GMs use *half the monster's (current) MR each turn in which combat occurs.* (The original method was to give the monster half its MR in adds for only the first round of fighting, and ¼ thereafter. Use either method which suits you, although the new method is preferred.)

For example: Balrog Maximus Meany has a MR of 250. He gets 26 dice and 125 adds when he fights. A single six-sided die will roll, on the average, 3.5 — this balrog on the average will roll around 91 for his dice, then add 125 for a total attack of 216.

What this all really means will be explained in the section on Combat (1.7). By the new method of getting a monster's adds, however, the balrog will add 175 each time he fights (unless his MR goes down). By the original method, on the next immediate fight he gets only 88 adds (I round up for almost everything). If he has time to rest between fights, he'll start out with 175 adds again.

If this balrog is wounded, the hits will come off his MR. If in one round of fighting he takes 50 hits, he starts the next round with a MR of 200, with 21 dice and 100 adds (by the new method).

Steve McAllister and Jim "Bear" Peters have developed a formula and chart to create more personalized monsters, especially anthropomorphic ones. This is included in section 2.41, Personalizing Monsters, along with other comments on personalized monsters.

A common quandary for beginning GMs is assigning suitable MRs to their monsters. I include the short list on the following page to give you some idea of what I have done with a few of the more traditional monsters that roam my own Gristlegrim dungeon. Ultimately the task of entertaining and dismaying players depends on the GM, but this may give you a start.

MONSTER TYPE	Ratings Level: 1	2	3	4	5	6	# Appearing
Balrog	100	200	300	400	500	600	1
Black Hobbits	12	24	36	NU	NU	NU	3 — 20
Centaur	29	49	106	NU	NU	NU	1 — 3
Dragon *(with flame)*	110	220	330	NU	NU	NU	1
Dragon *(without flame)*	60	120	240	NU	NU	NU	1
Flame Demon	45	90	135	180	235	270	1 — 5
Ghoul	28	42	56	64	74	87	1 — 10
Goblin	30	45	60	75	90	106	1 — 10
Giant Spider	16	32	64	NU	NU	NU	1 — 10
Half Orcs	74	112	150	165	204	234	1 — 10
Jubjub Bird	36	72	98	NU	NU	NU	1 — 6
Leopard	34	68	102	136	170	204	1 — 6
Ogre	26	52	104	208	416	832	1 — 6
Orc	40	60	80	100	120	140	1 — 10
Rats	8	16	32	NU	NU	NU	1 — 14
Tiger	44	88	176	NU	NU	NU	1
Troll	50	100	200	400	650	1000	1 — 3
Unicorn	40	80	120	NU	NU	NU	1
Vampire	30	60	90	120	150	180	1 — 6
Werewolf	30	60	120	240	480	960	1 — 6

NU means I don't use that monster on those levels. There's no reason why you shouldn't. In addition, several of these monsters have special powers that don't show up in the regular MR, notably Vampires (aversion to holy objects), Werewolves (susceptibility to silver weapons) and Dragons (flight in open areas, fire or acid breath). Also, note that monsters needn't be alone. One orc isn't very formidable, but 10 of them will give anybody a good fight.

1.7 COMBAT

Sooner or later a situation will arise where your player characters must fight. Combat is the action sequence of most fantasy game systems, and this section will explain the process to you.

First, some definitions:

WEAPONS' DAMAGE: *The number of hits scored by any given weapon when it is used during a combat turn, expressed in dice and adds.* For example, a sax (a sword-like dagger) gets 2 dice + 5 adds, which gives it a range of 7 to 17 hits per combat turn.

COMBAT or PERSONAL ADDS: *The extra hits in combat a character gets for having superior attributes in Strength, Luck, and Dexterity.* Personal adds may be negative if the character has unusually low Strength, Luck, or Dexterity. (See the discussion in section 1.3, Creating Characters, and compare monster adds under section 1.6, Creating Monsters.)

The harder you can hit somebody, the more you can hurt them: that's why you get adds for Strength. If you're lucky enough to land a blow in a vital spot, you can do more damage; that's why you get adds for Luck. And if you're skillful enough to deliberately place a blow where it hurts most, you can do still more damage; that's why there are adds for Dexterity. The number 12 is the high side of average for three dice (what you originally rolled to get these Prime Attributes) which is why numbers higher than 12 are considered exceptional. The low side of average is 9, and attributes less than 9 are unusually poor.

HITS or HIT POINT TOTAL (HPT): *The total of Weapons' Damage + Combat Adds of a character (or monster, or team of characters, or team of monsters) for 1 combat turn.* If several characters are fighting shoulder to shoulder against several opponents, the entire 'team' will total all their damage possible together into a single number, the Hit Point Total.

COMBAT TURN: *One complete round of combat in which all combatants have had their fair opportunity to try to score hits.* Although it is considered "officially" to be 2 minutes long, in actual play the fighters are probably only clashing for 15 or 20 seconds at a time. The rest of the time may be considered squaring off and testing for openings.

THE PROCESS OF COMBAT: The sequence of actions is this:

1) All combatants make their dice rolls (for weapons if humanoids, or Monster Rating if they're monsters) and add their Combat Adds to that.

2) If there are several combatants on a side, the individual characters' totals are added together for a complete hit point total.

3) The numbers for the opposing sides are compared, and the lower number subtracted from the greater.

4) Allocate Hits of Damage to the constitutions (or monster ratings) of the side that garnered the lesser Hit Point Total.

HITS OF DAMAGE: *wounds to be assessed.* This number is the remainder left after the lesser Hit Point Total is subtracted from the greater Hit Point Total. This number comes directly off a character's constitution (or a monster's MR), allowing for possible protection granted by shields and/or armor, if any.

For example: Warrior X and Warrior Y are fighting. At the end of one combat round, Warrior X has a Hit Point Total of 9 (7 for his weapon and 2 for his personal adds), and Warrior Y has a total of 6 (he rolled 7 for his weapon, but had a −1 for personal adds). 9 minus 6 is 3; Warrior X scored 3 hits against Warrior Y. However, Warrior Y had 2 hits worth of armor, and so subtracts only 1 from his actual constitution. Warrior X takes no damage.

Because we are explaining a variable process, it is difficult to express it in abstract terms. Some examples should clarify exactly how typical combat situations are handled.

Although simple murder might be the simplest form of killing, Monster vs. Monster is probably the easiest form of combat. While it is probably a rare situation, the basic principles of hand-to-hand combat are still present.

Situation: Rummar Boartooth and Greyface the Grim are two Orcs long employed in the Hellhole Dungeon. One evening after a long game of poker (whiling away the hours when no delvers are about), Rummar accuses Greyface of cheating. In defense of his questionable honor, Greyface launches into an attack. Both Orcs have a MR of 18, which gives them 2 dice in attack and 9 adds.

First Combat Turn:

Greyface rolls 2 dice, gets double 6's (total 12). He also adds 9 combat adds for a HPT of 21.

Rummar also rolls two dice, gets a 5 and 6 (total 11). He adds his 9 combat adds for a Hit Point Total of 20.

Result: Rummar, with the lower HPT, takes 1 point of damage. This is subtracted from his Monster Rating which drops to 17. He still gets 2 dice. Because I round odd numbers up in almost every case, he also still gets 9 adds: the wound is superficial.

Second Combat Turn:

Greyface rolls 2 dice, for a total of 8. Plus 9 combat adds, his HPT is 17.

Rummar also rolls 2 dice, this time for a total of 10. Plus his 9 combat adds, his HPT is 19.

Result: This time it is Greyface who is wounded, for 2 points worth. His MR drops to 16. He still gets 2 dice, but this affects his combat adds — he now has only 8.

Third Combat Turn:

Greyface with two dice rolls double 6's again, for a total of 12. Plus 8 combat adds, his HPT is 20.

Rummar rolls two dice, total 4. Plus 9 = 13 for HPT.

Result: Greyface badly hurts Rummar, for 7 hits worth. Rummar's MR goes to 12. He still gets two dice, but only 6 adds.

Fourth Combat Turn:

Greyface (2 dice) rolls 5. Plus 8 = 13.

Rummar (2 dice) rolls 11. Plus 6 = 17.

Result: Greyface again takes hits — 4 of them, in fact, bringing his MR down to match Rummar's 12. They're back on even ground.

Fifth Combat Turn:

Greyface (2 dice) gets 10. Plus 6 = 16.

Rummar (2 dice) gets 6. Plus 6 = 12.

Result: Rummar takes another 4 hits. This is significant, because his MR has dropped to 8. He now gets only 1 die in combat and 4 adds. His chances of besting Greyface have plummeted.

Sixth Combat Turn:

Greyface (2 dice) rolls 10. Plus 6 = 16 HPT.

Rummar (1 die) rolls 3. Plus 4 = 7.

Result: Rummar has to take 9 hits, which is 1 more than he has Monster Rating left. In a gurgle of blood, the accuser dies.

This battle shows a number of important things. First, a closely-matched combat can go on for quite some time. Second, some combats can waver back and forth for a while — both Rummar and Greyface took hits during combat, but the fall of the dice finally decided in favor of Greyface.

It is far more common that monsters fight men and their humanoid kindred. Like monsters, the player characters get dice and adds, but both are determined differently. The number of dice rolled is dependent upon what weapons are being wielded. Combat adds are based on the bonus (or lack of it) for Strength, Luck and Dexterity.

SINGLE COMBAT

Situation: Some days later, a party of delvers have entered the Hellhole Dungeon. Young Thorn Ripsnort has gotten separated from the rest of the party when he runs across our old friend Greyface (who has been staying out of poker games in the interim). Greyface has been able to rest and recuperate, so his MR is back up to 18. (Monsters regain their lost points at 5 per regular turn if they are left alone to heal up, thus, had this encounter happened later the same evening that Greyface killed Rummar, Greyface would begin the fight at full strength.)

Thorn is a beginning warrior wearing a complete suit of leather armor, and carrying a good broadsword. His attributes are: ST:14, IQ:12, LK:14, CON:10, DEX:10, CHR:13. He gets +4 personal adds (+2 each for ST and LK; his DEX is normal). The broadsword gets 3 dice + 4 adds; his leather armor takes 12 (6x2) hits for him.

First Combat Turn:

Greyface with 2 dice (MR 18) rolls 10. Plus 9 for combat adds gives him a HPT of 19.

Thorn rolls 3 dice for his sword, gets 10. Plus 4 for the add on the sword, and plus another 4 for his personal adds, his HPT is 18.

Result: It is evidently Thorn's inexperience that allows Greyface to slash beyond his defense. However, thanks to his leather armor, Thorn has the relief of watching Greyface's talons slide harmlessly off, and Thorn takes no hits to his CON.

Second Combat Turn:

Greyface (2 dice for his MR of 18) rolls 9. Plus 9 = 18 for HPT.

Thorn rolls 3 dice for sword (gets 11) + 4 = 15, plus another 4 for personal adds for a HPT of 19.

Result: This time it is Thorn who lands a hit on the Orc. Greyface has no protection besides his scaly hide, and his MR therefore drops to 17. As before, he will still get 2 dice and 9 adds, however.

Third Combat Turn:

Greyface (2 dice) rolls 5. Plus 9 = 14 for HPT.

Thorn's broadsword rolls 13, + 4, + 4 (for adds) = 21 for HPT.

Result: Greyface takes 7 hits. His MR drops to 10; he still gets 2 dice but only 5 adds now. He howls with rage (not unmixed with fear) as Thorn gives a yell of glee, sensing his first kill moments away.

MELEE COMBAT

Situation: All this howling and yelling has attracted the attention of others, however. Rowan Ripsnort, Thorn's sister (also lost from the original party) hears and recognizes her brother's jubilant voice. She runs to rejoin him just as Greyface's newest fighting companion – Sylvus Beggarsbane – comes rounding the corner to help *him*. Greyface and Thorn pause a moment, then both sides rush together: a general melee is declared. No longer a question of single combat, anyone on one side will try to attack anyone on the other, whoever is within reach of fang, claw, or sword. (Naturally, with two against two, this *could* be handled as two separate examples of single combat. It would, however, take longer, and furthermore the principles shown by the melee example will continue to hold true if two orcs are fighting six humans or if fifty orcs beset thirty humans.)

Rowan Ripsnort has these attributes: ST:12, IQ:14, LK:17, CON:15, DEX:14 and CHR:12. Personal adds are therefore +7. Having started out somewhat poorer than her brother, she wears no armor and carries an estok (gets 3 dice + 0 adds).

Sylvus Beggarsbane is slightly tougher than his companion started out at – Sylvus has a MR of 22, and so gets 3 dice and 11 adds. Recall that Greyface is wounded, with a MR of only 10 at this moment.

First Combat Turn:

Orcs: Greyface rolls double 6's, inspired by the presence of his compatriot. Plus his 5 adds, his total is 17. Sylvus rolls 3 dice for a total of 12, plus his 11 adds, for a total of 23. The orcish combined HPT is 40.

Humans: Thorn rolls 9, + 4 (for his sword) = 13. He also gets + 4 for his personal adds for a total of 17. Rowan rolls 8, gets no adds for her estok, but 7 adds personally. Her total is 15. Between the two of them, the humans garnered 32 points in hits.

Result: The humans must take 8 hits between them. Divided equally, they must each take 4 hits. Those hits slide harmlessly off Thorn's armor, but Rowan takes 4 hits directly off her Constitution, which drops to 11. This does not harm her fighting ability – in the T&T system, all hits are considered relatively superficial *until the last one,* when the character dies. Rowan is still far from death, merely bleeding.

Second Combat Turn:

Orcs: Greyface rolls 4, + 5, his total is only 9 this time. Sylvus rolls 14, + 11 for a total of 25. Orcs' HPT is 34.

Humans: Thorn rolls 8, + 4 (sword), + 4 (personal adds) = 16. Rowan rolls 11, + 7 = 18. Human total is 34.

Result: All blows were parried, and all attacks blocked. Nothing was accomplished on either side.

Third Combat Turn:

Orcs: Greyface rolls 5, + 5 = 10. Sylvus rolls 8, + 11 = 19. Orcish total is 29.

Humans: Thorn rolls 12, + 4 (sword), + 4 (personal) = 20. Rowan rolls 13, + 7 (personal) = 20. Human total = 40.

Result; Orcs have to take 11 hits between them. Assuming Greyface is slowed by his wounds, he has to take the extra hit (6) bringing his MR down to 4 (1 die and 2 adds in combat). Sylvus takes 5 hits, bringing his MR to 17 – he loses 1 die in combat and has only 9 adds.

Fourth Combat Turn:

Orcs: Greyface rolls a 4, + 2 = 6. Sylvus rolls a 9, plus 9 for combat adds for a total of 18; total for the Orcs = 24.

Humans: Thorn rolls 12, + 4, + 4 = 20. Rowan rolls 5, + 7 = 12. Humans' total is 32.

Results: Orcs have to take another 8 hits, or 4 each. This is exactly enough to kill old Greyface, who collapses in the midst of battle. Sylvus, regretting his hasty actions, is left alone facing two armed warriors; his MR is now only 13 (2 dice + 7 adds).

Fifth Combat Turn:

Orc: Sylvus stands alone, desperately, and rolls double 6's (this is absolutely the best he can do now). With adds his total is 19.

Humans: Thorn attacks from one side, rolls 8, plus 4, plus 4 for a total of 16. Rowan's attack is from the other side; she rolls 10, + 7 = 17. Human total is 33.

Result: Sylvus is now hopelessly outclassed. He has to take another 14 hits, dropping his MR to 3. If there was anywhere to run away to, he'd have tried to do so on the last combat turn; he can see in their eyes that begging for mercy would be useless.

Sixth Combat Turn:

Orc: Sylvus has one die (rolls 3), plus 2 adds. HPT = 5.

Humans: Thorn rolls 7, + 4, + 4 = 15. Rowan rolls 10, + 7 = 17. Human total is 32.

Result: Sylvus can't possibly absorb another 27 hits and still live. With a gurgle he expires on the dungeon floor. (The additional 24 hits are usually referred to as "Overkill".) Rowan wraps some spare cloth around her wounded ribs and the brother-and-sister team continue, looking for an exit from the dungeon, or a means of relocating the rest of their party. Rowan's Constitution will remain below normal (11, from her usual 15) until she can locate a healing potion inside the dungeon, a wizard who can heal her, or until she can get to

the outside world again where she can rest and recuperate for at least a week or two until the wound heals on its own. Humans and humanoids do *not* regain Constitution in the way that resting *monsters* regain their *monster-ratings.*

You should note several things from the previous examples of single and melee combat. Again, in a closely matched fight, combat can go on for some time. If Rowan and Thorn together had encountered only one of the orcs, things would have gone much more swiftly. None of the given rolls were doctored to give a clean, quick solution.

Second, good guys don't always win. Here they did, but had the humans continued to roll poorly, and the orcs well, Rowan might have taken a few more hits and ended her days as monster fodder.

Third, note the protective value of armor. Thorn was wearing only leather armor, but he was never scratched. Rowan had to take the same number of hits as her brother, but lacking his armor, she took it on the chin — or the ribs, as the case might be. Further, armor rated at 6 does not simply take 6 hits and burn out. In the course of both fights, Thorn's armor fended off a total of only 5 hits, but it could have continued to take hits by the 2's, 4's and 6's almost indefinitely, leaving the man underneath unscathed. Had the combat continued 15 or 20 combat turns, the Game Master might have decreed that if Thorn was taking a few hits each time, his armor was slowly suffering attrition to the point that it would no longer take the full 6 hits any more. As it was, the armor probably has no more than a few deep scorings across it.

All ordinary combat situations can be handled in the manner described above; all additions mentioned later (missile weapons and magic, for instance) are outgrowths from these basics.

1.8 SAVING ROLLS

From time to time, characters may be placed in such danger (by a trap, by combat, by magic, or by their own clumsiness) that only pure luck can save them. This is where the Saving Roll (SR) comes in. All important characters in this game have a Luck rating — the higher the rating, the luckier the character. The saving roll needed is based on a character's Luck.

These rolls are set up in levels of difficulty. If the peril to be avoided is something fairly ordinary, like dodging a missile or not falling into an open cesspool, only a first-level saving roll will be required. But if the peril is something tremendous, like escaping from the center of a burning, collapsing house with archers stationed on all sides to pick you off as you come out, a fourth or fifth level saving roll (at least!) would reasonably be required.

When making a saving roll, you always use two dice. However, *doubles add and roll over* — i.e., if you roll two 4's, you may roll again, and add the 8 you already have to the *new* roll, whatever it is. Thus, it is possible to keep rolling and adding indefinitely, if you can keep rolling doubles. So don't despair if you find you need a saving roll greater than 12. The following chart gives the first 6 levels of saving rolls: the progression should be clear enough. Note that you must always roll at *least* a 5, no matter how lucky you are — accidents can *always* happen.

Level	Formula
1	20 minus Luck
2	25 minus Luck
3	30 minus Luck
4	35 minus Luck
5	40 minus Luck
6	45 minus Luck

In other words, *subtract your luck from the appropriate number* to get your saving roll, which must never be less than the minimum of 5 (although if you roll double 1's or double 2's you do get to roll again). A handy formula to remember is this:

(Level x 5) + 15 = # to shoot for

As a character attains higher levels, he or she will have opportunities to improve his or her Luck, making the higher level saving rolls easier. Also, GMs often let you run across magical treasure which improve (or worsen) your luck, so ratings of 30 or even higher are not unheard of.

When a character misses his saving roll by a narrow margin, the GM may relent and inflict a milder version of the original hazard. However, for his own honor, the GM will usually want to kill all the intruding delvers he can!

Saving rolls are usually used to avoid mechanical traps, dodge missiles, escape death after exposure to poison or disease, etc. They are usually *not* used as defense against magic, although the GM may decree otherwise. A character in hiding may need to roll to avoid discovery. In general, if there is a question of whether a player is lucky enough to accomplish something the saving roll concept can be employed, whether or not actual "escape" is involved. Furthermore, GMs may require saving rolls on *other attributes* — on IQ to throw off the effects of a hypnotic gem, on DEX to run across shaky rope bridges and so on.

If a non-player character requires a saving roll, the GM will roll up his luck (or other attribute) and (try to) make the roll.

1.9 ADVENTURE POINTS

Though your object in this game is to enjoy playing it, your character's success can be measured by the number of **Adventure Points** (also called **Experience Points**, or **EPs**) accumulated in his or her delvings. Experience points also determine what *levels* the character has achieved. (For a lengthier discussion of EP and levels, see section 2.14, Character Levels.)

As more experience is gained, a character becomes more powerful and has possible more interesting adventures. As long as a character remains alive — regardless of how many adventures he or she participates in — you are "winning." If ill fate befalls the character, or if you overextend yourself in playing your character's capabilities, the character dies, and it is your loss. Of course, these games allow you to play any number of characters (often referred to as a "stable of characters") and some will survive and advance, and everyone wins in the end.

How does a character gain Experience/ Adventure Points? He or she must participate in something that can reasonably be called an adventure, monitored by a GM. Several classes of action come under this category, and they are listed below with some guidelines for awarding experience points.

DARING

Game Masters should evaluate the difficulty and danger of their tunnel complexes, wilderness areas, cities, etc. and award EPs accordingly to those player-characters who survive a session. A general guideline to this is to *award 100 points for each level of dungeon or difficulty*. For example, a character who penetrates to the 3rd level of *Bleem's Blemish* (a dungeon) and gets back out alive would be awarded 300 EPs even if he or she never fought a single monster. There are, however, two schools of thought in this regard.

An alternate scheme is to *award progressively more points per level for the tougher levels of a dungeon.* I personally give 100 times the level number of the dungeon for each level penetrated. A trip to the third level of Gristlegrim is worth 600 points to any character who survives it. (That is, 100 for 1st + 200 for 2nd + 300 for 3rd, although going back up to 1st level doesn't win any more points). Although most games are likely to take place underground where such assessment of level is easy, the same principle applies to surface challenges. However, only the Game Master can determine how much daring it requires to penetrate his haunted forest, withered heath, or the City of Terrors.

Under this category there are experience points for doing something unusual, even foolhardy. If a character walks into a dragon's lair to suggest a riddling contest for safe passage through the room, he should be given some small reward for trying it. He's taken his life in his hands, not knowing if the dragon will flame first and ask questions later. (On the other hand, if the dragon is already known to have a penchant for riddles, the character hasn't really risked anything, and should get no reward in EPs.) Actions coming into this category tend to be those which, if they fail, are *very* likely to kill the character outright — there should always be the element of a wild gamble if the character involved is to receive points for the action.

COMBAT

Any character who *participates* in a combat which results in a foe being either slain or subdued gets experience points for it. Participation may be relatively minor, but if a character took part and in any way helped the group, then he or she should be awarded the EPs. Again, there are several schools of thought as to how these points should be awarded — look over the possibilities, and choose one which seems most suitable to you and those you play the game with; if none of these systems seem appropriate, work out something else that does.

One system is to *award points equal to the Monster Rating of whatever was slain equally to all those who participated.* Thus, if Fang the Delectable and Canduck the Magician both took part in offing a 300 rated Giant, both characters would receive 300 EPs for it.

Another system is to *divide the total Monster Rating by the number of characters who fought and survived, and award the result as EPs to each participating character.* In this instance, Fang and Canduck would each get 150 points for the above encounter.

If characters are fighting a number of monsters at once — ten Orcs rated at 20 each, perhaps — some Game Masters would view that as a

total Monster Rating of 200, to be awarded according to one of the two arrangements listed on the preceding page (i.e., either give all participants 200 points, or divide the 200 by the number of characters fighting). The alternative thought to this — during a single battle, fighting *one* of several creatures is much like fighting a *number of them* at once — leads to the conclusion that rather than considering the 10 Orcs as a collective of 200, they're really just a lot of 20's. Thus, characters who fight those ten Orcs would be awarded 20 EPs, period. This system is rarely used in conjunction with the divided MR system.

Although you may wish to play around with these various systems to get a feel for each one, once you have done so you should pick *one* system and *stick to it*. It is hardly fair to switch back and forth within a single game session so as to give the delvers the maximum (or minimum) EPs.

If the foes are clearly conquered after only one or two combat rounds, and manage to escape by running away, the delvers should get only *half* the usual adventure points which they would have won had they killed their enemies. In the event that it is the characters who turn and flee, they should get *no* points at all. Capturing a defeated foe, but not killing him, is worth the *same* number of points as if it had been slain.

The GM should be very careful in awarding Adventure Points for combat, and these points should be awarded immediately after any particular combat is finished. In the event that combat takes place between two or more characters who have *Prime Attributes* instead of a Monster Rating, *the winner should be awarded points equal to the total of the loser's Strength, IQ, and Constitution.*

SAVING ROLLS

Considering the fact that saving rolls are often the only thing between a character and horrible death, they should be worth something in points immediately. (If you have to make a saving roll, you're in an adventure, whether you like it or not.)

Whether the saving roll is successful or not, *multiply the actual number thrown by the level number of the saving roll demanded;* this number is the appropriate number of experience points to be awarded. For example, if a pit opens beneath Fang's feet and he must make a Second Level Saving Roll on Luck (L2SR on LK) to avoid falling in, he would have to roll a 15 (his Luck is 10, subtracted from 25 for a 2nd level roll = 15). In fact, he rolls an 11. Though he falls into the pit, he would still get 22 points for the experience . . .

it would have taught him something about pits. Had he managed to roll doubles and in fact rolled up a 15, he would have made the saving roll, avoided the pit, and collected 30 EPs.

Those acquainted with the older editions realize this is somewhat different from the awarding of EPs for saving rolls. As an alternative some may wish to continue using, we will include the old system here, though the newer method is often preferred. Before, if a saving roll was *missed*, a character took points equal to two times what the roll was missed by. (Example: Fang, missing the 15 and rolling 11, would take $(15 - 11) \times 2$, or 8 EPs.) If he *made* it, he would take the number he rolled as EPs (Example: needing a 15, his doubles added up to a total of 21 — he would take 21 EPs.)

CASTING MAGIC

Is also good for getting experience points. Warriors cannot cast magic, but those other character types who do get *1 EP for every strength point actually expended in casting a spell.*

OTHER

The Game Master may award players bonus Adventure Points for any number of different reasons, when he or she sees cause for it. The GM may decide to reward you for figuring out how to play the magic harmonica you just found, or give you extra points for staying especially well in character, or for coming up with the plan that saves the party from a passing tribe of Trolls. The GM may award points for surviving wounds, solving puzzles, or whatever. Any points awarded in this category should be given to those players who are doing an exceptionally good job only, thus making the game more of a challenge to all.

TREASURE and MAGICAL ITEMS

Once upon a time experience points were given for treasure and magical items found and carried off, but no longer! Properly speaking, cash is its own reward, and there is no reason why a character who stumbles across a diamond worth 10,000 GP, picks it up and walks off, should get 10,000 experience points. He has not especially earned the points, nor learned very much from it, and shouldn't get the level bonuses (discussed in section 2.14, Character Levels) that usually go along with them. By the same logic, a magical iron ring that bestows on its wearer an additional 10 Luck points is also its own reward, and should not give 'adventure' points as well.

Some final notes — adventure points may *only* be accumulated during the course of a game of T&T. Players may not award themselves points for everyday actions or past histories imagined for the character (but not actually played through in the course of a real game). Adventures into solitaire dungeons do count as real games, to be sure — the risk is still there. Time spent between adventures — real games — simply does not count.

Although accumulation of experience points is a driving force in T&T, players may find that, over the course of time, they will want to give out — and even receive — smaller increments of points. Stinginess in this regard is not necessarily a bad thing. Receiving EPs by the double handsful takes some of the 'honour' out of the whole thing, and definitely detracts from the feeling of having *earned* those points.
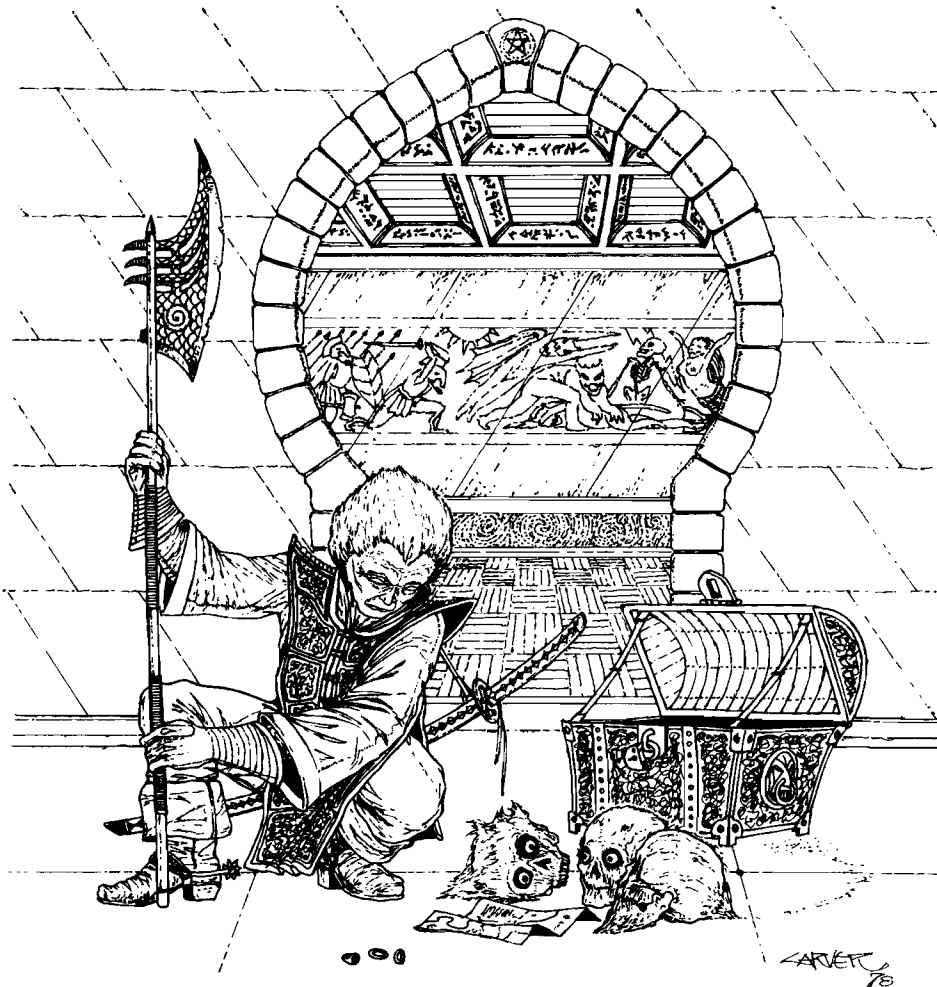
2.

Natural

Developments

The Game
As it is Played

This section of the rulebook is not the 'advanced' section. Part I was separated from Part II to make things simpler for you, the reader, especially if this is your first encounter with any fantasy role-playing game. Part I should have given you a 'feel' for the nature of T&T and what kind of game it is; it has the fundamentals needed to introduce a friend to the game. However, to play the game fully, Part II is as necessary as Part I. Here are the discussions of magic and magicians, creation of elves, dwarves, and other humanoids, what those experience points are really good for, and more about combat, especially as it functions with the added dimensions of magic, missile weapons, and unarmed combat. So keep reading. . .

2.11

CHARACTER TYPES

As mentioned earlier, in a world where magic prevails there will be those persons capable of handling the arcane forces involved. Besides warriors, who are blind to the form and nature of magic, there will be those to whom it is virtually life and breath, and who have been trained in its ways from a very young age. Also there will be those who have the capabilities of mastering the magical arts, but through social or economic misfortune, or perhaps simple circumstances, never had the opportunity for the exhaustive training required to become a true master of the dark arts. And finally there are those rare, almost unique individuals to whom some magic and weapons training were both available, and who had the wit to absorb some of both throughout their upbringing. These categories provide the four character types typified within the *T&T universe*. Each has its abilities and shortcomings.

WARRIORS

Warriors have been discussed earlier. These are people who are inherently psi-deficient, and who can never learn the use of magic. If their growing years were not all spent shovelling horse manure in the local stables, perhaps they managed to get in a few hours a day in the use of all manner of weapons and armor, taught by a veteran of the Khazan-Ranger wars. When they are old enough to begin a career of dungeon delving (whether they are 15 or 25 when they start), any weapon in their hands is deadly.

They can also get the maximum mileage out of armor and shields. This is their greatest advantage — warriors, and warriors alone, get *two times the normal protection from armor and/or shields,* because only a warrior has the training to *use* the armor instead of letting it just hang about him like a thin metal wall. Like the spells of a magician, this skill takes time, training and practice to develop. No other character type has it because no other character type had the opportunity for intensive training in just this area.

Warriors are based on Robert E. Howard's archetypal character, Conan — they understand force best, sublety last. They recognize the value of magic and magical artifacts and while there may be an undercurrent of mistrust of magicians, warriors will cheerfully utilize any magical artifact that comes to hand.

WIZARDS

Wizards (variously called magicians, mages, magic-users and sorcerers) have the training and ability to control the forces of the mind that power the arcane world of magic. Like warriors, they started training young (perhaps in the well-known Slumgullion's School of Magic, of Khosht). In any case, the Wizards Guild found them young and started training early. When the fundamentals of magic were learned, the guild schools turned them out to fend for themselves, to use their training to their best advantage or perish trying.

All the first-level spells in the Spell Book (2.22) are the basic heritage of magicians, and they represent the groundwork in the principles of magic which is needed for the future growth of the mage. There is no fee to acquire these first-level spells, although it may be that a child's parents paid handsomely for the instruction of their offspring.

Being a psi-power, magic is controlled by the mind of the spell-caster — hence, IQ as a Prime Attribute takes on an added dimension. The first-level spells require a minimum IQ of 10 to learn and use — the magic schools would never accept for training any child with less.

Dexterity in reference to magic also takes on another facet — conjuring requires a certain manual dexterousness and limber fingers, and hence first-level spells require a dexterity not less than 8 (who dares rub shoulders with a clumsy magician!?). Higher level spells require increasingly high IQ and DEX.

The attribute of ST provides the *power* or energy which fires the spells. All spells have a Strength requirement to cast them. When this strength is used, it temporarily disappears, weakening the magic-user. (If a magician uses 6 ST points to cast a *Take That, You Fiend* spell, his Strength which was 15 before he cast the spell will drop to 9.) However, time will allow this Strength to return — at the rate of 1 ST point per full turn (not combat turn).

Because the young wizard spends his time studying the ins and outs of magic, he never has

the time or opportunity to learn the correct use of weapons. Hence, magicians can never use the full complement of warriors' weapons, and are limited to daggers and other small weaponry *(any weapon which gets 2 or fewer dice can be used by a magician).* The only exception to this rule is the use of a quarterstaff. Because magic staffs (discussed fully in section 2.21, The Logic of Magic) provide an aid to concentration for the mage, some magicians elect to spend a short portion of their early training in the correct and efficient use of quarterstaves in fighting. This is the only "large" weapon which wizards can use (although it also gets only 2 dice).

Because magic is a developed psi-power instead of a god- or goddess-given ability, wizards may wear "cold iron" if they so choose — any armor or shield they can carry and afford. If a wizard has to fall back on weapons — quarterstaves or daggers — he or she *does* get applicable Personal Adds for being strong, lucky, or dexterous. (There are, of course, no personal adds applicable for magical attacks, except for *Blasting Power* and *Freeze Pleeze.*)

Wizards are modelled on Tolkien's Gandalf, or Merlin of Arthur's England. Magic is their best weapon and protection, and *only* a wizard has an understanding of magic sufficient to create new spells. At that, it takes a wizard at least of 5th level to invent new spells — and this should only be done with the agreement of fellow players as to the spell's appropriateness, logic and suitable level and strength cost assigned.

ROGUES

Rogues are characters who have the psi-ability to use magic, but for one reason or another never received the training for it. Their IQ may have begun too low for acceptance by the Wizards' Guild; they may have been street urchins without sufficient capital to pay the entrance fees; they may have been brought up in a backwater village too small to bother with such things; they may have been a high lord's younger child too lazy to stick to the intense studies of either weapons or magic.

Rogues have the ability to use any weapon of their choice (which they have the attributes sufficient to be able to handle) as well as the ability to learn magic from anyone they can find who will teach them how. However, rogues will never find weapons and armor to serve them quite as well as they do warriors (rogues do not get the "double" effect of armor) and rogues must learn all their spells from a wizard.

The Wizard's Guild will never teach them, for any fee. Rogues should only be taught spells by the wizards of *another player* who, by rights, should charge all the market will bear, as he has fees to pay out to the Wizards' Guild to learn his higher level spells himself. (Of course, if a rogue comes upon a means of learning spells while in a dungeon, this is completely fair.)

In learning spells, the rogue learns the individual skills necessary, but will never have magic become second nature — thus no rogue can invent new spells. Furthermore, the use of magic staffs by rogues is impossible, as their utilization requires more understanding of the nature of magic than any rogue will ever obtain.

Also, rogues must cast spells at the *full listed strength cost,* even if the rogue advances in levels. If a rogue casts a given spell at a higher level, he must pay the full maximum ST cost. In addition, any magic above 7th level becomes too complicated for a wizard to teach any rogue, even with magic to pound it into the rogue's head. Above 7th level, magic becomes as confusing to a rogue as to any warrior, although the rogue can continue to use magic whether he himself is 5th level or 50th. Magic isn't easy, nor is it an art for the dilettante, and these are the penalties rogues pay for lack of training.

Rogues are modelled on Fritz Leiber's Gray Mouser or Jack Vance's Cugel the Clever. Both magic and weapons serve them, but they live best by their wit and luck. Due to some of the changes outlined above, rogues can now advance to any level they can attain; they no longer must choose between the vocation of warrior or mage after they've reached 7th level. For them there is no advancement to the class of warrior-wizard; once a rogue, always a rogue. It's a matter of training — or lack of it.

WARRIOR—WIZARDS

Warrior-wizards are a rare breed indeed. These are characters to whom a moderate amount of magic training and weapons training were both available in their growing years. It takes an uncommon character to be able to absorb both, and good circumstance to be in the right place at the right time to receive the training.

A young warrior-wizard must have, above all else, better than average attributes: *all Prime Attributes (ST, IQ, LK, CON, DEX, and CHR) must be at least 12 when they are initially rolled up.* (This is before alterations are made in attributes for the humanoid kindred — on the average, there are no more elvish warrior-wizards than human ones).

A character cannot *choose* to be a warrior-wizard. He or she must be "born" that way. You can choose to be a warrior, a wizard, or a rogue, but never a warrior-wizard — circumstances of birth and training required to create one are rare, and should be so in your games. (For the curious, the odds are that only 1 in 360 characters will be a warrior-wizard.)

The warrior-wizard has enough understanding of magic to use a staff *(deluxe or ordinaire)* as a tool to aid concentration, but does *not* learn as much from repetition as does a wizard. A warrior-wizard may *subtract 1 from required Strength for every* two *levels he is above the level of spell he is trying to cast.* (Example: Aric Fairhair is a 5th level warrior-wizard. If he is casting a 4th level spell, he has to pay normal Strength cost for it, although if he has a staff it will take of Strength cost as a 5th level staff (5 ST points). If he casts a 3rd level spell, he may subtract 1 more ST point for proficiency; if he casts a 1st level spell, he may subtract 2.)

However, the invention of new spells will remain out of reach even for these extraordinary people. A newly-created warrior-wizard comes equipped with all 1st level spells, but thereafter he or she must buy them as a rogue does — the

Wizards' Guild will not teach warrior-wizards, either.

On the subject of weapons and armor training, the warrior-wizard has *partial* knowledge of what warriors are fully trained in — efficient use of armor. Thus, *warrior-wizards may add + 1 to the effectiveness of any full set of armor and/or any shield they use.*

Warrior-wizards are what rogues tended to evolve into, under the old rules of T&T, in spite of the admonition to become wholly a warrior or wholly a wizard. The common question was "why should a rogue forget how to use weapons if he becomes a wizard, or forfeit all the magic learned if the decision was to become a warrior?"

This indeed seemed a fair question. For this reason we have placed some additional limits on rogues (while allowing them to continue to climb in levels), and added the class of warrior-wizards (but made them hard to acquire). Were they common, the warrior-wizards could outclass everyone around them — so the dice will have to be kind to you before you can add one to your stable!

Any of the humanoid Kindred — elves, dwarves, etc. — can take to any one of these character types. The full discussion of the kindred and how to get them is discussed in the next section (2.12).

Warrior-wizards are a matter of the fall of the dice — no one can "decide" to be a warrior-wizard. But if Fate does not so smile on your newly rolled-up character, then choose any of the other three character types to make it: warrior, wizard, or rogue. Remember that a wizard must have a minimum IQ of 10 and a DEX of 8 to handle the first-level spells.

You can otherwise be whatever you like, but keep in mind these suggestions:
1) if IQ is greater than LK or ST, make the character a wizard
2) if ST is greater than IQ or LK, make the character a warrior, and
3) if LK is greater than either ST or IQ, make the character a rogue.

Changing character types, once created, is no longer possible (except perhaps by GM's fiat!).

The known world of Tunnels & Trolls is largely populated by humans, but the world is a pretty big place, after all. At some time in your tunnel travelling adventures you may find it to your liking to create a character of some other mythic type than Human.

The presence of Elves, Dwarves, and the like can add a certain spice not found when playing only Humans. To aid the Tunnel Trekker, the following is a list of recommended methods for formulating the humanoid kindred of men.

THE PETERS–McALLISTER CHART
FOR CREATING MANLIKE CHARACTERS

(x) represents the multiplication symbol. At all times the number of dice rolled to obtain attributes remains 3, just as in human character creation.

HUMAN	Normal. All Prime Attributes x 1.
DWARVES	ST and CON x 2. CHR x 2/3. All others x 1.
ELVES	IQ and DEX x 3/2. CHR x 2. CON x 2/3. All others x 1.
FAIRIES	ST and CON x 1/4. LK and DEX x 3/2. CHR x 2. IQ normal.
HOBBITS	ST x 1/2. CON x 2. DEX x 3/2. All others x 1.
LEPRECHAUNS	ST x 1/2. DEX, IQ and LK x 3/2. All others x 1.

The humanoid kindreds give evidence of the unusual abilities mostly by their unusual Prime Attributes. However (and it may only be rumor), Dwarves do seem to have an uncanny ability to determine the value of jewels and gems by simply looking at them; some say Dwarves can even sniff out large concentrations of gold if they can get near enough in the first place.

The pointy-eared Elves might be able to hear just a little better than a Human, but rumors that they can see to the farthest horizon, or see in the dark are entirely unfounded. Although Elves and Dwarves once were bitter enemies and some individuals still keep old hatreds burning, by and large the two races get along moderately well these days.

Fairies, as could be expected, can fly — there's nothing more useless than a walking fairy. That is unless you want him or her to carry as much as possible — any fairy loaded to one weight-unit more than half its carrying capacity is too overburdened to fly. (Note that this is an alteration from earlier editions where any fairy with a ST greater than 2 couldn't fly. Logically, no creature built like a fairy could fly — it must be magic, so fairies can now fly, regardless of strength. Just don't give them too much to carry around.)

Hobbits are generally good at stealth and hiding themselves effectively, when the need arises. As for Leprechauns . . .

Well, once Leprechauns were the most misunderstood character race in T&T, and this despite their engaging presence in Western mythos. We hope more players will find the new Leprechauns of sufficient interest to insure their presence in dungeons everywhere. Leprechauns are essentially a peaceful people, but gold holds the same allure for them as for the other races: hence their desire to descend into dungeons.

All Leprechauns should be classified as wizards — no rogues and no warriors. This is not from lack of weapons training in their youth, but because no Leprechaun would have anything to do with a weapon larger than a cobbler's awl or a dinner knife. (Therefore Leprechauns function under the same rules for weapons-use as trained wizards — nothing larger than two-die weapons in combat.) Leprechauns are inherently magical, however, and it is part of their genetic heritage to be able to perform a spell akin to the *Wink-Wing* (See section 2.22, The Spell Book, Level 4) for a strength cost of only 5. However there are no wizards' schools in the land of the Leprechauns (and they encourage none), so Leprechauns must purchase all other spells they wish to learn, just as a rogue is compelled to (the Wizards' Guild won't teach Leprechauns because the Leprechaun lords won't allow the Guild to open branch offices in their area . . .).

WERES

Benevolent were-types were also a possibility as dungeon delving characters. Their attributes would be changeable — one set for their were-form and one for their human form (elvish weres, or any other race but human, is virtually unthinkable).

In were-form, ST and CON undergo a noticeable change, and Dexterity drops to 3 in all cases (paws aren't much good for holding weapons). Other attributes remain the same, with

Charisma largely dependent on the were-form and the party's acceptance thereof. If the party is particularly fond of wolves, x1 is probably fine, but a were-crocodile is best rated at 7. Note that were-types fight as if in Unarmed Combat (section 2.34).

As a rule of thumb, werewolves may multiply ST and CON x3, weretigers and werebears x7/2. Why anyone would want to create a werechicken is quite beyond us, so the multiplier for that and more bizarre types would have to be determined with the aid of a fair-minded GM.

Note that were-types must be able to shuck all their clothing, packs, and weaponry to effect their form-change. Change a Human in plate armor into his wolfish form without first removing the armor, and what you will get is a terminally cramped wolf . . .

2.13
HEIGHT & WEIGHT CHARTS

This chart was developed to determine the height and weight of Human characters. If your character is one of the humanoid kindred, adjust the numbers derived by the multipliers given on the Kindred Table below. To get height and weight, *roll 3 six-sided dice* (just like you did to obtain the Prime Attributes), *once for height* and *once for weight.* If you get a ridiculous combination, you are free to simply roll again.
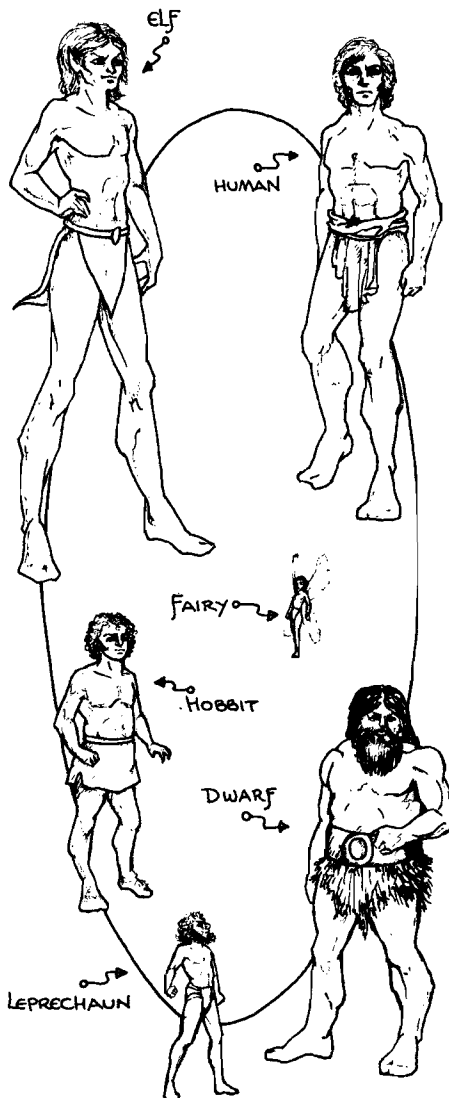
THE HUMANOID KINDRED
AND THEIR RELATIVE SIZES (APPX).
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	HEIGHT	WEIGHT (lbs)
3	4'	75
4	4' 3"	90
5	4' 5"	105
6	4' 8"	120
7	4' 10"	135
8	5' 1"	150
9	5' 3"	160
10	5' 6"	170
11	5' 8"	180
12	5' 11"	190
13	6' 1"	200
14	6' 4"	225
15	6' 6"	250
16	6' 9"	280
17	6' 11"	310
18	7' 2"	350

The above chart is for human males, primarily. If you want to be chauvinistic about it, you can subtract 2" and 10 lbs. to arrive at typical weights for feminine characters, but we have always played our Amazon warriors just as big and heavy as the dice make them.

KINDRED CHART

To obtain appropriate sizes and weights for the humanoid kindreds of Humans, multiply the results obtained in the chart above by the fractions given below.

TYPE	SIZE	WEIGHT
Dwarves	2/3	7/8
Elves	11/10	1
Hobbits	1/2	1/2
Fairies	1/10	1/200
Leprechauns	1/3	1/4

2.14 CHARACTER LEVELS

Watching your characters grow and prosper is one of the major pleasures of this game. Earlier, we noted how one accumulates experience/adventure points (section 1.9). *This* section will tell you what those points will do for you. T&T is a game of growth as well as destruction (although occasionally growth *by* destruction) and it is hoped that as your paper alter-egos grow in power and wisdom, so, too, will you.

Below are listed the experience points required to attain each level. Obviously a character should have to go through quite a number of adventures before he or she will reach 5th, 9th or higher levels — if this isn't so, then the GM is being too generous with EPs, which can ultimately spoil the game for all. Be fair, but not overly generous.

LEVEL	Experience Points
1	0
2	1,000
3	3,000
4	7,000
5	15,000
6	25,000
7	45,000
8	70,000
9	100,000
10	140,000
11	200,000
12	280,000
13	400,000
14	550,000
15	750,000
16	1,000,000
17	2,000,000
18	4,000,000
19	8,000,000
20	16,000,000

As can be seen, after the 16th level, the adventure points required double every time. This is also the way to compute level points required above the 20th level: 21st level takes 32 million, 22nd level takes 64 million, etc.

Every time a character advances to a higher level, he or she may exercise any *one* of the options listed below to improve Prime Attributes.

A. Add the new level number to ST.
B. Add ½ the new level number to IQ.
C. Add twice the new level number to LK.
D. Add the new level number to CON.
E. Add ½ the new level number to DEX.
F. Add ½ the new level number to CHR.
G. Add ½ the new level number to ST and ½ to CON.

With the GM's agreement, characters may raise IQ, LK, DEX or CHR while inside a dungeon (options B, C, E, or F) if they cross the level then.

Options involving ST or CON (A, D, and G) should only be used when the character returns safely to the surface.

Odd numbers round down.

2.2 MAGICK

2.21
THE LOGIC
OF MAGIC

There are those who would say that magic simply *is not logical.* Then again, there is the concept that magic is simply a 'different' sort of science, and any technology created around it and far advanced from it would look like magic.

T&T magic is assumed to be some kind of psi-factor — perhaps matrices arranged within the mind of the magic-user, or an altered state of consciousness, all powered by inner strength.

Some spells are of the "flash-bang" type, and are over almost as soon as they are begun (*Take That You Fiend, Oh Go Away* and *Hellbomb Burst* are examples).

Others effect a change which fades away after a given length of time has passed (*Protective Pentagram, Mind Pox,* and *Rock-a-Bye,* for example).

There are still others which effect some change that remains long after a wizard has gone unless action is taken to reverse the occurrence (*Wall of Iron, Dum-Dum* and *Curse You,* for instance). Some say these type of spells only last for 100 years, a year and a day — but considering the time span of most T&T games, this may be considered almost forever.

Depending on innate psi ability, there are those who can manipulate magic, and those who cannot, among the T&T populace. Warriors *cannot;* rogues, wizards and the rare warrior-wizard *can.* This holds true regardless of the species of the character involved, be it Human, Elf, Dwarf, Orc or Troll.

A true wizard has been trained from a very young age by some manifestation of the Wizards' Guild (a nearly universal, quietly powerful and highly conservative organization throughout the T&T world). There are certain mental states-of-mind and formulae necessary in the casting of even the simplest enchantments, and it generally requires years of study plus a certain amount of mental maturity to master the art. So don't create any six-year-old wizards . . .

Magic costs Strength to cast. This cost is listed in The Spell Book (section 2.22, which follows). Staffs will lessen this cost, as will increased proficiency, for wizards and warrior-wizards at least (rogues do not get this benefit). No means of reduction will get a spell for you for free — all spells cost a minimum of 1 strength point.

After a magic-user, rogue, or warrior-wizard has cast a spell, on the following *full turn* he will begin to regain his lost strength at one point per full turn. Strength will not be regained if the spell-caster is doing anything more strenuous than fast walking. Strength cannot be regained during combat, or if the character is moving at a dead run (in flight or in pursuit). Logic should dictate this for the GM. However, a mage does not have to be at complete rest (sitting or lying down) to be recuperating strength; by the same token, lying down or sleeping will not speed the recovery of Strength.

Characters of a given level may find they have the required IQ, DEX and ST to cast spells listed at levels higher than their own. The Wizard's Guild will not teach or sell spells to characters that have not attained what they feel is the required maturity (they will not sell a 5th level wizard the 6th level spells).

However, if a wizard, rogue or warrior-wizard can learn spells higher than his or her own level by any means, he or she can in fact cast the spell, with this additional note: *for each level of spell above the caster's level, add 1 to the strength cost.* (Example: if a 5th level wizard were trying to cast a 6th level spell with a listed strength cost of 20, he would have to use 21 strength points to cast it.)

Magicians and warrior-wizards of higher than 1st level will still wish to cast spells of lower levels than their own. As their proficiency and practice increase, the cost of casting spells is reduced. For Wizards, the reduction in cost is equal to 1 strength point for each level that the spell is below the caster's level; for warrior-wizards it is 1 ST point for each two levels. In other words, if a 5th level magician were to cast a 2nd level spell that had a listed strength requirement of 10, the mage would need only 7 strength points to cast the spell. Again, no reduction will bring the cost below 1 — there must always be *some* power to get the spell started.

Any spell that wizards, rogues, or warrior-wizards can cast on themselves can also be cast on another person *unless* by doing so the mage is actually using another spell (such as the various teleport spells or the Mutatum spells). Only a careful reading through the spell book will show a player this.

Spells can only be cast *once* per combat turn, or *5 times in the space of a regular turn.* Only wizards have the knowledge necessary to invent spells, and these should be of limited effect and subject to the approval of one or more fellow players. In magic, where virtually anything goes, it is simply too easy for a wizard to have magic do everything for him. For the playability of the game, it is to the players' advantage to limit home-brewed spells. Should a spell be created on the spot during the course of an ongoing game, the effort will require the expenditure of 90% of the magic-user's strength and can only be attempted by wizards with at least 10 ST points available. No magic can be invented by wizards less than 5th level.

If the GM gives consent, two magic-users (and no more) may work together and pool their strength to cast a spell beyond their individual powers. However, both must already know the spell. If two exhausted apprentices with strengths of only 6 apiece need to cast a *Hidey-Hole* to escape detection by an approaching Troll, they hold hands and each contributes 5 ST points. The pair becomes invisible (and also too weak to do anything but collapse in a corner and hope for the best).

A sudden drop in ST to 2 or below is apt to cause disorientation, unconsciousness, or at least a severe weakness, until some strength is regained. (Because a character can be created with a ST of 3, although he may have muscles which resemble water he is obviously a viable character.) Still, should a mage with a 67 ST suddenly cast a spell requiring 60 of those strength points, the GM is within rights to insist the character is badly weakened and may not be able to remain standing without some help for a moment or two. A Saving Roll on ST or CON might be required to maintain consciousness, especially if the character has been wounded. If a character miscalculates and attempts to cast a spell requiring more strength points than there are available, he suffers an immediate stroke and dies, and no spell will be forthcoming. If, however, spell cost is calculated exactly, and the magic-user realises that casting the spell will drop his ST to exactly 0, the character will die but the spell will take effect.

MAGIC STAFFS

It has been found that having an aid to concentration helps greatly in the casting of enchantments and spells. This aid most often takes the form of a staff, although there are also such things as crystal or metallic globes, caste marks, and enchanted jewels among the Phoenix players. The latter were all encountered within a GM's fantasy, and all have varying capabilities which cannot be reasonably discussed here.

Magic staffs (or staves, for the grammatical) all *reduce the cost of casting a spell by the same number as the level of the magic-user.* (For instance, a 1st level mage with her ordinary staff in hand may subtract 1 from the cost of the spell; a 5th level mage may subtract 5.) Staffs will not reduce the cost below 1, though.

Staffs may look very different — wands, walking sticks, sturdy quarterstaves, or even rings — but aside from their outward form there are 3 basic kinds of staffs: *makeshift, ordinaire,* and *deluxe.*

A makeshift staff is any piece of wood picked up and used to cast magic. *It requires 1 ST point to enchant it into being.* Not all wood is suitable, so the first time such a staff is used to cast magic, the mage should *make a first level saving roll to see if the makeshift staff explodes.* (This is in addition to the 1-ST point enchantment spell, which reveals nothing, but which must be done.) If the makeshift staff does not explode, then the mage can cast up to twice his IQ in ST points used through the staff before it burns out and is no longer of any use.

The staff ordinaire is wood already tested and enchanted; it is of permanent use, but has no other special abilities or attributes other than to reduce the cost of spell-casting by directionalizing one's concentration. These cost 100 GP each.

A deluxe staff costs 5000 GP. It has a name, is semi-sentient, and is almost indestructible. It also remembers every spell ever cast through it. (The theory here is that some supernatural creature has been bound forever into the substance of the staff — or *is* the substance of the staff — and it is this being that is named and which remembers the spells.) These staffs are created by a small secret clan of wizards who rigorously and jealously guard the secret of their construction; some say these wizards are only 17th level, but it is likely they are more powerful than that.)

If the first owner of a deluxe staff is slain or the staff is stolen and comes into the possession of a lesser mage, it may take command of the magic-user. In effect, the staff may use its new owner as a battery to provide power for the casting of spells. At the GM's option, such spell-casting might not always be appropriate or desired by the mage who holds the staff, and in some instances could be fatal should the staff drain off all the character's ST in a misguided effort to cast a higher-level version of a desired spell. In circumstances like these, the GM is fully within rights to 'play' the staff as a separate character under his own control.

The spells on the following pages are those registered with the Wizards' Guild, and available for sale by the Guild to wizards (and wizards only) of the required proficiency. Once mages reach 5th level, they should be of sufficient wisdom and experience to start *inventing* new spells in addition to those listed here, but *only spells on levels lower than their own.* All new spells should be justifiable by its inventor to his friends and fellow GMs, and should meet with their agreement before use in any game.

With dungeon delvers coming back from their adventures with armloads of gold — thereby altering the local economy somewhat — the Wizards' Guild has of late increased its prices. Once a given sum would buy a full level's worth of spells; that same sum will now buy one spell at a time. This should also encourage players' wizards to charge significant sums for teaching rogues and warrior-wizards any new magic — they'll need the money themselves. Further, the Wizards' Guild has slightly altered the composition of the spell charts. Some old spells, present in earlier editions, have been deleted; some new spells have been added. Many of the spells which remain have been more clearly defined or slightly limited. Powerful as magic obviously is, there do seem to be laws which control it — spells which are singularly beneficial usually cost quite a bit in Strength expended and are of higher levels; beneficial spells of lower levels tend to have drawbacks and/or limitations.

The Guild will not teach spells to characters of insufficient level (as noted earlier), but if a

character can find a way to learn a spell of higher level than his own (and has the ST, IQ, and DEX to handle it) he may cast the spell, with the proviso that it will cost *1 more ST point for each level the spell is above the character's level.* No rogue may learn spells greater than 7th level, and must always cast a spell at the maximum ST cost.

On these tables, *Range* has been added as an optional note. By and large, magic is a line-of-sight phenomenon (you can't cast a *Take That, You Fiend* at a troll you know to be standing behind the door). If a GM wishes to enforce the ranges permitted, he may do so — the distances given are those we feel to be reasonable. "— —" in the Range column means that the spell must be cast within touching distance of people or situations involved.

In the charts that follow, there are two notations next to spell names which will permit a spell to be cast at a higher level than that which it is listed at.

● means the spell may be employed as a higher level spell for greater effect.
The original spell's ST cost is *added* for each level the spell is raised, but the effect is generally *doubled* each time. (Example: *Wink-Wing,* a Level 4 spell, costs 14 ST points and teleports you 50'. If raised to a 5th level spell, it will cost 28 ST points and teleport 100'. If a 6th level spell, it will cost 42 ST points and teleport 200'.)
The exception to this is the *Take That, You Fiend* spell in which the ST cost is added, but the effectiveness is multiplied by the level number. (Example: A *TTYF,* or *Take That, You Fiend,* is a 1st level spell costing 6 ST points. A raise to 2nd level costs 6 more ST points and the mage gets twice his IQ for attack. A raise to 5th level costs 30 ST points and gets 5 times the mage's IQ in attack.)

▲ means that employing the spell at higher levels doubles the duration of the spell for each level higher.
(Example: a *Vorpal Blade,* Level 1, costs 5 ST points and doubles the bladed weapon's attack for 1 combat round. If cast at Level 2, the spell will last for 2 combat rounds, but will not quadruple the weapon's attack.)

Those spells which can be raised in time or effect cannot be raised in both time and effect simultaneously. The spell-caster must specify which he desires upon casting the spell.

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LEVEL 1 SPELLS

Name	Description	Cost/Strength	Range
Detect Magic	Inherent power of magic-users, detects good/bad magical vibes.	0 for wizards 0 for War-wiz 1 for rogues	30'
Lock Tight	Locks and holds any door shut for 3 turns unless higher level magic is used to open it.	1	10'
Will-o-wisp	Lights up finger or staff in lieu of torch, 1 candlepower worth. Cannot be projected onto anything, but can throw up to 25' away. Must be renewed each turn for continuing effect.	1	— —
Knock Knock	Opens locked doors (usually)	2	— —
Oh There It Is	Usually detects invisible or concealed doors or things by surrounding them with a purple glow which fades slowly.	4	10'
● *Take That, You Fiend*	Uses IQ as a weapon against foes, inflicting hits equal to the IQ of the caster. On higher levels, multiply the IQ rating by the level of the spell to get total hits inflicted. It is a singular spell and must be directed against a single foe. It has no effect upon inanimate objects.	6	250'
▲ *Vorpal Blade*	Doubles basic attack die roll for swords and daggers for one combat turn.	5	— —
Oh-Go-Away	Combines totals of IQ, Luck and Charisma ratings of user to drive away monsters/foes with a lower Monster Rating. Must be decided upon before MR is announced. If it fails, the monster chases the magic-user to the exclusion of his or her comrades.	5	50'
Teacher	Used to teach rogues (only) 1 spell of teacher's choice	3	— —
Hocus Pocus	Enchants an ordinary piece of wood into a make-shift magic staff. Does not test wood's suitability (must make 1st level Saving Roll on Luck when first used). No makeshift staff lasts beyond burn-out; it cannot be re-enchanted.	1	— —

First level spells require a minimum IQ of 10 and a minimum DEX of 8 to cast. They are the basic heritage of all first-level wizards and warrior-wizards. All higher level spells cost the wizards ever-increasing amounts of money as the character ascends in level. After a magic-using character casts a spell (be it wizard, rogue, or warrior-wizard) he regains his ST expended at the rate of 1 point per regular turn.

LEVEL 2 SPELLS

Name	Description	Cost/Strength	Range
Omnipotent Eye	Determines nature of spell and/or level of spell on persons/objects (at discretion of Game Master).	5	— —
Yassa-Massa	Can be cast only on previously-subdued monsters/foes. Will permanently enslave if victim's total ST, IQ and CHR are less than that of wizard, or if MR is less (and remains so).	8	— —
▲*Hidey Hole*	Makes user and his party invisible for 3 turns. One magician cannot hide more than 10 beings including himself. Mage may cancel his own spell at any time, but cannot negate someone else's without the use of dispelling magic. Persons leaving the area of a HH return to visibility. People covered by the same HH are visible to each other, but not visible to those in a second HH.	10	— —
▲*Cateyes*	Allows one to see in the dark for 3 turns.	6	— —
●*Glue-You*	Impedes movement/travel of victim's speed by ½ for 1 turn. In combat, this means you get 2 combat rounds to their one.	8	30'
▲*Little Feets*	Rapid travel. Doubles speed for 1 turn. In combat you get two rounds to opponent's one.	8	— —
Mirage	Projects visual, non-auditory, unmoving image as a hallucination. Destroyed by physical contact. Cannot make something 'invisible' by a mirage of 'not being there.'	8	100'
Poor Baby	Magical healing of wounds or injuries. Cannot raise level above original.	2 ST points for 1 healing CON point.	— —
Whammy	Triples dice roll for any weapon for 1 combat turn.	10	— —
Magic Fangs	Change a belt or staff (quarterstaff, ordinaire or make-shift staff, *not* deluxe) into a small poisonous serpent with MR not greater than magician's CHR. Cannot 'communicate' with mage, but does obey mage's commands. Lasts as long as mage puts ST into it at time of creation (*i.e.* for 5 ST to create, will last 1 regular turn). Does not work on spare twigs or torches unless they are first enchanted into a makeshift staff.	1 per combat round	— —

Second level spells cost the wizard 500 GP each, payable to the Wizards' Guild. They require a minimum IQ of 12 and a minimum DEX of 9 to use.

LEVEL 3 SPELLS

Name	Description	Cost/Strength	Range
●*Curses Foiled*	Removes evil spells and curses of lower orders.	7	— —
● *or* ▲ *Slush Yuck*	Converts rock to mud or quicksand for 2 turns, up to 1000 cubic feet. Can adjust dimensions as desired, but must be a regular geometric solid, and not require more than 1000 cubic feet.	15	40'
● *or* ▲ *Hard Stuff*	Does the reverse of a *Slush Yuck*, with the same parameters and limits.	15	40'
Rock-a-Bye	Puts monsters/foes to sleep for 1 - 6 turns if user's ST, IQ and CHR exceed the MR (or opponent's ST, IQ, and CHR if rated).	11	50'
● *Dis-Spell*	Negates magic of same or lower orders.	11	50'
Blasting Power	Throws bolt of fire (only) at foes. This blast gets same number of dice as user's level number, plus caster's combat adds.	8	70'
Freeze Pleeze	Throws sheet of ice at foes. This blast of ice gets same number of dice as user's level number, plus caster's combat adds.	8	70'
▲ *Fly Me*	Allows user to fly at running speed for 1 turn.	7	— —
Healing Feeling	Cures any kind of disease	14	— —

Third level spells cost 1000 GP each to learn, and require an IQ of 14 and a DEX of 10 to use.

LEVEL 4 SPELLS

Name	Description	Cost/Strength	Range
Too-Bad Toxin	Cures the effect of any poison and nullifies if from further effect. Does *not* heal wound from the weapon/fang that delivered the poison (requires *Poor Baby*).	7	— —
● *Wink-Wing*	Allows you to transport yourself (only) up to 50' in direction of choice without crossing intervening space.	14	— —
Smog	Enables you to project a cloud of poison gas at foes. If they breathe, they lose at least half power, and may die at GM's option.	11	50'

Dum-Dum	Reduces foe's IQ to 3, or if spell fails for *any* reason, your IQ is reduced to 3.	8	20'
▲*Double-Double*	Can double any one prime attribute of any character for up to 5 turns, at caster's option. When spell wears off, attribute is halved for the same number of turns.	18	— —
● *Protective Pentagram*	Puts up a protective barrier 3' in diameter (protects 2 people) for 2 turns that no spell or weapon will penetrate (going in *or* out). Higher levels increase the size.	12	— —
● *or* ▲ *Upsidaisy*	Allows you to levitate and move objects/beings up to your own weight for 1 turn.	9	— —

Fourth level spells cost 1500 GP each, and require an IQ of 16 and a DEX of 11 to use.

LEVEL 5 SPELLS

Name	Description	Cost/Strength	Range
Mind Pox	Causes mental confusion so the ensorcelled being cannot attack or defend itself. Wears off after 3 turns. Will affect any number of beings equal to or less than the level number of the caster.	39	100'
● *Zingum*	Allows one to transport double one's weight 50' in any direction. Works on non-living matter only.	36	50'
Dear God	Allows one to ask 3 yes-or-no questions of the GM which he must answer truthfully.	30	— —
ESP	Detects the true *intent* of a man or monster. Won't reveal knowledge or concrete information, just emotions and/or intentions. Won't work on creatures without a living brain.	20	20'
▲ *Second Sight*	Allows a person to distinguish between illusion and reality for 1 turn, and to see things are they 'really are.'	25	100'
Breaker Breaker	Shatters a weapon or piece of armor by causing it to become as brittle as glass (though not as dangerous as glass) so it will break upon first impact. Any magic on item will protect it (*i.e. Vorpal Blade,* or any inherently magical blade).	35	50'

Fifth level spells cost 2000 GP each, and require an IQ of 18 and a DEX of 12 to use.

LEVEL 6 SPELLS

Name	Description	Cost/Strength	Range
▲*Porta Vision*	Similar to *Mirage* spell, allows some movement of image projected. No sound, however, and movement for only short distances. Can determine its unreality by the fact it can't be touched, but touch will not cause it to vanish. Lasts up to 5 turns, at caster's option.	30	100'
Mystic Visions	Clairvoyance spell. Allows one to see what is happening anywhere else by getting a mental picture of it. Must have some knowledge of an object, person, or the place to key into — one cannot see into a totally strange place. Vision is like a still photograph; cannot scan a whole area.	15	— —

The Wall Spells *(see note below)*

Name	Description	Cost/Strength	Range
● *Wall of Fire*	Puts sheet of flames between you and foe. To pass through must be immune to flame or take hits equal to IQ times user's level number.	26	— —
● *Wall of Ice*	Puts wall of ice between you and foe. To pass through must melt or cut through. To cut through, must be able to deliver hits equal to IQ times user's level number.	26	— —
● *Wall of Thorns*	Puts wall of thorns between you and foe. Can safely be cut or burn, but to walk through, must make Saving Roll on LK at caster's level to avoid falling asleep for 1 - 6 days.	14	— —
Wall of Stone	Wall of stone between you and foe. Impassible unless one can penetrate or chop through stone.	20	— —
Wall of Iron	Puts wall of iron between you and foe. Impassible unless one has the power to melt, change, or destroy iron.	23	— —

All the Wall Spells are immobile once created. All appear at the immediate distance of the magicker's reach (*i.e.* the end of his fingertips or staff). Can only be formed in the shape of a regular geometric solid, such as a rectangle or square. Can be dispelled, but if not the wall will disappear after 1 day. Its size cannot surpass 1000 cubic feet.

All Sixth level spells cost 2500 GP each to learn, and require an IQ of 20 and a DEX of 13 to use.

LEVEL 7 SPELLS

Name	Description	Cost/Strength	Range
● *Invisible Wall*	Allows you to erect a force field from floor to ceiling that nothing but higher level magic can penetrate. Cannot be moved once created, nor shaped to specifications.	27	50'
▲ *Zappathingum*	Enchants any weapon to 3 times its ordinary effectiveness. Effect lasts 1 - 6 hours (roll 1 die to determine).	24	— —
● or ▲ *Wind Whistle*	Calls up a breeze with a speed up to 10 m.p.h., lasts 1 turn. Higher levels increase velocity of wind or duration (not both). Caster must specify wind direction while casting the spell. Opposing winds of equal velocity will cancel each other; a stiffer breeze will be partially negated by a lesser one but not completely nullified.	14	100'

Seventh level spells cost 3000 GP each to learn, and require an IQ of 22 and a DEX of 14 to use.

LEVEL 8 SPELLS

Name	Description	Cost/Strength	Range
▲ *Zapparmor*	Enchants any armor or shield to 3 times ordinary protection. Lasts for 1 - 6 hours.	30	— —
Zombie Zonk	Makes zombies of any corpses which are under user's control. Have double previous ST and CON (or MR), but no IQ, LK or CHR. Cannot be slain but can be stopped by dismemberment. Effect lasts 5 turns. Zombies die if the master is slain.	36	— —
Mutatum Mutandis	Enables you to change yourself into any other form of being/creature with a MR no higher than your combined prime attributes. Gives you all the powers and abilities of that creature. Only lasts 1 - 6 turns at user's option, at which time creature returns to original shape before the enchantment. Any hits taken to 'Monster Rating' must be taken proportionately on original constitution.	24	— —

All Eighth level spells cost 3500 GP each to learn, and require an IQ of 24 and a DEX of 15 to cast.

LEVEL 9 SPELLS

Name	Description	Cost/Strength	Range
Mutatum Mutandorum	Enables you to change others into any form with a monster rating no higher than combined prime attributes (as much lower as you wish but not less than 5). Lasts 1 — 6 turns (caster's option), whereupon being reverts to original form. Any hits taken on MR must be taken proportionately on original CON.	26	20'
Pygmalion	Changes stone beings, statues, etc. to living flesh. GM should determine attributes for such, according to the Peters-McAllister chart or Monster Table, if possible.	28	40'
Medusa	Changes flesh to unliving stone. Can be restored to life with the Pygmalion spell.	30	40'
Death Spell #9	Will kill anything which misses its 9th level Saving Roll on Luck. Only works on one being at a time.	40	100'

Ninth level spells cost 4000 GP each to learn, and require a minimum IQ of 26 and a minimum DEX of 16 to cast.

LEVEL 10 SPELLS

Name	Description	Cost/Strength	Range
● *Hellbomb Bursts*	Disintegrates up to 100 cubic feet of anything. Releases a lot of heat when doing so.	36	150'
Blow me to . . .	Teleports you and a weight of up to 2000 units to any specific place you wish to go. Range limited to world you're on.	28	— —
Smaller is Smarter	Decreases size and value of any creature or object. Roll 1 die and add 1, then divide current attributes by that number. If a being with Prime Attributes is being decreased, only divide his or her ST, CON, and size. May not be used cumulatively. Lasts 1 day only.	33	50'
▲ *Hollow Vision*	Like Mirage spell, creates hallucination. Permits movement, auditory senses to be included. Touch will determine unrealness, but will not cause the vision to vanish. Lasts up to 5 turns.	50	100'

Tenth level spells cost 4500 GP each to learn, and require an IQ of 28 and a DEX of 17 to use.

LEVEL 11 SPELLS

Name	Description	Strength/Cost	Range
Ghostly Going	Astral projection *a la* Dr. Strange: Leave your body comatose behind you and roam in an immaterial form, still able to cast spells.	45	— —
Blow You to . . .	Allows you to teleport one other person plus a weight of up to 2000 units to any place you specify. If the character does not wish to go, he or she should try to make a Saving Roll on IQ; determine the level of the roll by the difference between the victim's level and that of the caster. (Example: a 12th level magician tries to *Blow Away* a 4th level character; to prevent this, the 4th level character must make an 8th level roll.) If the victim consents to being sent, no roll is required. Range limited to the world you are on.	35	10'
Bigger is Better	Increases size and value of any creature or object. Roll one die and add 1, then multiply by that number (if a being with Prime Attributes is enlarged, multiply only ST, CON and size). May not be used cumulatively. Lasts only 1 day.	33	50'

Level Eleven spells cost 5000 GP each to learn, and require an IQ of 30 and a DEX of 18 to use.

LEVEL 12 SPELLS

Name	Description	Strength/Cost	Range
Nefarious Necromancy	Temporarily restores the dead to life. A person brought back to life this way lives for as many turns as the restorer's Luck rating.	60	150'
Seek Ye	May be used to force any sentient being to go on a quest at the wizard's command. GM must agree that the quest is a reasonable one and fulfillable within the conditions specified.	30	50'

Level Twelve spells cost 5500 GP each to learn, and require an IQ of 32 and a DEX of 19 to use.

LEVEL 13 SPELLS

Name	Description	Cost/Strength	Range
Invisible Fiend	Invokes a demonic fiend with a MR equal to your combined Prime Attributes + 25. Fights with poisoned teeth and claws unless given a weapon. If the Fiend gets any hits on a character, roll 1 die for every 10 points of CON; the result is the number of turns the character has to obtain a Too-Bad Toxin before dying. The GM should 'play' the Fiend as devious, treacherous, and double-dealing. Tasks set for an Invisible Fiend should always include blood-letting. Each time the Fiend completes a task, its master must make a 13th level SR on CHR to avoid attack. If the SR is made, its master can send it away or set another task.	50	— —
Wizard Speech	The Universal Translator. Spell allows whoever it is cast upon to understand, and be understood in, all the High and Low Languages. Lasts 6 turns.	90	100'

Thirteenth Level spells cost 6000 GP each to learn, and require an IQ of 34 and a DEX of 20 to cast.

LEVEL 14 SPELLS

Name	Description	Cost/Strength	Range
Force Shield	Wall of colored light that cannot be penetrated by any lower-level magic or weapons. Wizard can shape and move the *Force Shield*. If a being trapped behind or within one can make a 14th level Saving Roll on ST or IQ (GM's choice), he or she can shatter it.	42	100'

Fourteenth Level spells cost 6500 each, and require an IQ of 36 and a DEX of 21 to cast.

LEVEL 15 SPELLS

Name	Description	Cost/Strength	Level
Air, Earth, Fire and Water	Allows you to conjure an elemental to use as a servant for 5 turns. Its MR will equal the total of your attributes, times two. Elementals can be fought, but can be easily nullified by sending the opposite type against it (fire vs. water, earth vs. air).	42	— —

The Fifteenth level spell costs 7000 GP to learn, and requires an IQ of 38 and a DEX of 22 to cast.

LEVEL 16 SPELLS

Name	Description	Cost/Strength	Range
▲*Anti-Magic Spell*	Can be used selectively to negate and cancel any lower level magic in the wizard's area of view. Lasts 3 turns once set in motion.	65	500' (max.)
Exorcism	The caster may use this spell to negate the power of the Undead. It will dissipate ghosts, slay vampires, withdraw the power of movement from zombies, etc. Works only on undead forms, however. MR should not be revealed prior to spell's use.	MR of being to be exorcised, or total of creature's Prime Attributes	150'

Sixteenth level spells cost 7500 GP each to learn, and require an IQ of 40 and a DEX of 23 to use.

LEVEL 17 SPELLS

Name	Description	Cost/Strength	Range
Summoning	Summons a demon with a MR equal to the magician's combined ST, LK, IQ and CHR. If the demon is used simply as a monster, the MR will suffice. If he is used as a character, however, the MR should be distributed among 6 attributes. A demon's form must be specified upon the Summoning, and if he is asked to change form the spell will be broken and the demon will be released. Demons will serve from 1 — 6 hours (roll 1 die). Demons know and can cast any spell their IQ, DEX and ST will permit them to, but they suffer the same ST loss as a wizard for doing so; however, they recuperate ST at 10/turn.	100	— —
● *Banishing*	Returns demons, invisible fiends, imps and the like back where they came from. The *Banishing* must be at the level of the person who originally summoned the demon, to be effective.	150	500'
Deluxe Staff	This is a spell you can't do, folks. You may buy deluxe staves from the Guild (5000 GP), but they are made by a small, very secretive clan of wizards who like their privacy. There is no such thing as "deluxe staff material" for weapons or armor.		

Seventeenth level spells cost 8000 GP each to learn, and require an IQ of 42 and a DEX of 24 to use.

LEVEL 18 SPELLS

Name	Description	Cost/Strength	Range
Shatterstaff	Used to destroy deluxe staves. Requires twice the total attributes of the wizard whose staff you are trying to destroy. To attempt this spell (with its variable cost) is fatal if the caster doesn't have the ST to succeed.	Double the total attributes of the victim.	100'
Slyway Robbery	Enables caster to drain attribute points from a victim and add those points directly to his own (of the same attribute). Only 1 attribute may be affected per spell. If the one drained has a MR instead of attributes, the drain comes off the MR but can only go onto ST or CON (at caster's choice). Effect lasts 1 — 6 turns. Victim does not get his points back.	5 ST per attribute point	100'
Hidey Soul	Allows wizard to hide his life force in any object, and send his spirit out to take over any weaker living being. Though his vehicle is slain or destroyed, the wizard can only be harmed if the foe finds the receptacle for his life force.	42	— —

Eighteenth level spells cost 8500 GP each to learn, and require an IQ of 44 and a DEX of 25 to use.

LEVEL 19 SPELLS

Name	Description	Cost/Strength	Range
Omniflex	Permits user to rearrange his own (or another being's) attributes as decided upon, so long as the total of all 6 attributes remains the same (neither higher or lower). No attribute may be put below 1. ST cost occurs before change.	186	— —

Nineteenth level spells cost 9000 GP each to learn, and require an IQ of 46 and a DEX of 26 to use.

LEVEL 20 SPELLS

Name	Description	Cost/Strength	Range
Born Again	Allows magic-user to reincarnate himself or another in a new (but pre-prepared) body. Does not occur where you died. Spell is triggered by personal death. No items or implements follow the spirit body, only attributes, knowledge, and EPs.	208	— —

The Twentieth level spell costs 9500 GP to learn, and requires an IQ of 48 and a DEX of 27 to use.

Only characters higher than 17th level may invent spells higher than 17th level. As players they must submit their spells to the GM before trying to use them in a game; the GM may disallow their use categorically.

Under *no* circumstances should any GM permit the use of *time* fugue, *time* alteration, or *time* travel spells! The past is a set fact, and the future only a range of possibilities — travel into the past will re-align itself to fit facts (to the elimination of the mage attempting this) and going into the future will only adjust one of an infinite series of possibilities — and not one the mage who went to the future will move into, after he has returned.

2.3 SEQUENCE OF EVENTS

This section is included to help you determine what occurrences take place in sequence within each turn. However, do not be misled by what seem to be stringent rules here — in actual play, the occurrences take place in an easy flow of conversation and narrative between the GM and the players, often in the form of the players walking and/or exploring until they come upon something of interest — or something of interest comes upon *them,* at which point the more detailed turn sequencing of combat is likely to take place.

Phase 1. Movement/Action

The characters tell the GM what direction they go, what exploratory or arming actions they take, what order they're moving in, etc. As they progress, the GM tells them what they see, hear, or otherwise sense. The characters can question the GM for further details, and may elect to take alternate actions based on the information they get. (You may find it convenient if the game is large for one player to act as Caller or Leader for the whole party. However, if the game is kept relatively small — 3 or 4 players with a single GM — this should not be necessary, and everyone will have a better chance to hop into active participation.) This phase continues until the GM determines that one turn's worth of movement has occurred (see section 2.36, Speed and Movement).

Phase 2. Wandering Monsters

After the general outline of occurrences is made in Phase 1, the GM should roll to see whether any Wandering Monsters happen upon the party, and if so, how they react. (See section 2.42, Wandering Monsters). If the GM rolls a 1 on a six-sided die, the monsters will put in an appearance. (Since the presence or absence of Wandering Monsters in a dungeon is optional, it should be obvious that this turn phase is, also.)

Phase 3. Combat

This has its own sequence, covered in section 2.31. It is mentioned here because it is likely to start either during movement (should the party enter a monster's lair) or when a Wandering Monster appears. When combat is joined, start the Combat Turn Sequence and continue until combat ends through death, capture, or flight by one side or the other. When combat ends, or if there is no combat, go to Phase 4.

Phase 4. Recovery

This is mostly an accounting phase, where characters regain strength lost (from casting magic, or whatever) and where monsters (those with Monster Ratings) regain 'constitution' — their MR points return at 5 per turn. Ordinary characters cannot regain their Constitutions except through magic or lengthy recuperation outside the dungeons. Note that no recovery takes place during combat itself, and that healing spells, etc. are not used during this phase but rather during Phase 1 where the party is not engaged in violent activity. Record the recovered Strength on your character cards and then go back to Phase 1.

2.31 COMBAT TURN SEQUENCE

Combat sequencing begins as soon as one side opens hostilities. A combat turn is assumed to last 2 minutes, so if there are additional factors (such as characters fleeing, flying or whatever) figure accordingly. When combat ends, resume regular sequencing at Phase 4, above. You may need the recovery. (Note however that a magician's lost strength will not begin to return until the *following* time Phase 4 is reached — having just been in combat, his strength requires at least 10 minutes to start regenerating.)

Because combat can take any number of different details, and every combat may be different from every other, this section is again to be used as a general outline — not hard and fast rulings. Nevertheless, there will always be some things which will occur before others.

1. Surprise attack.

If a monster whips around a corner with a bow pulled and ready to fire, it may do so without giving the party chance to retaliate on that same combat turn. However, if a monster rushes into a small room where the party is busy looting a chest, and immediately engages in melee, the party may of course fight back.

2. Magic.

The players specify any magic their characters will use; the GM does the same for his characters. You may wish to do this simultaneously in writing to achieve mutual surprise.

3. Missile weapons.

Players specify the use of missile weapons, and their targets. The GM must realize that missiles traverse the space between the shooter and his target. Thus, if a character at the rear of a party prepares to shoot at a snake on the floor in front of the first member of the party — well, that character is going to shoot one of his buddies in the back long before he'll hit the snake, regardless of the shooter's marksmanship capabilities. Missiles don't recognize friend or foe, and must have a clear flight path.

4. Us vs. Them

The players specify which characters will oppose what foes and with what weapons, if this is possible. If the GM feels combat would not occur as stated, he may overrule the players. For example, an altruistic warrior may wish to stand off a party of 12 orcs while the rest of the party flees, but if this combat occurs in an open room or a wide hallway, some of the orcs are certain to get around the warrior and go after the others. If there is enough room for everyone to get into the fight, general melee is declared.

5. Combat occurs.

In distance attacks, determine the effects of magic and missile weapons *first*, as these may remove some of the fighters from further action. (Note that some magic and all missiles must have specific targets — see phase 10, Hits from magic & missile weapons). Players will usually roll each character individually, then give the pertinent figures to one player to add together and relay to the GM. Meanwhile, the GM must be totalling the attack put out by the characters he is managing. You may wish to keep the classes of attack separate, as follows:
   a) Dice-roll or innate score for magic, if any.
   b) Dice roll for missile-weapons, if any.
   c) Dice roll for survivors' conventional weapons. Add or subtract for weapons adds, if applicable. Add or subtract for personal adds (ST, LK and DEX over 12 is plus, and under 9 is minus).

Characters can only engage in *one* of these three types of attack on any given combat turn.

6. Score total.

Total all scores — dice and adds — for each side. If there are two or more fights going on (rather than general melee) they should be treated separately. Compare the total scores; the side with the higher total wins that round, and the loser will have to take the hits. If the scores are identical, nothing is accomplished but the passage of time. Note that missile weapons cannot usually be counted as part of a melee combat. (See the discussion of Missile Weapons, section 2.33.)

7. Figure hits.

The *difference* in the scores (totalled in phase 6) is the number of hits which must be taken by the losing side. If there is more than one character on the losing side, they must divide the hits to be taken as equally as possible. Magic-users are usually hit last, as they tend to stand at the back of a group during melee. For example, if 4 characters have to take 15 hits between them, they must divide the hits as 4—4—4—3. If one of the characters is a magic-user, he or she may take the 3 hits; otherwise the players may decide who gets to take the 3.

8. Figure the effects of hits.

Hits represent physical damage. Shields and armor protect their user by absorbing a given number of hits per turn. A magic amulet may also protect against physical and/or magic attack, but ordinary armor will not protect against magic. Those hits which are not deflected somehow count against constitution in humanoid characters, and against a Monster Rating in monsters with such. If a character's Constitution (or a monster's Rating) reaches zero, it dies.

9. Figure effects of poison.

(See the complete discussion of poison in section 1.5, Weapons Charts, page 1.52.5).

If poison is used on a weapon, that weapon must score on the opponent for the poison to take effect. Thus, if a character has curare (which doubles the effect of hits) and beats his opponent's hit point total by 2, then the opponent must take *four* hits to account for the poison. Poison does *not* allow you to double your weapon's roll before the totals are compared.

10. Hits from Magic & Missile Weapons.

Unlike ordinary weapons, missiles and magic can inflict hits on members of the winning side.

Where applicable, the scores from magic — but *not* missile weapons — are counted in determining who won a given combat round. (Some combat spells may be assumed to have a

jarring, shock effect which might serve to "parry" a blow by causing the monster(s) to pause momentarily — see section 2.33, Magic in Combat.) However, win or lose, characters struck by magic or missiles will always take the hits inflicted, even if they are on the winning side. And if they are on the *losing* side, they do not share magic or missile hits with others, although they have to take their share of the hits of the *conventional* weapons' attack. For example, four orcs battle four men. The orcs' total is 50, and that of the men 40. The four men must take 10 hits between them (3—3—3—1). One of the four men, however, was a magician who accounted for 15 worth of the men's attack. One of the orcs — the one the wizard aimed at — must take those 15 hits on the nose. (If the orc could only take 10 before dying, the other 5 are not passed on to another orc.)

11. Changes in CON and ST.

Write in the changes in CON and ST for all characters. Subtract undeflected hits as outlined above. Wizards, rogues and warrior-wizards lose Strength for fighting with magic; rogues, warriors and warrior-wizards lose Strength for fighting with oversized weapons. A character is out of conflict if he or she dies or collapses from exhaustion (if ST drops below 3).

If both sides still want to fight, begin a new combat turn; otherwise start the sequence at Phase 4 of normal sequencing.

One feature of combat not mentioned in the above sequences is the *Saving Roll.* This can be called for at any time, and represents a character's chance of doing something unusual (see section 2.37, Unusual Combat Situations), or escaping some unlucky event (such as getting hit in the back of the head by an over-eager fellow delver), and so forth. The Game Master will tell the player when to make a Saving Roll, and on what attribute, and at what level. In some circumstances, the GM may need to make Saving Rolls for characters he or she is managing. See section 1.8, Saving Rolls, for a more complete explanation.

Combat is frequent in T&T, but don't get hung up on it. Adventuring and interactions ultimately can make or break a game. However, because every combat can be unique, you can't simply roll some dice and look up the results on a chart. Keep things loose, and if a rule doesn't conform to a particular situation warp the *rules* — not the situation.

If the above discussion of combat sequencing sounds difficult, it is because it *is:* the play is usually simpler, once understood. The easiest way to understand it is to follow out a few examples. At this point, it is suggested that you glance over

the subsections of Magic in Combat (2.32) and Missile Weapons (2.33), and then return here for the examples which utilize all normal combinations of fighting techniques.

EXAMPLE 1

Cast of Characters

—A *manticore,* a large beast with the body of a lion, a scorpion's tail, and a human face housing three rows of nasty teeth. This one has a Monster Rating of 80 (9 dice + 40 adds).

—*Higley the Westerner,* male, 2nd level human warrior. Attributes of ST:17, IQ:10, LK:20, CON:15, DEX:16, CHR:9 (+17 adds). Armed with a heavy mace (5 + 2), wearing leather armor (takes 6 hits and carrying a Viking Spike shield (takes 4 hits and can deliver an additional 2 dice worth of hits for the spike). Because he is a warrior, his armor will take double the hits for him, 2 x 10, or 20 hits.

Rethe Tigersclaw, 4th level female elf rogue; attributes: ST:26, IQ:24, LK:17, CON:18, DEX:20, CHR:24 (+25 adds). Somewhere along the line she learned to throw a *Take That, You Fiend* spell. She is armed with a gladius (Roman-style short sword, 3 + 2), and a dirk (2 + 1). She also wears leather armor (takes 6 hits, period).

Higley and Rethe have strolled around a corner in a corridor, as the manticore tried to turn the same corner. Suddenly they were face to face! Rethe and Higley were together, and were ready to fight. Melee is initiated, the two humanoids against the manticore.

First Combat Turn:

Rethe chooses to cast her spell first, knowing it will take effect even if she and her partner are going to lose the fight. The spell costs her 6 ST, and delivers her IQ worth of hits (24).

Higley leaps into the attack. His mace gets 15 on the roll, plus 2 for weapons adds. He brings the shield's spike into play for another 5 worth of hits. Plus 17 for personal adds, his total is 39. Added to Rethe's magical attack, their total is 63.

The manticore has a MR of 80. Rolls 31, plus 40 for adds, the monster's total is 71.

Result: The warrior and the rogue must take a total of 8 hits, or 4 each. Their armor absorbs this easily. The manticore, however, must take all of Rethe's spell; this drops its MR to 56 (6 + 28).

Second Combat Turn:

Rethe prefers to expend no more sorcerous strength, and fights with sword and dagger. (Her ST is currently down to 20 so personal adds are only +19). For the gladius she rolls 12, +2 for weapons add. The dirk rolls 6, +1 for weapons add. Plus 19 personal adds, her total is 40.

Higley rolls 23 for his mace, plus 2 for weapons add. The shield's spike rolls 9. Plus 17 for personal adds, his total is 51. Added to Rethe's total attack, their combined total is 91.

The manticore (MR 56) rolls 27, plus 28 for adds = 55.

Result: The manticore has to take another 36 hits. This brings its MR to 20. In a panic and realizing it may die, the manticore breaks off the fight and tries to flee down the corridor from whence it came.

(At this point the GM will allow the players to either try to stop the manticore, or to let it get away. If desired, the GM could have had to make some saving roll to permit the manticore to break off the fight, but because there are only two characters fighting it, I ruled that by sheer force and panic, it could do so. The players elect to try to stop the manticore.)

Third Combat Turn:

Rethe chooses to use her dirk as a missile weapon and tries to bring the animal down. The manticore is at "near" range and is a "large" target. Rethe must make a 4th level saving roll on DEX to hit it on the run, which in her case is a 15. She rolls an 8 instead, which means the dirk flew over the thing's head, missing it entirely. Before any further action can be taken, the animal is gone into the warren of tunnels, and Rethe must walk down the corridor to retrieve her dagger.

EXAMPLE 2

Cast of Characters

Rethe and *Higley* are still with us, although some time has passed. Rethe's ST has returned to 26. Sometime in the intervening hours since we last saw these two, several things have happened: Higley has lost has mace and had to fall back on a scimitar (4 dice) — his secondary weapon, since he couldn't use it and the mace simultaneously. They found a vial of curare — the poison doubles the effective hits of their bladed weapons, provided the hits can first be delivered. And finally, they picked up a companion who is . . .

Myrmar Oldface, a human first-level wizard, male. His attributes are: ST:12, IQ:15, LK:10, CON:10, DEX:9, CHR:9 (+0 for personal adds). He carries a stout ordinaire staff which doubles as a quarterstaff should he need to resort to physical violence. He wears quilted silk for armor (takes 4 hits).

Fleabiter Longnose and *Kara Rockcrusher* are two ogres, each with a MR of 90 (10+45 each). They have been quietly following the three delvers, hoping to jump them at an opportune moment. Each ogre is carrying a heavy rock to heave at the delvers.

Scenario: In a large open room, the delvers located a small chest hidden within a pedestal. Having disposed of the snake guarding the chest, they are in the process of counting the coins that are within. Myrmar was supposed to be keeping watch, but since he can't look in all directions at once, the two ogres have slipped into the room unnoticed. Without warning, they launch their rocks (each of which weighs a good 20 lbs.) at the delvers some 20' away.

(Here, the GM could decide to roll up on the spot a Dexterity rating for each of the ogres so that a missile accuracy saving roll could be determined. However, with the players' agreement, the decision is made for the three delvers to try to make L1SR's on Luck — anyone who misses their SR is hit, unless all three miss, in which case the two who missed it by the *most* will be hit by the rocks.)

(Note that the ogres would have to make 4th level saving rolls to hit, but in the case of the reverse — a saving roll to be missed — the delvers have to make only L1SR's. This is the kind of rule-of-thumb which players and GMs must hash out between themselves.)

First Combat Turn:

The ogres have taken the party by surprise; the party cannot retaliate on this same turn. The ogres throw the rocks, and the party members must try to make their SR's as outlined above.

Higley has a Luck of 20; a 1st level saving roll is 20 minus Luck. His roll would be 0 except saving rolls are always a minimum of 5 (doubles add and roll over, however). Higley rolls an 8 on his two dice, so he is safe.

Rethe's Luck is 17; she also needs a minimum of 5. She rolls a 7 and is safe.

Myrmar the mage has a Luck of 10, and so must roll 10 on two dice. He rolls a 3, and is hit by one of the flying rocks. (The GM could assign a certain number of dice for the effect of the rocks — 3 dice might be a fair number — or the GM might instead prefer to let hits be assigned by the amount the SR was missed by. In this case, the GM assigns 3 dice for the effects of the flying rock.)

Result: Myrmar must take 11 hits. His padded silk takes 4, and the other 7 hits come off his Constitution which drops to 3. Considering the severity of the wound, the GM asks Myrmar to make another saving roll like the first to see if he was hit in the head and knocked unconscious. This saving roll is again on Luck (he needs to roll 10 or better); he rolls double 3's (6), picks up the dice and continues to roll, getting 5 more for a total of 11. He makes the roll. He is badly hurt but still conscious and capable of fighting.

Second Combat Turn (melee):

Higley uses his scimitar which rolls 13. No weapons adds. Shield rolls 10. +17 personal adds.

Rethe chooses to fight with weapons. Her sword rolls 12, +2. The dirk rolls 7, +1. Personal adds, +25.

Myrmar casts a *Take That, You Fiend* at Fleabiter, worth 15. The spell costs a basic 6, but the mage subtracts 1 for the use of his 1st level staff. The party's total is 102.

Fleabiter, with a MR of 90 rolls 25, +45 = 70.

Kara has a MR of 90 also and rolls 10 dice which total 38. Her personal adds are 45 for a total of 83. Together the ogres rack up 153.

Result: The party of delvers must absorb 51 hits, or 17 each. Myrmar's armor can absorb 4 hits for him, but his Constitution of 3 can't withstand the remaining 13; he dies. Rethe's armor can take 6 hits, and the remaining 11 come off her CON which drops to 7. Higley is a warrior and gets double benefit from his armor and shield. Between these two he can absorb a total of 20 hits. Since he has to take only 17, he emerges unscathed.

Because Rethe and Higley were unable to land a decent hit, their poison did not reach the ogres. However, the slashing of tough hides and parrying of talons has wiped a little of the poison away, so this combat turn counts toward the round when the poison will all be gone and therefore no longer effective (no poison lasts more then 3 consecutive combat turns).

Although Myrmar perished, his spell took its toll. Fleabiter has to absorb the 15 hits generated by the magic. His MR drops to 65 (7 + 33).

Third Combat Turn:

Higley continues to fight. Sword gets 17, +0. Shield gets 9. Personal adds +17.

Rethe recognizes the severity of the situation and realizes it is time for her maximum effort. Although it will severely deplete her Strength, she decides to throw the nastiest spell she can conjure — a 4th level *Take That You Fiend*. It will cost her 4x(6) ST points, leaving her with only 2 points left, but it will generage 96 hits for the attack. Seeing Kara as the worst opponent, she throws it at the ogress. Grand total, 139.

The ogres continue their half of the fight. Fleabiter still has a MR of 65 (7 + 33). He rolls 26, +33 for adds. Kara rolls 33, +45. Their combined total: 137.

Result: The incredible power of the elf rogue's spell "shocked" the ogres enough that they 'lost' this combat round; the delvers take no hits. Kara is killed on the spot — her MR of 90 could not withstand 96 hits. (Note that the ogres lost the round by only 2 points, but that Kara still has to take the full 96, and Fleabiter doesn't have to take any hits at all.)

Because Rethe went from a Strength of 26 to 2 in one round (and also because she's taken a severe wound in the immediate past) the GM could insist that she falls unconscious immediately. However, instead he permits her to try to make a 1st level saving roll on her current CON — if she makes it, she'll remain awake for the rest of this fight. Her CON is 7, so she needs to roll 13 or better; She rolls an 8 and falls unconscious on the floor.

Fourth Combat Turn:

Rethe and Kara are out of combat. Higley must fight Fleabiter, and must prevent the ogre from doing damage to Rethe who is unconscious but not dead.

Higley rolls 25 for his sword. Shield's spike gets 8. Personal adds, +17.

Fleabiter has a MR of 65 (7 + 33). He rolls a paltry 15, +33 adds, for a total of 48.

Result: Higley finally managed to land a hit on the ogre (Higley's total was 50 to the ogre's 48). Fortunately for Higley, this was the last round in which his curare poison would be effective. Thus, those 2 hits take twice their effect on the ogre's constitution and Fleabiter's MR drops to 61.

Higley's player states that he wants to lead the ogre away from the elf's collapsed body, so that she does not have to take any side-blows from the ogre if Higley cannot beat him on subsequent turns.

The GM feels an IQ saving roll made by the ogre should determine this — if the ogre isn't led away, he feels that Rethe should have to take 1/3 of the hits (instead of half — she's not in the thick of fighting, but if Higley is incapable of fully defending himself, he can't adequately protect the rogue). The players agree, but request that it be a 2nd level saving roll, not 1st, since ogres aren't known for their brains. The GM agrees, rolls 3 dice to determine the ogre's IQ — 11 — and now has to roll 14 to make a 2nd level roll (25 — 11). The GM rolls only 6, and Fleabiter follows Higley away from the elf. He also rules that Rethe will stay unconscious until her ST rebuilds to 3 (in another 4 combat turns — she is, after all, not fighting, and if ten minutes go by while she is undisturbed, her strength will come back).

To compress things, Higley loses consistently for the next four combat turns. However, his armor protects him in every case as Fleabiter could not beat his roll by more than 11. This could go on a very long time, but at the beginning of the ninth combat turn, Rethe wakes up. Her strength is only 3, meaning she cannot wield her gladius without knocking herself out of combat again. (The gladius requires a ST of 10. If Rethe wields it while her ST is 3, she will overtire herself, having to subtract 2 points from her ST and 5 more from her CON to account for using a weapon which is too heavy for her current strength. Thus she can only go into combat with her dirk.) Her loss of ST has also meant a loss of personal adds; she has only +7 adds

right now. She will not regain ST now that she is re-entering combat.

Ninth Combat Turn:

Higley's total is 44 for everything.

Rethe's total is 15 for everything. Their combined total: 59. Rethe's dagger still has curare on it, remember.

Fleabiter's total for everything is 54.

Result: The delvers get 5 hits against the ogre. The GM permits them to double 2 hits to account for Rethe's poisoned dagger (assuming the best for the delvers here — the theory being that Higley has done his best to distract the ogre while Rethe gives all she has to land a blow.) This subtracts 7 from the ogre's MR which now drops to 54.

Unless something unusual happens, the delvers should continue to beat down Fleabiter bit by bit until he dies. (In fact, it takes them until combat turn 13 to accomplish this.)

This was an incredibly long and convoluted combat, but once again the dice were thrown fairly and no adjustments were made. (In setting it up, I rather expected the ogres to win. However, in each case I took the actions I would if I were a delver for Higley, Rethe and the dead Myrmar, or if I were a GM when planning actions for the ogres.)

This does, I hope, express the give-and-take which has to occur to make a combat feasible. In doing so, it should give a fairly accurate representation of a difficult combat. The reader will hopefully take especial note of the actions of poison, the use and reasoning behind the many saving rolls, and the use of magic.

2.32 MAGIC IN COMBAT

Magic is an attack and a defense for those who understand its manipulations. In some ways, it can also be the GM's worst headache, requiring adjudication beyond the depth of missiles or more conventional weapons. This is because magic can have such a variety of possible effects — the GM may find it helpful to break combat down into subturns for sticky situations.

However, it is hoped that this section will help provide some guidelines for the GM and the players to use. If a situation is clearly visualized, it is usually possible to hash out the pertinent details for an accurate resolution.

One thing cannot be too strongly stressed here: Magic, more than any other aspect of combat, requires application of common sense and discussion beyond strict adherence to rules. If a general rule does not quite fit a situation, adjust it to fit — and remember that every such adjustment sets a precedent for future adjudications.

The common, everyday spell which magicians use when faced with charging foes is the *Take That You Fiend.* Among Phoenix players it is conceptualized as the channelling of a person's IQ into an energy bolt which may do anything from disrupting cells, jelling brain matter, to actual matter disruption. Take another look at the front cover of this booklet — that's a *Take That You Fiend.* Bright light, searing flame, and probably a certain amount of loud noise accompanying the whole thing.

Unless there is some special reason why the spell is deflected, this kind of magic always takes its maximum effect, even if the spell-caster is on the losing side of a fight. Furthermore, a *Take That You Fiend (TTYF,* for short), is almost alone among the available spells in having what is termed a "shock effect". What this means is that if two orcs are charging a party of delvers (one a wizard), and the orc sees his buddy vaporized halfway through the fight, it will probably throw the first orc a little off his stride. This is why the *TTYF* is included in a party's hit point total.

When a fight is a close one, magic may be the deciding factor to throw the 'win' of a combat turn one way or the other, even though the spell will affect its hits *regardless.* You cannot count these hits twice — that's why the "shock effect" has come into use. Some examples should clarify things here.

When the magic-user is on the losing end of the battle, things are fairly clear. A troll might generate 40 hits against a warrior and a wizard he is fighting. The warrior generates 20 and the wizard casts a *TTYF* worth 15. The warrior and the wizard have to share 5 hits between them (3 for the warrior, 2 for the wizard) but the troll has to absorb 15 for the spell. The troll was affected by the spell *during* combat in that the 15 worth of "shock" took 15 from his attack (i.e., when the hit point totals were compared, the physical attack of the troll was compared against the physical attack of the warrior and the magic attack of the wizard). Because the spell might have jarred or frightened or merely pained the troll, its attack was 15 less than it would have been if the wizard wasn't there.

On the other hand, say the wizard cast a TTYF worth 25 and the warrior generated 20. If the troll still generated 40, the troll would have "lost" that combat turn by 5. However, he still has to take all 25 worth of TTYF anyway. He should not have to take the losing 5, because some of the delvers' attack was generated from magic, and the hits should not count twice. Thus the troll could lose by up to 25, and it would not take any more hits than those generated by the spell. But if the troll lost a combat round by 26 (assuming a 25 TTYF), then the troll must take the additional 1 hit which may safely be assumed to have been generated by the warrior or warriors.

The above description holds true primarily for melee situations, where all combatants are within relatively easy reaching distance. However, if there is any significant distance ('significant' usually being determined by the GM and player involved) the spell acts more like a distance missile attack, and does not allow the monster to fight back during the same combat turn.

For example, the goblin Bonebiter (MR 12) leaps from his hiding place 20' down the corridor in front of Nob the Short, a mage with an IQ of 10. Bonebiter yells out, "Your mother chews sweatsocks, you inenviable slime of a camel's mouth!" and thinks to leap the short intervening space between them to claw out the mage's throat.

Nob may be small, but he's no fool. In the few seconds the goblin is gloating — hardly a 'full' 2 minute combat turn — Nob cranks off a Take That You Fiend spell. Bonebiter catches it full in the chest, and his MR drops by 10 points before he even reaches the mage. End of "combat round one." If Bonebiter still shows any signs of fight, the mage would be well advised to draw dagger and fend off the staggering, scaley little beggar. Bonebiter's remaining MR of 2 gives him only 1 die and 1 add, so even a mediocre dagger in the hands of an incompetent mage should be enough to end his pitiful life. End of combat round two!

Alternately, let us say Bonebiter waited until Nob was directly by him before the goblin lept from his hidden wall niche. Nob has a fraction of a second's warning from the scrape of claws on stone, and the GM rules he has time for a spell. He blasts away at the diving goblin, but the goblin can't possibly miss connecting at this close range; he has simply too much momentum. (Momentum is often an important factor in these circumstances.) Because the goblin isn't instantly blasted into a red haze (a TTYF of 60 or 70 would probably do the trick), he gets his full attack of 2 dice plus 6, against which the mage has no protection except the staggering shock effect of the spell. If Bonebiter's total is 13, the mage has to take 3 hits. End of combat round one. Proximity and momentum are what made the difference between this combat and the first one.

If the GM ruled that Nob the Short did *not* have time to cast his spell, it would have been perfectly fair, based on the assumption that Bonebiter waited just another half-second and lept on the wizard's back as he passed. In this case, Nob would have had to take the full 13 hits outright. This would be the case, as it was a surprise/ambush attack. If Nob survived this, he could then turn and fire his spell while the goblin jumped in to do some more damage, but this would be another 'combat turn' — one which would probably go much like the second example given above.

If the number of characters involved is greater than in the examples given, the situation does not materially change. Example: 12 orcs jump a large party (including two wizards with IQs of 16 each) and immediate melee is initiated. The orcs combined hit point total is 104. The party's hit point total is 132, of which 32 is TTYF spells, each cast at a different orc. As the 'winning' side, the delvers take no hits. But two orcs pitch over dead (they had MRs of 10 each). The orcs don't take any *more* than 32 hits because that was the magic effect, and the difference in hit point totals was only 28. By the same token, the 'overkill' on the two dead orcs (6 each — it took 10 to kill them, although the spell was worth 16 in each case) is not shared with the other 10 orcs who are still attacking. . .

The only two other spells which have any 'shock value' and are counted in with the party's attack are the *Blasting Power* and *Freeze Pleeze.* However, because they do not have to be 'aimed' at a specific target (although they can be, if so specified), hits can simply be assigned as usual *i.e.* simply by the difference in hit point totals. Neither spell *has* to necessarily take effect against the foes, any more than an ordinary blast of flame (or ice) would necessarily damage a character.

As stated before, proximity and momentum have to be taken seriously into account when dealing with spells and their effect on the opposing side in combat. If you cast an *Oh Go Away* at a rabid dog bounding down the corridor towards you, it will turn on its tail and flee as fast as it can (assuming you have the attributes to make the spell effective). On the other hand, if it is right in front of you and about to bite your kneecap in two, you will probably have to take a portion of its attack before the spell hits and the dog flees. If a half-orc bowman fires his arbalest at you from 50 yards away, you probably have a chance to throw a *Protective Pentagram* up; if that same half-orc is standing in arms' length and is in the process of completing a swing with his bec de corbin,

forget it. A TTYF might do you some good, but the Pentagram cannot be thrown and formed in the microseconds you have to think about it.

Another factor which can be (and usually is) considered is the speed of the player's reactions. The GM says, "You, the wizard, have had the floor drop out from under you, and the chasm goes down about 100 feet."

"Fly Me!" you yodel immediately, and you won't decorate the rocks below.

On the other hand, if you flip through the Spell Book to see if you want to fly, teleport or cast a *Protective Pentagram,* the GM will be well within rights to say you smash before you

decided which spell to cast. (As point of fact, it is this 'instant reaction' which led us to suggest that people playing the game of T&T for the very first time play warriors rather than one of the character types which uses magic. Once people have had a chance to see magic 'in use', their own magic-using characters tend to survive longer).

Further, this 'off the hip' reaction is what can kill a careless mage who quite literally doesn't know his own strength. If you yell out *Fly Me!* but don't have the strength points to succeed, the spell will kill you before you crash at the end of your fall. Small consolation, indeed.
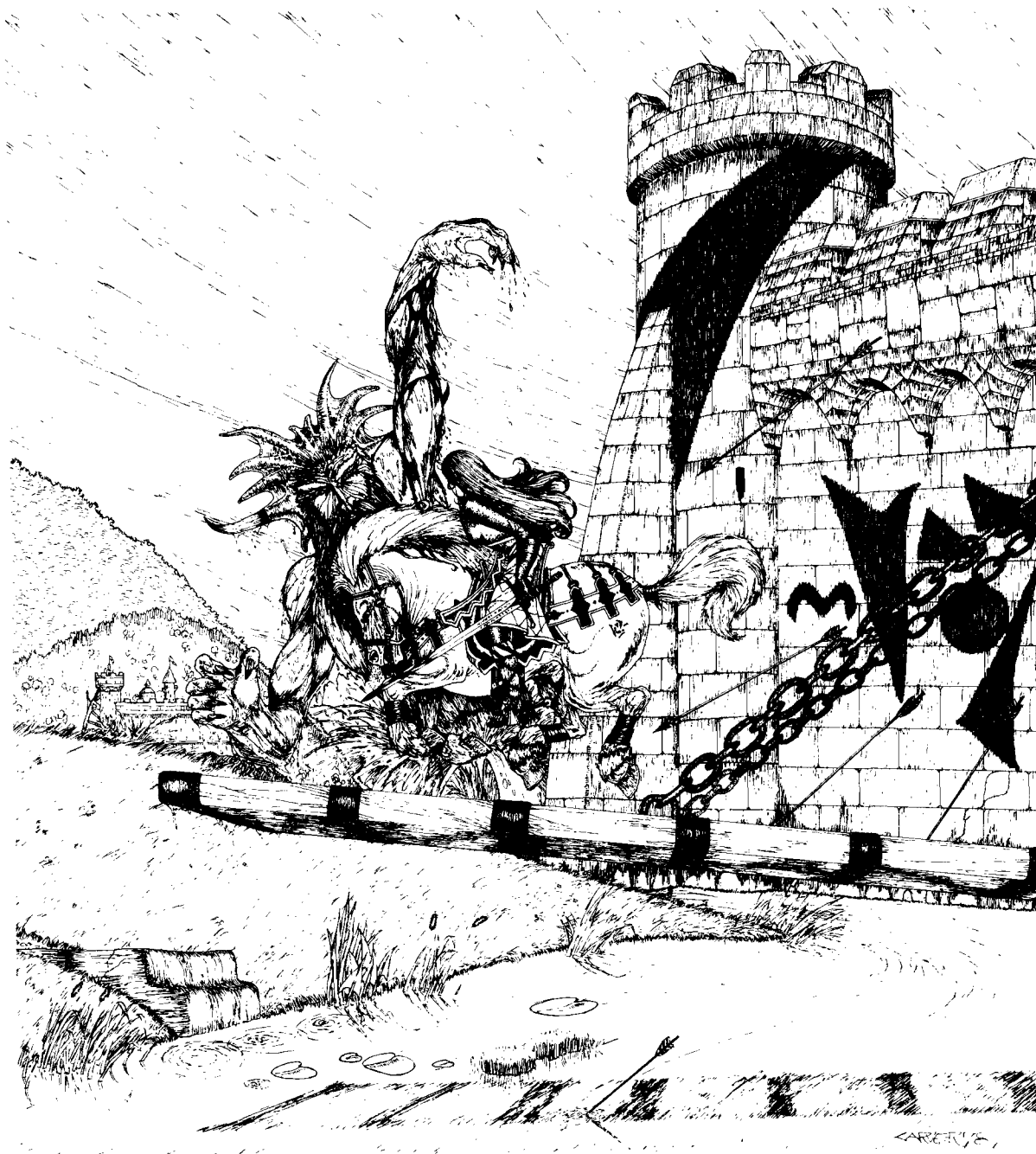
Missile weapons give a character the chance to hit something before that something gets close enough to hit back. Missile hits always come straight off constitution/monster rating, *if* the aim is true. Dexterity is required for success, and a little bit of good luck. You won't even hit the broad side of a barn at three paces if your bow-string breaks just as you release the arrow.

In older editions of T&T there was a simple chart of dexterity matched to distance to determine hit-or-miss. Through local play and feedback from players elsewhere, it was determined that this was too simplistic to give a good representation of marksmanship. Instead, a ready means of calculating a Dexterity Saving Roll was invented. The pertinent aspects are *range* (distance to the target) and *target size.* It is much harder to hit the eye of a gremlin 100 yards away than it is to hit the body of a giant standing 3 feet away.

There are four ranges, each of which requires a higher SR than the last, with the SR being made on DEX in every case.

	Distance in yards	SR to hit
Pointblank	0 − 5	1st
Near	6 − 50	2nd
Far	51 − 100	3rd
Extreme	101+	4th

The Saving Rolls which are thus determined are then modified by a multiplier based on the size of the target being shot at. The *x* used here is meant as a multiplication symbol.

	Multiplier	Av. Height
Huge	x1	+12'
Large	x2	12' − 5'
Small	x3	5' − 2'
Very Small	x4	2' − 4''
Tiny	x5	less than 4''

To give you a rule of thumb with the sizes, *huge* refers to dragons, balrogs, giants, and barns. *Large* means ogres, men, trolls, and goblins. *Small* is hobbits, dwarves, wolves, and children, for example. *Very small* means rabbits, rats, and fairies. *Tiny* refers to things like eyes, coins, and locks on chests.

Thus, if a character wishes to shoot at a giant standing just 5 yards away, he should make a 1st level SR on DEX to hit: **Pointblank** range (1st level roll) at a **huge** target (x1) = 1st level roll.

If the target is an orc 5 yards away, a 2nd level roll is required: **Pointblank** range (1st level) at a large target (x2) = 2nd level Saving Roll. On the other hand, to shoot a wolf 60 yards away a 9th level roll is needed, and to shoot a coin off a ledge 130 yards away, the character *first* must have a weapon that fires that far, and then must make a 20th level SR. Note there is always the possibility that the best shot will miss (you always need a minimum 5) and even at the longest odds there is a small possibility that even the poorest shot may strike (because doubles add and roll over in SRs). In the case of a miss when it doesn't seem possible, you might assume that the bow-string broke unexpectedly, you were jostled by a companion, your target moved slightly and you only nicked it, or a memory of your mother-in-law suddenly came to mind. Further, if you still feel the SRs are too high, or inappropriate for some other reason, the GM should make an adjustment as suitable for the situation.

Target sizes should be handled with discretion, more by rule of thumb than exact numbers. A coiled snake presents a larger target than one slithering by. Ten orcs racing down a narrow corridor present a better target-of-opportunity than 1 orc alone. Further, the chart assumes you are shooting at a living, dodging target most of the time. (This is why it is a 4th level SR to hit an orc at 15 feet). But if the target is unmoving or unaware of being shot at, GMs may lower the SRs required by a level or two.

Because DEX is so important to missile use, characters get *twice* their Dexterity adds in their Personal Adds *when using any missile weapon.* For example: Stevin Strongarm has ST, LK, and DEX of 15 each. With ordinary weapons he gets 9 personal adds. If he hits something with an arrow or some other missile weapon, he gets 12 personal adds — the extra comes from counting DEX twice.

When dungeon delvers get shot at by monsters, they frequently want a saving roll on LK to avoid being hit, even if it seems the monster's aim is good. I permit this in my dungeon *if* the players agree that the monsters should get an equal chance when *they're* being shot at by delvers. When this kind of SR comes up, it is handled in the following manner.

First the missile caster makes his roll to find out of he could hit in the first place. If he misses, that's the end of the matter. If the roll says he hits, his target gets to make a SR on LK of some suitable level. If the target *misses* its roll, he is struck by

the incoming missile. If the target *makes* the roll, the missile whizzed by uncomfortably close, maybe nicking an ear or deflected by chance off a button. As noted before, it is advised that if the delvers are given this 'second chance' to avoid missiles, the monsters should have a second chance as well.

All missile weapons on the Weapons Charts (q.v.) have a range listed. This is the *maximum effective range* that missiles can be expected to travel with enough force to do the damage inherent in the weapon's dice listing. Although there are bows, for example, which historically could cast arrows further than these ranges given, such bows were few and often highly subject to little things like temperature and humidity changes, having often been constructed first for distance competition and only secondarily for use. The arrows used with such bows were also of unusual make. The weapons shops could not and would not logically carry such highly specialized bows, and, on the whole, dungeon delvers could not have any access to them.

Crossbows of all types given in the Weapons Charts *require one combat turn to cock*. Carrying a crossbow already cocked is a good way to insure you will have it ready when the monsters suddenly come charging down the corridor. But if after combat turn one they turn and flee, you won't be able to shoot them in the back on combat turn two. And if they flee on combat turn two, and you intend to shoot them in the back on combat turn three, then you will have to spend combat turn two cocking the crossbow and not fighting.

Missile weapons in a melee situation are usually a poor idea. Movement is probably fast and furious, and getting in a shot is at best uncertain. You are as likely to hit one of your buddies by accident as you are to hit the half-orc he's wrestling with. There is only one instance in which missile weapons during melee is permitted — *on the first melee round.* (You may have had a chance to shoot your self-bow from a distance on the first combat round. This does not change the fact that you could restring an arrow to shoot when the monsters first come within arm's length at the first *melee* combat round. Remember that this is *not* the case with crossbows, though).

In point of fact, this is the frequent means by which a character of low DEX improves his chance of hitting — by waiting until the monster is virtually on top of him, and then releasing his projectile. In such a case, a missile can be treated like a *Take That You Fiend* spell at immediate range. Unless the monster is completely blown away with that projectile attack, its momentum will carry it into the bowman's face regardless.

If the arrow knocks off half the monster's constitution, the bowman is then helpless to defend against the rest of the monster's attack. Holding a projectile until the last second should be a fairly rare occurence, and GMs should consider all possible angles when adjudicating such.

No experience points should be awarded for saving rolls made to determine hit-or-miss. The roll is made to determine the parameters of the situation *only* and target practice simply does not count as any kind of "adventure." A Saving Roll (on DEX or LK) to avoid an incoming missile *is* an adventure — an entirely different matter — and adventure points should be given as with any other Saving Roll.
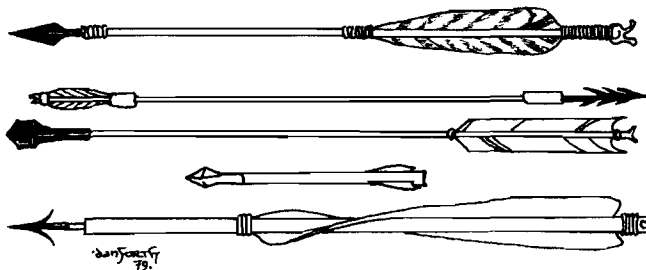
2.34
UNARMED COMBAT

Unarmed combat occurs rarely, but happen it does. The sturdiest fighter can lose or mislay his favorite weapons, or have them stolen, or engage in a wrestling bout to settle a wager. Humans and their humanoid kin roll 1 die for unarmed combat, then add their personal adds. As all hand-held weapons now start with at least 2 dice (as opposed to 1-die weapons in the charts of earlier editions), being barehanded is the worst combat situation a character can face. Most of the Hit Point Total will have to be generated from Personal Adds; the one die introduces a slight variability in the outcome. Monsters with Monster Rating are often considered to be fighting fang and claw (especially monsters without hands or tentacles to hold weaponry), and as such their natural endowments of talon and muscle may be assumed to supply the dice inherent in their Monster Ratings.

In all other respects, unarmed combat may be treated in the same fashion as detailed earlier for all other forms of combat.

2.35 TOO-HEAVY WEAPONS

A character *may* use a weapon too heavy for him or her, according to the ST requirement listed in the Weapons Tables. However, that character will tire very quickly and risks death in doing so. However, when maximum dice and adds for a weapon are sorely needed if the character is to survive, exhaustion may not be too high a price to pay.

Each combat turn in which a too-heavy weapon is used, a character weakens at a rate *equal to the required strength minus his current strength.* This number is taken directly off ST, thus making the weapon proportionately heavier yet, if combat continues. If a character's ST drops to exactly 1, he or she will fall unconcious. If the amount subtracted would drop ST *below* 1, ST goes to *exactly* one (making the character unconcious), and the remainder comes directly off CON.

For example: Quigley has a ST of 9 but a CON of only 6. He attempts to fight with a pike (ST required: 15). On the first combat turn, the pike is 6 points too heavy for him. At the end of that combat turn, he subtracts 6 from his ST (it drops to 3). If he continues to fight, on the following combat turn the pike is 12 points too heavy for him. His ST drops to 1, and the remaining 10 points come off his CON. He would be unconcious, except that his CON cannot take that kind of punishment — he has overexerted himself and dies.

2.36 SPEED & MOVEMENT

Each turn, characters may have the option of moving a certain distance on the GM's map. Although many T&T adventures are carried out in tunnels with moderately level stone floors, if you get into an outdoor adventure, the GM should take terrain and manner of travel into consideration.

Focusing in on individual characters, *you may wish to determine a SPEED rating,* which is determined the same way one finds Prime Attributes, *i.e.* roll 3 dice and record the total. This number should *not* change in the way Prime Attributes might (unless by GM's magic, in which case anything goes). The length of a person's legs does not change much as he or she becomes more experienced in the ways of the world. This SPEED rating (abbreviated 'SP') also determines a character's reaction time, discussed later in this section.

Stone and dirt floors are not completely level. Dungeons are rarely well-lit at the best of times — torches and lanterns cast a fair amount of light, but not nearly as much as full sunlight. Further, most characters (those who expect to survive) will be carrying weapons, armor, heavy boots and clothing, a pack, and possibly more.

Taking all the above items into consideration, normal walking speed in a dungeon will not be as fast as you or I could walk to the local quick-serve market. Moreover, if dungeon characters are looking for tripwires, secret passages, and other traps and tricks, their speed will be further reduced. The chart below will help you determine how fast a character may go in *feet per minute.*

	Looking carefully	Normal dungeon speed
Carrying ½ or more weight possible in dim light	$\dfrac{(SP \times 10)}{2}$	(SP x 10)
Carrying ½ or less weight possible in dim light	$\dfrac{(SP \times 20)}{2}$	(SP x 20)
Unladen, full light	$\dfrac{(SP \times 30)}{2}$	(SP x 30)

In the chart, 'x' is a multiplication symbol. 'SP' refers to the character's rolled-up SPEED rating.

A character running under the three situations listed above (heavily laden, partially laden, and unladen) may run at 3 times *normal dungeon speed.*

Because parties of delvers are made up of several characters, their average speed will depend on how fast the *slowest* character is. However, since SP ratings should not change, the following speeds may be used as rule-of-thumb adjudication of speed:

Under careful examination — *50' per minute.*
Normal dungeon speed — *100' per minute.*
Running speed — *300' per minute.*

All these speeds may be multiplied times 2 if the characters are all carrying less than half their maximum carrying capacity. If they're loaded down with gold and equipment, the above listing applies.

When characters are running for any distance while loaded at all, there are severe limitations on how long they can do so. If carrying half or more of weight possible, the number of turns a character can run is *1/3 his current constitution.* If carrying half or less, the number of turns is *1/2 his current constitution.* If virtually everything is dropped — pack, large weapons, all armor — a character may run *for as many turns as he has constitution points.* A character should not be permitted to still be carrying much more than a dagger in this last instance. At the end of such a run, the character may be assumed to be completely winded and almost exhausted; the GM may determine what penalties should be assigned if combat occurs immediately thereafter — lowered ST, lowered reaction time, etc.

Although hobbits and dwarves are more short-legged than humans and elves, their sturdy constitutions will allow them to keep up with the taller folk while walking at normal speeds. If running, however, the GM should take their short-legged stride into consideration. If there is a walking fairy or leprechaun, this also should be considered. On the whole, the question of speed and movement is rather subjective and GMs should strive to maintain playability over realism when the two conflict.

Swimming characters move at walking speed. Any character wearing metal armor while attempting to swim should be *severely* penalized, if not drowned outright. Flying characters (fairies, those with wings, or through a flying spell) may move at running speed.

Sprinting is a burst of speed which cannot be maintained. Top athletes can get about 300' in 10 seconds, so characters may be allowed to travel in 10 seconds what they would otherwise

travel in one minute if running for distance, depending on how loaded down they are. (Ex: Fang the Delectable — remember Fang? — has a SP rating of 10. Carrying a full load, for 10 seconds he can put on a burst of speed and travel 3 times (100') or 300' in 10 seconds. He can do this *only* for 10 seconds, after which time he is as winded as if he had been running normally for three turns.

The SPEED rating may also be used to judge a character's reaction time. This is usually used in connection with a Saving Roll on SP. For example, if Fang is about to be crushed by a falling tree, he should have a 1st level Saving Roll to leap out of the way. Assuming SP ratings do not change much during a character's life, a 1st level Saving Roll should be used for challenges of ordinary difficulty; a 2nd level roll should cover the more dangerous situations.

2.37 UNUSUAL COMBAT SITUATIONS

Combat can be as unique as players and GMs care to make it. Situations can occur where players take the initiative to out-think or out-maneuver a monster they cannot take in straight combat. There is usually some increased risk involved, but if that risk can be overcome, the rewards are often that much greater.

A fairly "common" unusual combat situation is dodging in one-on-one combat (it doesn't work in melee). Rather than stand and trade blows with your opponent, you attempt to completely avoid his blows so as to zip in for a killing or crippling blow at close range. This usually involves a DEX and/or SP Saving Roll of mid to high level, dependent on the expected reaction time of the opponent. Dodging a snake's strike is usually somewhat harder than avoiding an ogre's club. *For example:* Snarfi the Mad is a hobbit armed with a large dagger. He finds himself alone, facing a large and hungry giant who is armed with an iron-bound club bigger than the hobbit. Snarfi knows that if he simply tries to fight the giant

in the conventional manner, there will be hobbit *puree* all over the floor moments later. His player asks if Snarfi can try to dodge, run between the giant's legs, and hamstring the monster. The GM asks for only a 2nd level Saving Roll (as the GM visualizes this particular giant as rather clumsy and stupid). If Snarfi misses the roll, he has to take *all* the hits the giant can produce without any opportunity to deflect some of the hits by 'fighting back.' If the hobbit can make the roll, he will be free to deliver everything in hits that he can muster, probably where and how he likes.

Occasionally a party may find itself fighting an invisible monster. In this case, the party's combat total is *halved.* If the party is invisible, the monsters' attack is halved. If both sides are invisible, combat is carried out normally, with no advantage to either side. If the party is in total darkness, their combat is cut in half, and the monsters' attack may also be cut in half. GMs should note, however, that some monsters can see well in the dark and that some — big cats, wolves, and the like — fight as much by smell and hearing as by sight, and won't be penalized by either invisibility *or* darkness. Bats and bat-like creatures which function by radar-like senses are also not to be concerned with invisibility.

Another unusual situation is the trap designed and engineered by delvers. *A simple example:* a party of delvers has been chased into a room by a large, very tough troll too big for them to fight normally. They closed and locked the door behind them, but the troll is well on its way to tearing the door off its hinges. The party quickly pounds pitons deeply into the wall on either side of the door and strings a fine tough wire across it. When the troll has succeeded in ripping down the door, their 1st level mage casts an *Oh Go Away* spell at the troll, knowing in advance that the spell will not take its usual effect — the troll won't "go away" — but will instead charge mindlessly for the wizard. In doing so, the troll probably slices off its own head trying to pass through the wire. The GM might have to roll to see that nothing unlucky occurred to void the trap — the wire might have snapped before doing the troll any significant damage, or a piton might have pulled free, but otherwise the trap should kill the troll.

This kind of clever ingenuity on the part of the delvers can often lead to the most engrossing of games, and can be as complex as the players can arrange within the rules and parameters of the GM's world or tunnelworks.

Wizards' duels present unusual situations also. When the duel is formal and both sides know the stakes, the easiest arrangement is for both wizards to write down their spells and cast them simultaneously. Both spells will then take effect at the same moment. Unless one spell is specifically designed to negate an attack (a *Dis-Spell* for example) then both spells will occur as stated. The stronger spell will in no way negate the weaker one. This kind of duel often is very short and both magicians may die.

Another system for wizards' duels is for one wizard to take the initiative (because he is the injured party or is simply of higher level). The wizard with the initiative casts and announces the first spell, and the second wizard has a few seconds to counter the spell — by teleporting out of its path or range, dispelling it, or raising a protective spell. If not defeated on the spot, the second wizard may then cast a spell which the first wizard must counter against. This kind of duel occasionally ends in a dagger fight after both wizards have exhausted their sorcerous strength below the point where they can effectively throw another spell. Otherwise it is apt to end when one wizard cannot counter the spell of the other.

If every unusual combat situation could be imagined ahead of time, this section would be much longer and incredibly tedious, probably with circumstances which would not occur in a hundred dungeon trips. The GM and players are urged to use their own creativity, imagination, and good sense to unravel difficult dilemmas. The GM may need to occasionally settle a situation by executive fiat, as is his or her right. If the solutions are too silly or illogical, the game will suffer for it, and respect will be lost all around. Further, keep in mind that every special solution sets another precedent for future use.
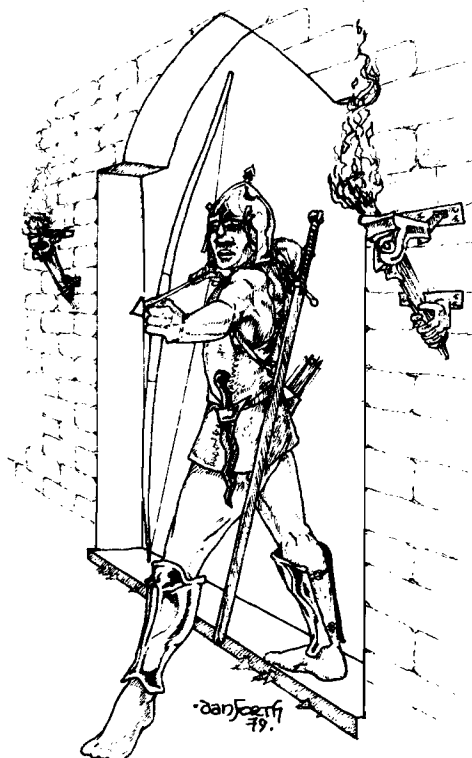
2.4 MORE ABOUT MONSTERS

There are three main schools of thought as to how monsters encountered on tunnel levels lower than the first should be rated.

—Some people say they simply should get more dice and adds.

—Some say the monster's attack should be multiplied by its level number.

—An alternate might be to increase just the monster's adds the deeper inside the dungeon it is found.

Whichever system appeals to you, pick it, try it out, and when you've found a suitable method, stick with it consistently.

Monsters can sometimes be tamed and added to the party of those exploring the tunnels. If a monster has lost a fight and can no longer defend itself effectively, the conquerers may tame and/or enslave it (if the GM permits). You must be able to speak a monster's language before you can tame it. If a monster fears for its gruesome life and surrenders, you may tame it. Taming a monster is worth the same number of experience points as killing it. Subdued monsters may be permanently enslaved with a *Yassa Massa* spell (see The Spell Book, section 2.22).

Note that some GMs would rather have their monsters suicide than permit the enslavement of their creatures (especially when the creature is something highly unusual). If a tamed monster is not enchanted, it may revolt once it gets its strength back. Remember that weakened monsters (those with a Monster Rating) regain their strength at the rate of 5 points per turn.

Not all monsters need to be hostile towards adventurers in their domain. Often they are, but not necessarily. If your monster meets a party unexpectedly, you may wish to determine its reaction randomly. The chart below will aid you in this. Roll 2 six-sided dice to determine the reaction.

MONSTER REACTION CHART

2	*Monsters and men automatically attack each other.*
3 – 5	*Monsters automatically and openly hostile.*
6 – 8	*Encounter may be friendly in a guarded manner, but either side will attack if provoked.*
9 – 11	*Monsters more interested in parley or making deals than in fighting. There must be a language in common for parleying.*
12	*Monsters are panic-stricken and flee immediately.*

If either side gets itself into a fight too tough to handle, there should be some kind of option to run away. The situation and surroundings will determine how easy or difficult this is. The fleeing side may be forced to risk additional damage to make good an escape.
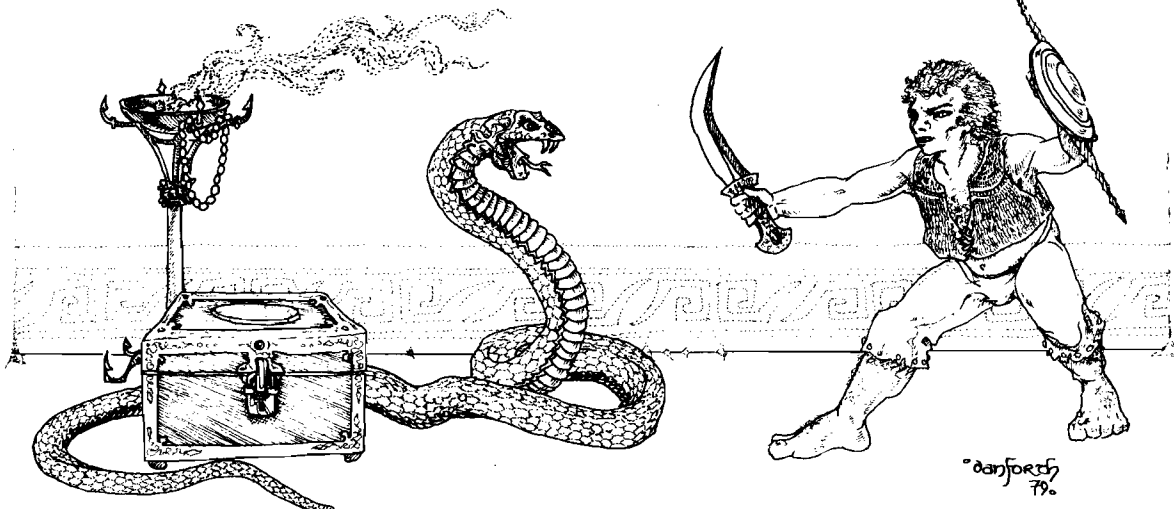
2.41 PERSONALIZING MONSTERS

Monsters with MRs are easy to handle and quick to create. However, you may find that once they start losing, they *really* start losing. For this reason you may want to change them in one of several ways to give them greater capabilities — you may wish to have particular monsters with names and individual personalities who may become as real as normal delvers are — *if* they survive long enough. To increase their prospective lifespans, they must often be much trickier or more pacifistic than your average tunnel dweller.

— One way to use the simplicity of the MR while increasing a monster's long-term fighting ability is to give the monster a *fighting MR* and a *constitutional MR*. Then the monster will take hits against its "CON" but this will not affect its ability to fight, until the point of death. This is similar to the effect that delvers get — a delver may drop to a CON of 2 or 1, but will still get all weapons and personal adds in a fight. The monster's "CON" may be the same number as its fighting MR, but need not be. This is a way to differentiate monsters that may not look (or even act) tough, but are very hard to kill. Give such a monster a low fighting MR, but a very high CON (zombies, werewolves, stone statues, and the like work very well in this fashion). You may also wish to do the reverse — create a monster that fights like an absolute maniac but dies with a pinprick (spiders, balloon-like monsters, raving hemophiliacs or what-have-you).

— Another system assumes that the adds for MRs come from the same attributes as a human's personal adds (ST, LK and DEX over 12). A troll with a MR of 50 has 25 adds — distribute those 25 adds as you please over the troll's ST, LK, and DEX with a base rate of 12 for each. The troll might end up with a ST of 22, LK of 22, and a DEX of 17. CON may be assumed to be the same as the MR, although some GMs recognize that a human's fighting ability and his or her CON are often wildly different. These GMs assign half the MR toward CON. Charisma and IQ are best assigned by die roll, unless you want a clever or cute monster. This system can make tremendously overblown character-monsters, and although functional, the other two methods are to be preferred.

— The *best* system in common use for personalizing monsters is from the chart developed originally for *Monsters! Monsters!* That chart follows, slightly edited, and details 37 different creatures and monsters by the same basic attributes as humans and their kin: ST, IQ, LK, CON, DEX and CHR. There are a few differences and adjustments which have to be made, however. Charisma for monsters is *negative*. This does not mean a dragon with a CHR of −50 is ugly, only that his way of looking at things isn't at all the same as a human being's. He is just as 'beautiful' or impressive as a human with a CHR of +50. "Ugly" or "unimpressive" depend on how close to 0 a being's charisma is.

Like the Peters-McAllister chart (section 2.12) the numbers listed under ST, IQ, etc. are multipliers for a roll of 3 dice. If a number is in *italics with an asterisk following* it means that this is the maximum that attribute can reach at any time. A Harpy has a maximum DEX of 3 because harpies have wings and claws, but no hands. Some monsters may have special abilities or characteristics, but this rulebook is not the place to go into them in depth. GMs are urged to determine these abilities for themselves (or to pick up a copy of *Monsters! Monsters!* if you want to know how we went about it). When monsters with attribute ratings fight tooth and claw, they roll the same number of dice as their ST multiplier. Otherwise, *when appropriate,* you can arm them with weapons and/or armor suited to their size and abilities, just as you would a human. You will still have to take into consideration ST and DEX requirements.

Don't let the chart limit you. There are *lots* of other monsters that have roved the imaginations of people around the world, and it may increase your enjoyment of the game to include a Catoblepas, a Stone Toad, an Oonai, or a sapient Zat to boggle your friends. For that matter, invent your own — as GM your powers are unlimited.

If you choose to arm some of your monsters, specifically those with hands and arms suitable to weapons-use, you might want to give them extra-large weapons if they are extra-large monsters such as giants and trolls. Multiply all factors given in the Weapons Charts — ST and DEX requirements, dice and adds, weight, size, etc. — by a single number. An ordinary giant should be able to handle a weapon 3 to 5 times as big as an ordinary human weapon of the same type. Keep such arming reasonable — a sword-wielding dragon is absurd. A sword-wielding centaur is not.

MONSTER TABLE

Monster	ST	IQ	LK	CON	DEX	CHR	Height	Weight
Dragon	25	5	1/2	50	3	5	—	50
Goblin	3/4	1	1	3/4	3/2	1/2	3/4	3/4
Ogre	2	1	1	2	1	3/2	3/2	2
Orc	1	1	1	1	1	1	1	1
Troll	3	1	1	3	1	4	2	4
Giant	5	1/2	1	5	1	5	5	10
Werewolf	5/2	1/2	2/3	3	3*	4	—	1
Demon	9/2	2	1/4	9/2	3/2	5	3/2	2
Half-Orc	3/2	1	1	3/2	1	1	5/4	3/2
Vampire	5/2	3/2	3/2	1	1	1	1	1
Gremlin	1/2	1	3/2	1/2	1	1/2	1/3	1/3
Lamia	5/2	1	1/2	2	1	2	1	3/2
Living Statue	2	1	1	10	1/3	4	1	10
Ghoul	3	1/4	1/2	3	1	4	2/3	1
Gorgon	1	1	3/4	5/4	3/2	3	1	1
Harpy	3/2	2/3	1	3/2	3*	2	1	1/2
Mummy	2	3*	10*	3	3*	1	1	1
Zombie	2	3*	1/4	3	3*	1	1	1
Sphinx	3/2	2	1	1	3*	2	1	2
Minotaur	5/2	3/4	1	5/2	3/4	5	5/4	3/2
Balrog	10	2	1	7	2	5	3	4
Ghost	—	1	2	1	—	4	1	—
Centaur	3	1	1	3	1	1	3/2	3
Living Skeleton	1	1	1	1	1	1	1	1
Mer-person	3/2	5/4	1	1	3/2	1	1	1
Giant Slug	2	3*	1/4	10	3*	1/2	2	10
Shoggoth	20	5*	1	50	1	4	5	10
Wurm	15	5	1/2	25	3*	5	—	25
Chimera	4	6/5	1/4	3	3*	5	4/3	9/2
Basilisk	1/4	2	1	1/4	2/3	1/2	1/10	1/10
Warg	5/2	3/4	1	5/2	3*	2	—	3/2
Unicorn	2	1	3/2	3	3*	3	1	2
Wyvern	3	3	1/2	5	3*	4	3/2	2
Giant Spider	2	1	1/2	1	2	4	1	1/2
Hydra	15	9*	1	1	3*	5	2	3
Griffin	10	1	1	10	3*	5	3/2	9
Manticore	4	3/4	3/4	4	3*	5	4/3	2

Note that those numbers listed in italics and marked with an asterisk (*) are not multipliers for that attribute, but rather are the maximum that attribute can rate at any time. You may roll 3 dice for that attribute, but if the number you have rolled is greater than the marked number given, make it match that number anyway. If it is less, of course, use the number you actually rolled.

2.42 WANDERING MONSTERS

Some dungeons have them; some don't. Mine does. *Wandering Monsters* (sometimes abbreviated *WM*) are just what they sound like — monsters, either alone or in groups, that wander around looking for excitement, like people to bite. (Some GMs insist their wandering monsters are really patrolling, looking for intruders, which is why they are prone to attack first and ask questions later.)

At the beginning of each turn the GM rolls one die — if a 1 comes up, he springs a wandering monster or three. The game goes faster without Wandering Monsters, but sometimes it isn't as exciting. Wandering monsters should always be introduced from a direction and location that was originally out of sight of the party. You may wish to roll for a Monster Reaction (see chart in section 2.4) or you may make it attack on sight. Unless the monster is completely silent or insubstantial the party should be given some slight warning that it is coming. This will give the party the opportunity to run, hide, or prepare to fight.

Everyone has their own method of generating Wandering Monsters. I use a peanut can with a number of small cards listing a monster or monsters, their MR or attributes, and any special capabilities; I can randomly draw a card as needed from the can. Others use a lot of 3x5 cards with listings — these are shuffled before the game starts, and the GM draws a card from the top whenever a monster appears. Others use a matrix to randomize for monsters. Two dice can roll 36 different ways — if a chart is set up with '1 — 6' across the top and '1 — 6' down the side, 36 different monsters can be slotted into the boxes and then chosen by rolling dice. Any system will work; suit yourself.

It was Greg Brown who first theorized that Wandering Monsters might be carrying treasure on them. Although rats and giant slugs have little use for cash and nowhere to carry it in any case, some monsters might have pouches on their belts or stones in their crops. If the GM thinks a Wandering Monster might have treasure on him, roll 1 die — if it is a 1 or 2, the monster has

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treasure. If so, roll the die again: 1 or 2 = copper coins, 3 or 4 = silver coins, 5 = gold coins and 6 = gems or magical item. It is up to the GM to quickly determine how many coins or gems, and of what worth.

Do be *very careful* with magical items (or delete them entirely) because an orc with an ounce of sense will make use of a really good item *against* the party — he wouldn't leave a 10-die sword flopping at his belt while he attacked the party with claw and fang. Either don't give such items away (from Wandering Monsters, at least) or give the party a taste of a special item before they lay hands on it.

Tunnels & Trolls is a fantasy game, and the Game Master is the creator of that fantasy. The task is not necessarily an easy one, but it *is* fun; one develops a taste for being the Game Master in a game very quickly. The characters enter the fantasy world through their players' participation with the GM. The more imaginative, articulate, and painstaking the GM, the more convincing and enjoyable the fantasy will be, and the more involved everyone will become.

The players cannot see the fantasy world (they should not even see the GM's maps), so every step of the way the GM must be prepared to describe what the characters see, smell, hear or otherwise sense about them. Further, the GM controls those characters he has created to oppose the delvers, mediates disputes between players, solves ambiguities, and plays the roles of Blind Justice, Dumb Luck, and Malevolent Fate, as the situations of the game require.

Before any game can begin, there must be somewhere for the delvers to go adventuring — the fantasy world, or perhaps just a small slice of one, created by the GM. We have included a small Game Master's Dungeon (section 2.7) for use by the GM new to the game. It contains the fundamental elements required to play a game of T&T among friends — a map for the GM, and descriptions of what is in the rooms. Still, it is mostly intended to get you started; you will soon find it enjoyable to create your own tunnel-complex, dark tower, or to map out the twisting paths of an enchanted forest to confound and test the characters created by those around you.

SETTING UP THE MAP

You will need some *graph paper* (or hex paper, if you are familiar with its use), a *pencil* (so you can erase as you work out your rooms), and some *paper* to record what you put into the dungeon. If you wish, look through some reference books — perhaps some on medieval architecture, or something about ancient mythologies and legends, or read up on your sword-and-sorcery fiction for ideas. You should be completely familiar with the first section of the rules, and would be well-advised to know the second section nearly as well. Then sit down and think up what kind of dungeon you want to dig, or fantasy world you wish to depict.

You may wish to pick a particular theme or rationale around which everything else spins. For example, the legendary Jim "Bear" Peters has

(quite naturally) a dungeon in which the theme of cavebears occurs frequently — hungry and ferocious bears prowl the corridors, and the statuary and ornamentation is often ursine in nature.

There is also the consideration of a motivating character, a proprietor — the mastermind who created the complex within the logic of the fantasy world itself (this is frequently an alter-ego of the person who has created the dungeon on paper). This alter-ego may provide a "reason" for the presence of the dungeon, and may or may not take any kind of active participation in occurrences within the dungeon itself. My own dungeon Gristlegrim is run by an incredibly ancient and learned wizard of the same name; he rarely puts on personal appearances. On the other hand, Liz Danforth has a devilish little fellow who "built" her dungeon as a lure to entice the unwary into situations where they are willing to bargain for their souls; his personal offices can be found in the lowest levels.

A Proprietor is by no means necessary for the running of the dungeon — Bear Peters' dungeon, mentioned above, is house and home to the monsters there, and they are well prepared to defend their personal territory. The complex itself may have been dug in bygone days, before the great Wizards' War. Any rationale will do — it's a Game Masters' free-for-all.

Once you have decided the general feeling your dungeon will have, take pencil and graph paper and choose a scale which suits you (perhaps 1 graph square = 10 ft.) and start drawing floor plans. Include any secret passages, moveable doors and walls, and special traps built right into the walls. You may wish to design a room to house a particular trap, or a series of them. You can make it as simple or as complicated as you wish.

When you are basically satisfied with your first level floor plans, you will want to stock the dungeon with treasure and monsters. It is a good idea to put in more copper than silver, more silver than gold, and more gold than jewels or magical objects.

As you place the treasure, think up the monsters and/or traps which will guard it — it is considered reasonably fair to place tough monsters with the better treasures, and lesser monsters and less deadly traps with smaller treasures. Some monsters should be pushovers; some should be downright deadly and very tricky. (My first level

has menaces ranging from mousehounds to manticores.)

Finally, you may wish to add a few more traps, jokes and illusions to spice up areas thin on monsters and treasures. Be sure to include at least one (possibly more) entrances down to second level and below, should you decide to include these. As you build lower levels, you will want to make the monsters tougher, the treasures progressively richer, the traps deadlier and more insidious, and quite probably, the jokes and gags funnier.

Because you can hardly draw into your map every coin, gem, monster and trap individually, you will want to use your writing paper to record what is where, and how things can happen to whom, on a room by room basis.

Let your imagination go wild — you can do anything you want to because this is *your* creation. Put in a lot of stuff — nobody likes a dull dungeon. Humor is a good thing to have, but avoid being silly or juvenile — ultimately you'll have to justify yourself and your production to the testing fires of incoming delvers. Every trap should have some way of being avoided, nullified, or overcome. You needn't tell people how to save themselves, but the clues (however obtuse) should be there. It is definitely not fair to teleport everyone who enters your Solar Room into the heart of the sun. If you are too arbitrary and overly whimsical, the players will get frustrated and disgusted, and stop playing. Imagination, ingenuity and a fair sense of justice and logic are essential to a good GM.

2.6 "DO THIS WHEN YOU GET OUT"

Your character has safely reached the exit of the tunnel-complex. He (or she) has taken a few scratches, picked up a little treasure, and maybe lost a weapon or most of the arrows. The GM is shuffling papers and folding up books. Now what?

The GM should award EPs for going into his or her dungeon. Treasure carried out should be split up appropriately by the party. (Many parties consider delving a cooperative effort, and allow survivors to split equally whatever the "take" is. Depending on the players and their mutual trust, it is sometimes possible for a character to squirrel away treasure found and not split it up at the end. Such characters, if caught, are occasionally killed by their teammates, too!)

Characters who are wounded or down in Strength get their CON and ST back (to whatever their normal level is). This latter is on the assumption that they go home and rest up for a week or two — if for some reason that same character is scheduled for another delving within the next day or two, he might be compelled by the GM to go down with reduced CON, or to go to a hedge-wizard for some healing spells at some ridiculously high price.

With the new-found gold (assuming there is any), the character might like to buy a better suit of armor, another weapon, or replenish his supply of projectiles or poison for the next delving.

If the character has crossed a level in experience points, he will need to take his level bonuses (if he hasn't already). Any magical items (flying helmet, double-charisma necklace, or whatever) should be recorded in full on the character's card. Gems of uncertain value have to be taken to a jewel merchant (i.e., the GM) to be cashed in for coins.

The GM will want to restock his dungeon. The easy way is to put in more of the same. If he has the time and energy, he may want to put a new twist into a trap too-well-known, or extend the dungeon out or down. On the whole, a troll is a troll, and one is very like another, but there is only one Sam with The Whip or Max the Magic Ogre . . . should one of these be slain, the GM will have to hire a replacement.
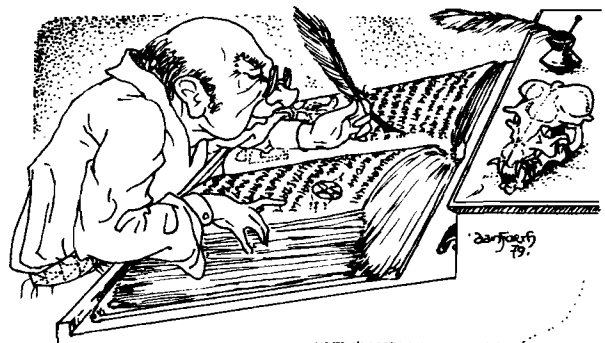
The dungeon which follows is of the "house and home" variety — the monsters here are guardians of the places in which they actually live. Read through the room descriptions before you try to use the dungeon in a game, so that you are at least moderately familiar with the rooms. Do keep in mind that this is a very small dungeon of limited scope, so if you wish to build onto it with deeper levels and more rooms, feel free. Better yet, start building your own!

1 If there is anyone in the party of 3rd level or higher, the ghost of a Troll appears and warns them to turn back. Anyone of level 3 or higher who disregards the warning and passes Point 2 loses all EP and has each attribute divided by his or her level number. The ghost is immune to all magic.

2 An iron door 10' high and 10' wide blocks the passage. It is curiously designed. Near the top is a painted eye, which sometimes blinks. At the bottom is an open mouth. In the center is what appears to be a mighty arm, 4' long and very well-muscled, protruding from the door. Above the arm, below the eye, is a line of writing in Dwarvish runes, but the language is Orcish.

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Strakk glee glimdrim urr uruksmagk nikz utorr.

"This door yields to gold or force, nothing else!"

In order to make this door open, a character must do one of two things. He — or she — must either beat the door in armwrestling (make L2SR on ST: if made, the door opens; if missed, character takes amount missed by in hits on CON) or throw at least 1 gold piece for each party member through the open mouth. All gold fed to the door becomes part of the Troll's treasure in Room 15.

M1 1 Guardian Monster for each member of the party will be standing at this point, so that each character will be engaged in 1 to 1 combat. (Randomize on the Guardian Monster Chart.) Monsters will break and run after 3 combat turns, unless they are dead or have won all the fights.

3 The Pool of Darkness. The path descends into what appears to be a large puddle or small pool of black water. Around the edges it is only 1' to 2' deep. The water is poisonous. If the pool water is drunk, roll 2 dice (doubles add and roll over) and subtract that number from that character's CON and CHR.

If characters try to walk around the edges of the Pool, each must make a L1SR on LK to see if they fell into the 10' deep pothole. If they fell in, the water will get into their eyes and blind them for 1 to 6 turns. (Roll 1 die.)

Weapons immersed in Pool water will begin to rust immediately. Subtract 2 points from the adds of each weapon dunked.

4 Secret Door. Takes a L1SR on IQ to find it if the characters in the tunnel specifically state they are looking for secret doors — otherwise, L3SR on LK is needed. It will require a Knock-Knock spell to be opened.

5 Guardian Monster Village. No treasure here, but if characters enter the village they will be attacked by 1 to 6 Guardian Monsters (from the chart). If they remain in the village for up to 10 combat turns, a new group of Guardian Monsters appears every turn. After 10 combat turns the monster supply runs out and no more Guardian Monsters will appear.

6 Secret Door. Takes L1SR on LK to find it if players say they are searching for secret doors. Otherwise, it won't be found.

7 This Secret Exit from Trollstone Caverns is used by monsters such as Red Orcs who must leave the caves from time to time. Make a L1SR on LK to find it, if players say they're looking for secret doors. Otherwise, it won't be discovered.

8 The Silver Room. Here lives a giant silver-scaled serpent with a Monster Rating of 100. It exhales a blast of freezing cold air. To avoid freezing, anyone fighting it must make progressively higher saving rolls on CON (starting at 1st level).

Here also are all of the Silver Serpent's victims — jumbled up in a heap of skeletons. Their weapons and armor have been scavenged by Orcs and sold or disposed of.

9 The treasure pile of the Silver Serpent, 2000 silver nuggets at 1 weight unit each, plus any other silver the Game Master has collected from previous (and presumably defunct) delvers. (GM should make a pencilled-in treasure card for this room and add any newly-captured silver to the treasure stored here.)

10 Scrapheap Chasm. The path is broken by a chasm about 20' wide and 50' deep. It is used as a place to throw garbage by the monsters who live in Trollstone Caverns.

To jump across the chasm, a character must make a SR on ST. Figure weight possible and weight carried.
—If weight carried is less than ¼ weight possible, the jumper needs only a L1SR on ST to cross;
—If weight carried is between ¼ and ½ the weight possible, the jumper needs a L2SR on ST;
—If weight carried is between ½ and ¾ the weight possible,

a L3SR on ST is needed to cross;

—If weight carried is over ¾ the weight possible, a L4SR on ST is required.

Failing to make the jump is always fatal. Any character who can make a 1st level saving roll on IQ will think of throwing equipment across first and then making the jump at the lowest possible saving roll.

M2 Roll 1 die. On 1 or 6, a Guardian Monster attacks the first character who jumps the chasm. No one else is allowed to cross without falling in until the monster has been defeated.

11 Bloodbat Cavern. Several dozen bloodbats (MR=10) live here. Each character must roll 1 die to see how many (1 — 6) attack. To beat them off a character need only beat their combined attack. To inflict any damage he or she must also make a L1SR on DEX. There is a small hole in the roof 200' above allowing sun and moonlight to enter dimly. Bats attack as long as there are any players left in their chamber.

12 Corridor of Traps. The hallway slopes upward from the Cave of the Bloodbats. Spears are spring-loaded in walls, floors, and ceiling. Each character must make a 1st, 2nd and 3rd level SR on Luck. Each time he or she misses, the difference is taken in hits. (Armor will help here.) The spears are 8' long and have chipped obsidian heads. Each spear weighs 30 weight units, with the obsidian head weighing 20 of the total 30. Each spear is worth 3 dice in combat, and the obsidian raises its value to 5 GP. Each surviving character interested in retrieving spears should roll 3 dice for the number of spears with undamaged heads he or she can locate.

13 Pedestal of the Sphinx. A living winged sphinx with a MR of 200 sits atop a 20' tall marble pillar. Between her paws is a block of obsidian carved to look like a crouching troll. This is the Trollstone, the key to the Troll's treasure trove. Behind the sphinx is a door with a niche-lock that exactly fits the Trollstone key.

The Sphinx will give the Trollstone to the first character who can answer her riddle. (GM should find or invent a supply of good riddles. For example: Why do dragons sleep days? Because they fight knights!) The Sphinx explains that only the riddle-answerer is allowed to go through the door (the party may attack her if they decide to send more through). After one character has entered the troll's cavern, the sphinx speaks, the door closes, and the Trollstone teleports back to her feet. Another character must answer another riddle to enter the Troll's treasure chamber peacefully.

If the sphinx is attacked by more than 3 people, it will run away, flying straight up a dark shaft above the marble pedestal. In any case, it will not fight more than 1 combat turn even if it is winning.

Inside the 20' pedestal, hidden by the sphinx, is a cavity containing 1 or more jewels. Start with a diamond worth 180 GP. Each time the sphinx asks another unanswered riddle add 1 more gem to its treasure (create them from the Jewel Generator in section 3.2).

Every other jewel created will have a single magic gift

which can be used but once; after it is gone, the jewel is non-magical but still of full value. The magic gift adds to a Prime Attribute. Roll 1 die: 1=ST, 2=IQ, 3=LK, 4=CON, 5=DEX, 6=CHR. Roll 1 die again and add that amount to the attribute indicated.

14 This is a niche in the cave wall (in a hidden door, actually) that exactly fits the Trollstone. This is also the only entrance to the Troll's cavern. In order for the hidden door to open, the Trollstone must be fitted into the niche.

15 Troll's Cavern and Golden Treasure. All the golden treasure lost in Trollstone Caverns winds up here as part of the Troll's hoard. He starts with 500 gold rings at 2 weight units each. (GM should make a treasure card for this room and whenever delvers pay gold to gain entry, or die with unsalvaged gold on their bodies, the GM should add it to the Troll's Treasure.)

16 This is a pile of skeletons and armor, previous victims of the Troll. All metal is rusty and ruined, and the Troll doesn't allow anyone or anything to pick over these bones.

17 The Troll of Trollstone Caverns. This is a Cave Troll of the classic type — direct sunlight will change him into stone. He's small as Trolls go, standing only about 12' tall and 5' wide. (MR of 36.)

Wizards will be able to sense enchantment on the Troll. It would take 3 Omnipotent Eye spells to learn the whole story, however.

—OE1 will tell that there are 2 spells on the Troll.

—OE2 will tell that the Troll must stay nearby and guard the golden treasure.

—OE3 will show that whoever slays the Troll will be transformed into a replacement Cave Troll (with a MR of 3 times his or her ST attribute) who must stay and guard the treasure.

The Troll will attack whoever enters his cavern. (You're his lunch.) If he doesn't win the first combat round, he will break off the fight and beg for mercy in the Common Tongue. He can't explain about the enchantments on himself, but he knows he can't allow you to take any of the gold. He will offer to buy you off and tell you where you can find better treasure.

If the bargain is accepted, the Troll tells about the sphinx's enchanted gems hidden in the pillar (see 13). At this point the Troll may be attacked by magic and Yassa-Massa'ed to obey a magic-user's commands. If he is commanded to leave the cave, he will have to do so, and the delvers can take the gold.

If the Troll is slain, the character who killed him becomes the next guardian Troll as previously mentioned. On the cave wall where the delver entered is a black handprint of a Troll. Pushing this causes the entrance to open again.

If delvers insist on trying to take the gold, the Troll will fight to the bitter end.

18 If you wish to expand this dungeon, it is very easily done. Near point 18 is a secret door leading to a shaft with a rung ladder in it, descending to deeper levels. Of course, these levels are only there if you as GM wish to design them.

EXITING THE CAVES

Generally speaking, the delvers can only get out the way they came in (1), or else through the other passage (7) with all the regular traps, hazards, and other dangers described.

However, when the delvers return to **M1** just inside the enchanted door, if they have succeeded in taking any of the treasures in the caves they will be confronted by 10 Orcs (MR of 22 each) who will attempt to bar their exit.

The door can easily be opened from this side, but the Orcs will let the delvers out only if they give up all their treasure, defeat them in combat, or trick them somehow.

If the delvers are poorer than when they started, or have none of the Trollstone Cavern treasure, the 10 Orcs will merely escort them out (unless they foolishly attack the Orcs . . .).

GUARDIAN MONSTER TABLE

When delvers reach a spot marked M1 or M2, roll 1 die to see which of these monsters they encounter. Then roll 1 die again to see how many (between 1 and 6) they actually meet there. The monsters will always attack unless the dungeon instructions state otherwise.

1. Goblins	MR = 16.
2. Wargs	MR = 28
3. Bloodbats	MR = 10. Takes a DEX Saving Roll (20 − DEX) to score hits on them.
4. Giant Lizard	MR = 24. Its skin takes 7 hits as if it was armor.
5. Shadow Ghosts	MR = 12. Their attack is mental and comes off both IQ and CON. They are vulnerable only to magic.
6. Red Orcs	MR = 22.

Key

□ =	5 feet	
	woods	
	water	
	chasm	
⊐	door	
▬	secret door	
⏢	edge of hill	
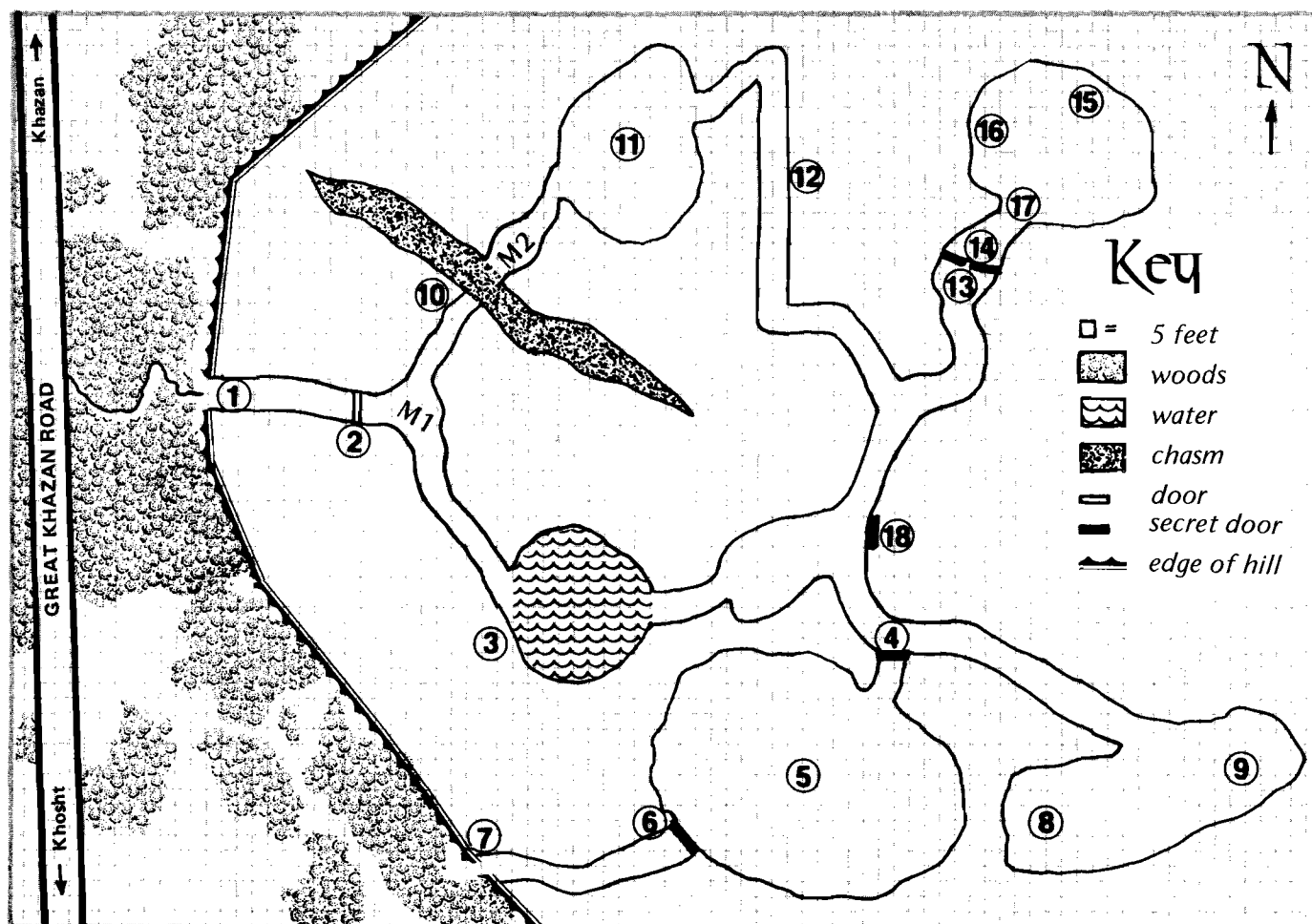
3.

ELABORATIONS

You may never need to use this section. However, we hope that you will at least glance through the following pages. Nothing here is *essential* to the play of T&T — but the incorporation of one or more of these ideas may enhance your games.

These comments offer suggestions, hints, charts, and auxiliary rules and systems which can increase the realism of your play, or provide explanations in greater detail, or supply more tables for you to randomize treasures, languages, and so forth. When you as GM utilize one or more of these sections in a game (i.e. insisting on lowered DEX for heavy armor) you should always warn the players of this fact beforehand! If your orcs are armed with flintlock pistols, you should give your the players a chance to back out, or to at least buy a matched set of their own . . .

3.1 MORE ABOUT CITY, WORLD, & DUNGEON BUILDING

Where do the delvers live? Where do they spend their time when not burrowing below the earth or walking through an enchanted forest? Who are their friends, and where did they grow up?

When your characters have gone through a few dungeon trips and have developed a sense of "realness", you may start asking yourself these questions, and others besides. In Phoenix we certainly did, and a whole world has grown out of it as a consequence. Some of the comments below refer to this world we have jointly created, but do *not* assume you *must* play in this world and no other. (If you want to come in, you're welcome — the continent of Rhalph has countless dimensional doorways for you to pass through.) But we cannot urge you strongly enough to exercise your wit and imagination (as well as your time, energy and maybe a little cash) in creating an environment of your own people, places and things. Many will tend to spring up without asking — our biggest moneylender, Potterman, was a do-nothing dungeon delving character who one day struck it rich enough to retire and start lending (at moderate interest rates); his establishment has opened numerous branch offices in several of the larger cities in which our characters live.

The most ambitious may wish to build a city. Khosht was our first, long spoken of and theorized, then finally drawn up by Ken St. Andre. When it was used as a setting for a *Monsters! Monsters!* game, almost a third of it was burned to the ground. Unable to face the thought of massive urban renewal, Ken passed to city to Bear Peters, who rebuilt and extended the city, and has continued to do so periodically ever since. Knor and Khamad quickly followed, and Khazan has been worked on as well as countless smaller communities — K'nookie, the Woodsedge Inn, and Delfhaven. When the question of a continent to put these places came up, Bear drew the dragon-shaped continent of Rhalph, almost as big as all Eurasia. Most of it has not been mapped with any detail, but forests and mountain ranges have been laid out, and major settlements of elves, dwarves, hobbits and so forth have been noted.

Should you decide to build a city (or world), consider the fact that human-kind needs all manner of services and surroundings to survive. Food, shelter, goods (luxury and common) and the fact that in all, we are a sociable breed. A large city will need residential areas for poor, middle-class, and the wealthy. There must be trade routes over land to surrounding areas, and extensive water supply — a river provides a trade route, water supply, and sewage system. If there is a port, there must be custom houses, wharves and warehouses; there must be inns and taverns for the travellers, stables for horses. There must be fresh food for the thousands of inhabitants of large cities — holding pens and slaughterhouses for cattle, pigs, fowl of all kinds; there must be fisheries, outlying grain fields, and orchards. There must be the merchants who sell these foods, as well as ironmongers and armorers, barrel-stavers and wheelwrights, jewelers and crockery-makers, cobblers, weavers, tailors and stonemasons. For the spiritual side, there may be anything from shrines and temples to opium dens and cheap miracle-workers. Most ancient cities had huge bazaars where strings of stallkeepers could hawk their wares on a regular, if not daily, basis. There are going to be governing forces — some legitimate in the form of nobles and reigning barons, and the less-public but powerful merchant guilds, wizards guilds, and thieves guilds. There will be the powers of enforcement — guards and sentries, laws and curfews which may or may not permit ogres and orcs to walk the city streets for the purposes of trade and commerce. Cities of old were usually walled; when population pressures grew, so did the cities, and for defense a second, third and fourth wall might have to be added while new gates had to be broken through the old walls to permit traffic flow.

A city is far more varied than a mere dungeon; it is a hopeless, thankless task to try to draw every building and tell what it is and who is in it, as can be done room by room in a dungeon. Drawing the "floor plan" is enjoyable, but should be done with the considerations of residence, practicality, and economy in mind. Still, remember that cities are somewhat organic in their nature and ancient cities "grew" rather than being "set up" — roads may stop and start up again, twist in and out, and nobles don't want beggars as their nearest neighbors. You will probably find it convenient to mark off sections of your city as "nobles' quarters," "beggars' quarters," "guard barracks" and such. Colored pencils and markers will be of great aid; mark tavens, inns, or the dwellings of well-known dungeon delvers. You can indicate whole sections as "warehouses" or residences of the poor without having to draw in each building.

What do you do with it after you have put all this work into it? You could use it as a map for a monster attack in a game of *Monsters! Monsters!* This can be an overt siege, or it may be a subtle undermining of a section of town. (When Khosht was burned, it was the regrettable side-effect of a revenge-war on the huge colony of beggars who had repeatedly thwarted minor monster attacks into the city.) The other side of the coin is to engage in what we have come to call "city running," where your dungeon delvers may engage in legitimate adventures in town. This kind of "delving" can put a great deal of strain on the GM because everyday life (even in these late-medieval cities) is apt to be relatively dull. (Go walk around your neighborhood for three or four hours — even if you have to deal with a mugger, there is little in the way of "excitement" to be had, as compared with the bloody life-or-death of a standard dungeon-delving.) To make an exciting evening, the best arrangement is for the GM to have a plotline which the delvers must flesh out. In the past, there have been murder mysteries our characters have had to unravel, thieves to track, and midnight assignations as well as assassinations. In the degenerate city of Knor, several characters masterminded the heist of a drug shipment headed for the Thieves' Guild — that worthy group was understandably upset and took action to retrieve the shipment and revenge themselves on the thieves. The GM has to be quick on his (or her) feet, inventing and tale-weaving as the story progresses — a talent for colorful story-telling is almost a must. Neither gold nor experience points flow as freely as in a dungeon, but it is a novel diversion from dragon-slaying.

For the *really* ambitious, you may wish to design an entire island, a continent, or the whole world. If you do so, you should consider *where* in the world you are placing the island or continent. Geographic factors become extremely important. *Don't* have everything rely on magic — magic tends to be a rather localized phenomenon, and even mighty wizards couldn't make it snow in the tropics (except in small, limited areas). Tropics and equatorial areas are going to be hot unless they are of very high altitude. Polar regions will be cold and probably rather dry. Rainforests can be found both in hot climates as well as cooler ones (Oregon and the state of Washington sport cool rainforests). But such regions require the "rain" in their name. Costal cities of high latitude will be chilly unless there is something like the Gulf Stream to warm them (consider London, for example).

Once you've taken geography and general ecology into consideration, start on your demography and anthropology. Consider the cultural adaptations which the people of Earth have made to deal with their environments. The Bushmen of the Kalahari Desert in Africa have made the best

they can of the poor ecological conditions and environment in which they live. Still, because their choices are limited, their culture does not have the colorful variety of, say, Northern Europe. For large numbers of people to gather together and thrive, the environment must be generous in terms of available food and water supplies. There are countless examples of different kinds of cultures which developed in similar surroundings. Further, a nomadic lifestyle is adjusted to its environment, but the Eskimo have a very different culture from the Bedouin. Think about the myriad cultures of Earth, past and present, and consider why they occurred as and where they did. If a culture fell or vanished, examine why — this is often a clue to some weakness of adaptation, or to the invading presence of a new and better one. Population pressures shift power to and fro, and the invaders of one week may be the invaded next.

As noted, world creation is for the ambitious.
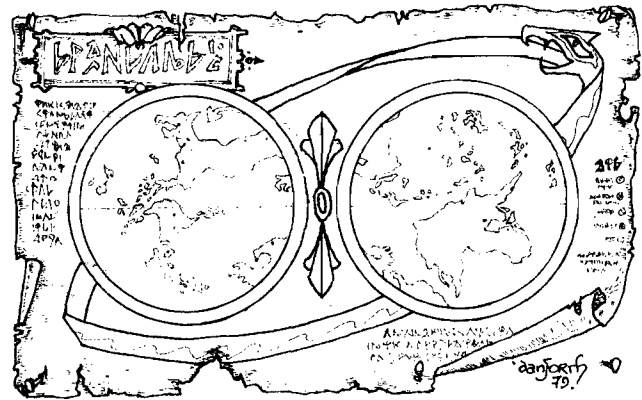
There is more to dungeon-building than just digging a hole in the ground, too. In fact, you might try to get away from the whole "tunnel" concept and think instead of "adventures," often above ground and out-of-doors. Some of the ideas have been noted in passing earlier in this rulebook: enchanted forests, towers, haunted monasteries, hidden valleys, and withered heaths. Monsters can live anywhere. To keep the delvers from wandering aimlessly, provide roads or paths to lead them to specific glades, meadows, or small caves where special adventures await them. A quest is a very good format — especially when each object of the quest may lead to another in order to obtain the first. Arrange a pirating raid against a settlement of dark elves, or have an evil wizard cast the characters into the future of the Wild West, or further yet into the space-faring world of Buck Rogers or Captain Kirk — technology works here and magic doesn't. Or perhaps it does anyway! Any scenario, any piece of fiction or non-fiction can be mined for enjoyment — from Sherlock Holmes to Kipling's Mowgli, from Classical Greece to the African Veldt — all can be adapted with a little work and imagination on your part. Don't stop at the tunnels! There are countless worlds beyond the dungeon. . .

3.2 TREASURE GENERATOR

There are occasions when you may not want to write down what every monster in every room is guarding in the way of treasure; also, several of Flying Buffalo's solitaire dungeon series suggest the use of the Treasure Generator in some of the dungeon rooms. Magic treasures have been stricken from this Generator — GMs should create their own magic items to suit a particular purpose, not merely read them off a chart. This Generator will create mostly coins, a few gems, and is generally going to turn out treasures of lesser value than before. Again, fine treasures should be devised by the GM personally. To work the Generator, you'll need up to three dice. Roll two dice first:

What You Find
If you roll 2, there is *1 jewel* (or possibly a *jeweled item* — see below). If you roll 3 — 11, *coins.* A 12 means *coins and a jewel.*

Coins
If you have coins on the list, 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. Because treasures are usually richer on lower levels, you may wish to multiply the number of coins thus obtained by the level number where they were found.

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

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

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

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

Now roll 2 dice, preferably of different colors (or simply designate which is the 'first die' and which is the 'second die'):

First die	Second die	Name	Base value
1	1,2	Quartz	1
1	3,4	Enamel	2
1	5,6	Topaz	3
2	1,2	Garnet	4
2	3,4	Turquoise	5
2	5,6	Amethyst	6
3	1,2	Ivory	7
3	3,4	Carnelian	8
3	5,6	Opal	9
4	1,2	Fire-opal	10
4	3,4	Aquamarine	11
4	5,6	Jade	12
5	1,2	Serpentine	13
5	3,4	Pearl	14
5	5,6	Ruby	15
6	1,2	Sapphire	16
6	3,4	Diamond	17
6	5,6	Emerald	18

Type of Item and Setting
Roll 1 die to find the type of item.

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

To discover the setting, roll 1 die again:

1	=	Leather
2	=	Copper
3	=	Bronze
4	=	Iron
5	=	Silver
6	=	Gold

Jeweled Weapons
Weapons will always be made of some kind of metal, so if you rolled *leather,* substitute *steel.*

Having generated a weapon, roll 1 die to find out what class of weapon it is:

1	=	Dagger
2	=	Sword
3	=	Polearm
4	=	Hafted Weapon
5	=	Spear
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.

3.3 MINIATURES IN T&T

Tunnels & Trolls was never designed originally to be used with miniatures, and in all honesty, it isn't now. Nevertheless, miniatures can be an interesting and enjoyable addition to the game.

McEwan Miniatures has begun to produce a line of T&T miniatures, based on personalities and illustrations taken from the wide variety of the support-service publications to T&T put out by Flying Buffalo (hopefully, including illustrations from this rulebook!). The line is growing fast and we expect it to continue to do so. There are also an incredible number of fine fantasy figures put out by many other miniatures manufacturers.

You may wish to use miniatures in your games, or just for your own interest and amusement. In the latter case, it is merely a matter of locating a figure that looks approximately like your own dungeon character(s), and painting him or her appropriately. Then if someone asks you what Fang the Delectable looks like, you can haul out the figure and show him.

If you want to use the miniatures in your games, and the GM has the time, money and interest in literally creating the tunnel world in three dimensions — walls, doors, passageways, altars, stairs, etc. — then miniatures are very useful in determining *exactly* how many people can reach that balrog while they're all crowded into a narrow corridor — or even if that balrog can fit into the corridor itself! If the dungeon is built to the same scale as the figures, then the visual evidence will be quite clear.

3.4 LANGUAGES

To determine what languages a character knows, use the rules and table below and on the following page. I've tried to keep only 6-sided dice in use in T&T, but multi-sided dice are becoming more available, and I feel their use in this table is somewhat justified. Otherwise, if you don't have the dice or don't wish to use them, you can just choose your languages from this table.

Characters are always able to speak the language native to their own kindred; thus Elves can always speak Elven and Hobbits can always speak Hobbit.

Animals speak only their own generic language. This rule holds good for all monsters who have Monster Ratings. Individualized monsters have the same chance to be multi-lingual as human characters do.

When a character is created it gets 1 roll on the language table with two 20-sided dice to randomize 1 — 100 for each intelligence point in excess of 12. Thus Fang, who had an intelligence of 16 got 4 rolls on this table and wound up able to speak Elven and Orcish as well as Common Tongue because he is human.

If a character's intelligence increases he has 2 options as far as languages go. For each additional intelligence point he may state that he is taking a year of language training (in T&T time) and roll on the language table to see if he acquires any new tongues, or he may just *roll once for each new IQ point* and if any new languages come up he may claim to have picked up the pidgin form of the tongue. Pidgin is usually just sufficient to say, "Gimme your money!" or "Where's the john?" or "What's for supper?" It is up to the GM to limit a character's conversational fluency in a pidgin tongue.

Although it is possible that social insects such as bees or ants have their own languages, no one in the T&T world has ever managed to crack the code and communicate with them. In fact, there is no way to communicate with insects, mollusks, fish, arachnids, vegetation, or inanimate objects, short of some GM-created special magic. Generally speaking there is very little reason to wish to communicate with such beings or things as their thought processes (if they have any) are likely to be so alien to any regular character or monster that the very idea of communication between them is absurd (that is, inherently more absurd than the idea of talking to a wolf or a lion).

GMs and players should remember that the Low Tongues are those of Beasts who are not generally rated as intelligent monsters. Beasts communicate not in coherent organized sentences, but in emotions and desires. Thus to a wolf, the concepts of hunger and food are almost identical, and an idea like "follow me" is about as much as it could manage.

The High Tongues, on the other hand, are all considered to belong to intelligent creatures. They are capable of dealing with abstractions, and they all have written forms except for Wizard Speech, while the Low Tongues have no written forms. To that extent the Common Tongue is one of the

High Tongues, but it is so common that it is considered to be in a class of its own.

Wizard Speech, despite its name, is not known to all wizards. As a natural linguistic ability it is so rare that less than 1% of the population of the world knows it. There is a 13th level spell, however, which can unlock the ability to use Wizard Speech in any sentient being.

LANGUAGE TABLE

Dice Roll	Language	Those Who Commonly Use It
01 – 50	Common Tongue	Humans
	The High Tongues	
51 – 60	Elven	Elves, Fairies, Brownies, Elven hybrids, etc.
61 – 70	Dwarvish	Dwarves, Gnomes, Kobolds, Dwarvish hybrids, etc.
71 – 73	Trollish	Trolls
74 – 76	Orcish	Orcs
77 – 79	Hobbit	Hobbits
80	Giant	Giants
81	Balrog	Balrogs, Flame demons
82	Ogrish	Ogres
83	Goblin	Goblins
84	Gremlin	Gremlins, Leprechauns
85	Dragon	Dragons, Wurms, Wyverns, Griffins, etc.
86	Wizard Speech	True telepathy: all intelligent beings can understand it, and the speaker can understand them.
	The Low Tongues	
87	Canine	Dogs, Wolves, Foxes, etc.
88	Feline	Lions, Tigers, Leopards, domestic cats, etc.
89	Serpentine	all manner of snakes
90	Avian	all manner of birds
91	Ursine	Bears, Wolverines, Pandas, etc.
92	Bovine	Cattle, Buffalo, Antelopes, Deer, etc.
93	Saurian	All legged, cold-blooded reptiles
94	Simian	All apes and monkeys
95	Rodent	Rats, Beavers, Hamsters, Rabbits, etc.
96	Equine	Unicorns, Horses, Zebras, Donkeys, etc.
97	Pachyderm	Elephants, Mammoths, Rhinoceros, etc.
98	Porker	Tame and wild pigs of all sorts.
99	Cetacean	Whales, Dolphins, Seals, Merpeople, etc.
00	Other	Your choice of any 1 possible language not listed above, such as Marsupial, or any particular dialect such as Wolf, Crow, etc.

3.5 CHARISMA EFFECTS

Winning friends and influencing people and monsters has a lot to do with what kind of charisma you have. Charisma is more than being good-looking — it's how good your underarm deodorant is, whether or not you ever brush your teeth, personal good looks, animal magnetism, and whether or not you're a grinning Elf. (Seems that lots of people get rather tired of elvish high-nosed snobbery, but they do seem to have what it takes to make themselves likeable in the long run — *that's* charisma.)

Rufus the Morose, who used to decorate these pages, has since gone on to bigger and better things — but he had his notions of charisma a little mixed up. Monsters with negative charismas do *not* inspire positively-rated beings to riot and berserkly attack — as noted earlier, a griffin with a CHR of −30 is just as stunning as an elf with a CHR of +30. It's all a matter of perspective, and how close a character's rating is to 0. Slaves and other social outcasts have CHR's of 0.

No direct scale of charisma effects is really appropriate, because much will depend on other factors of personal interaction. However, if a character has twice as much CHR as you do, he will be able to influence you to some degree — if the influence is clearly not in your best interest, you can probably throw off the effects. But if it is merely a suggestive influence, you may have to make a saving roll on IQ not to do as that person suggests. GMs and players will have to determine the precise effects on their own. However, as guidelines the following notes are included.

Charisma	Effects
0	Social outcasts, slaves.
± 1, 2	Positively unlikeable and probably will be driven off or barely tolerated.
± 3 − 7	Unlikeable but tolerable.
± 8 − 13	Average — has nothing going for or against.
± 14 − 25	Visibly good-looking and somewhat influential. A good choice as a leader of small groups.
± 26 − 50	Sparkling personality. Influential and definitely popular. Capable of leading somewhat larger groups.
± 50 and up	Visible leadership ability, very influential if the effects are exercised. Small armies will be willing to rally to such a commander (several hundred warriors), but if you want to lead several thousand, you'd better have a non-stop reputation or a CHR over 100.

As stated before, this listing of effects should not be taken as "law," only as rule-of-thumb guidelines. If a party of delvers needs a spokesperson, and the best CHR around is only a 9, you should work with whatever's available.

3.6 ALTERNATE HUMANOID CHARACTERS

What follows is another list of personalized monsters. You will find that there are discrepancies between this list and that given earlier. On the whole, these changes will make the tough monsters tougher (a giant will go from an average of 43 adds to 208) — it gives the monsters a little more respectable punch. You can use either these listings or the other, or both. In the latter case, you might assume that these are a better breed of the same creature.

Furthermore, because most of these beings have hands, there are none with a limited DEX. Again, the number listed below each column is a multiplier for three dice, and CHR should be negative. With a GM's permission, you may also wish to roll one of these beings with a positive CHR and add him or her to your standard stable of dungeon delvers. Just as there are scummy humans, there might well be orcs with a penchant for human company (instead of human dinner).

AUXILIARY HUMANOID CHARACTER CHART

Name	ST	IQ	LK	CON	DEX	CHR	Approx. Height
Giant/Cyclops	20	1	1	20	1/2	4	20' — 35'
Balrog	15	2	1	25	2	3	15' — 30'
Troll	7	1	1	7	1	2	20' — 30'
Naga / Lamia	3	3/2	1	2	1	1	25' — 30' (long)
Ogres	5	1	1	5	1	3/2	10' — 15'
Dæmons (de Camp)	3	1	1/2	4	3/2	1	6' — 8'
Ghouls (Lovecraft)	3	1/2	1	1	1	1	5' — 8'
Minotaur	3	1/2	1	3	3/4	1	7' — 8'
Centaurs	3	1	1	3	1	1	7' — 8'
Greek Sphinx (winged)	3	3/2	1	2	1	1	4' — 5', 8' long
Half Orcs	2	1	1	2	1	1	6' — 7'
Chinese Dæmons*	1	1	2	1	1	1	6' — 8'
Living Skeleton	1	1	1	1	1	2	5' — 6'
Orcs	1	1	1	1	1	1	5' — 6'
Mer-Person	3/2	1	1	1	1	1	5' — 6'
Vampire	2	3/2	1	5	1	1	5' — 6'
Weretypes: Bear	7/2	1/2	1	5	1/2	3	4' — 8'
Tiger	7/2	1/2	1	3	1/2	3	4' — 8'
Wolf	3	1/2	1	2	1/2	3	4' — 8'
Other types must be cleared with GMs, and may include foxes, rats, pigs, and so forth.							
Youwarkees*	1	1	1	1	1	2	5' — 6'
Sirens	1	1	1	1/2	1	2	4' — 5'
Satyrs (Fauns)	3/4	1	1	1	3/2	1	3' — 5'
Goblins	3/4	1	1	3/4	3/2	1/2	3' — 5'
Gremlins	1/2	1	1	1/2	3/2	1/2	1' — 2'
Imps	1/4	2	1	1/2	3/2	1	1' — 1½'

*Youwarkees are roughly equivalent to angels (externally speaking). Chinese Dæmons are roughly similar to "fallen angels," having basically a similar external appearance with a bat-like wing structure.

3.7
AUXILIARY CHARACTERS

For those with money to burn, there are two kinds of human auxiliary characters: slaves, and hirelings.

SLAVES

Slaves have no personal Luck or Charisma ratings and are usually of low IQ. Their Luck may be considered that of their master's, and while a slave may be good-looking, he or she will not have the leadership abilities that go with standard CHR.

You may select any number between 3 and 18 for each of a slave's remaining 4 attributes (ST, IQ, CON, DEX). The slave will cost 10 GP for each attribute point. (For example, a slave with a ST of 10, IQ of 5, CON of 10, and DEX of 9 will cost you 340 GP.)

If you want a slave with visible good looks, you will have to pay for a CHR rating at the same scale, 10 GP per point. To get a stunning slave with a beauty of 18, you will have to fork out an additional 180 GP. Otherwise, slaves may be considered to have a CHR of zero.

Slaves may be either male or female.

HIRELINGS

A dungeon delver may hire characters to go with him into dungeons. Such auxiliaries will have all 6 attributes and again you may choose their attribute points. However, to hire them will cost you 2 GP per attribute point, and you must pay for any equipment, arms or armor.

Hirelings expect a share of the treasure upon reaching the surface — payable to them, or to their heirs — to the tune of 25% of your own share of the loot. Warriors, wizards, and rogues can be hired, but not warrior-wizards (they're too proud of their status).

If you renege on paying your hirelings or their heirs, you face probable destruction — warriors will waylay you in the streets (and the city guards will probably help them), wizards will curse you, and rogues will jump you in a dark alley some night. Everybody has friends . . .

3.8
BERSERKER FIGHTING

Sometimes in battle, fighters go berserk. Berserk fighters are called *berserkers*.

Berserk fighters get no adds and no subtracts. However, they do get to roll extra dice.

Usually, characters will be able to choose whether or not to go berserk. Characters with an IQ of 8 or less will always go berserk when the battle-madness strikes (i.e., when they get the opportunity). Characters with an IQ of 16 or higher will never go berserk (unless ensorcelled).

Characters using missile weapons will not go berserk while discharging a missile. (Whoever heard of the Berserk Bowman?) Berserkers must use a hand-held weapon of some kind (or their bare berserker hands). Berserkers who have a shield to chew on get a special add of 5 to whatever their berserk roll may be; however, the shield must be in the Berserker's possession when the madness strikes and may not be borrowed.

Berserk characters expend 2 ST points per combat turn while berserk.

Characters still berserk after monsters/enemy have been slain will turn on the members of their own party.

Berserkers may be calmed down by the following methods:

1) They become too weak to fight and their madness wears off when they have reduced their own Strength to 5 or lower.

2) A delver with a CHR of 15 or higher may calm down a Berserker at the end of any combat turn.

3) The character with the highest CHR in the party may try to make the Berserker's SR on LK (1 try only) to force the Berserker to either recognize his friends or be knocked out from behind.

4) A magic-user can knock out a Berserker with an appropriate spell (a sleep spell or the like).

Even though battle continues, an exhausted Berserker (with a reduced ST of 5 or lower) may not continue to fight. He does, however, continue to take hits if the other guys are winning.

Berserk battle madness comes only on humans and humanoid characters only rarely, and under special conditions. Characters using 3- (or more) dice weapons may go berserk when any 2 or more of their dice come up the same number. (Example: a broad-axe with 4 dice rolls a 6, 3, 1, 1. Its owner can go berserk if he or she wishes, but may only roll 2 dice — for the double — on the second try. Suppose the character throws a double

with these two dice (6, 6) — this 12 would be added to the original 11, and the dice may be rolled again. Had four 3's been thrown to go berserk, four dice would have been rolled again. If these four dice had come up 6, 6, 2, 2, all four would be rolled again, but in sets of 2 — the two 6's, and then the two 2's. Any chance relationship between the 4 dice then existing, except for a natural double with one of the 2 sets of 2 dice would be ignored and his or her conflict turn would end and be totalled up.)

If a berserk player does not naturally meet the conditions for going berserk on a 2nd or later combat turn (after the beginning of his madness) the dice roll will be adjusted to meet the berserker conditions. A 2- (or more) dice fighter who does not roll any doubles will have his second lowest die roll reduced to his lowest die roll in order to make a double and thus allow berserk fighting as described above. (A berserk morningstar-user rolls a 5, 4, 3, 2, 1: the 2 would be changed to a 1 for an initial total of 14 — the berserker would then roll the "double 1's" again, and so forth.

Players who meet the berserker conditions may go berserk on any given conflict turn of a battle be it the first or the 9th.

After a Berserker comes out of his or her fighting rage, squandered strength is recovered at a rate of 1 unit per turn, just as a magic-user's does after casting a spell.

3.9 TIME & AGEING

You as a player may wish to keep track of the passage of time and the age of your characters, as an aid in personalizing your delvers. When you roll them up, roll 3 dice for their age and add 10. You might get a character as young as 13, or someone new to dungeon delving who is 28, but most of them will be about 20 or 21 years old.

If you have ages, you may want to age them as time passes. Since there is no way to judge time spent outside dungeons, you may wish to assign time a 5:1 ratio — 1 day in our world is 5 in the delver's world. Thus, every 2½ months (approximately — it's actually 73 days) add 1 year to the character's age. If, during a dungeon trip, the GM says it takes 5 days to reach the dungeon, you'll have to add 5 days out of hand, even though the sentence takes only a moment to say. Time spent in the dungeons should be allotted according to the number of turns which go by, not using the 5:1 ratio.

If characters can get old, will they die of old age? If you want — maybe they'll just retire. On the other hand, no wizard worth his salt will allow the years to age him into oblivion — he'll just invent a rejuvenating spell, though it will probably have to be recast regularly, and more often as he or she gets old and older.

The humanoid kindreds — elves, dwarves, hobbits, and so forth — are notorious for their longevity, and also for how long it takes them to even reach maturity. For hobbits, start them with a 3 die roll plus 30. Hobbits start getting old around 100 (remember, Bilbo was working on his 111th birthday, and was no spring chicken). Elves, fairies, and dwarves have it even better — start them with the 3-die roll plus 50, but they'll live to be 200 before they're getting really old. Leprechauns? Nobody asks. However, if you really want to know, give them the same ageing as hobbits. Humans, of course, get their traditional three score and 10 years (70, for those of you not keeping up with your reading).

3.10 GUNNES

Name	Dice + Adds	Weight	Cost	ST Needed	DEX Needed
Hand cannon	10 + 40	200	500	18 or 2 men	12
Matchlocks					
pistol	5 + 15	60	1000	12	8
musket	8 + 25	120	1250	15	8
Wheel locks					
pistol	5 + 15	50	1500	10	8
musket	7 + 20	100	1800	12	8
Snaphaunces					
pistol	5 + 15	50	2000	10	8
musket	7 + 25	100	2500	10	8
Flintlocks					
pistol	5 + 15	40	3000	8	8
musket	8 + 30	80	3500	10	8

No more modern forms of firearms than those in the table above are available in this game. If you wish to use them, please see the article on Firearms in T&T in the first issue of *Sorcerer's Apprentice.*

Since the damage done by a gun varies enormously with where the bullet hits the victim, use the following formula to modify the Dice+Adds amount of damage done by each weapon.

The person (or being) hit by a bullet (or ball) must make its own first level saving roll on Luck (20 — LK). Anything over the number needed for the saving roll is deducted from the number of hits that must be taken, and vice versa.

(For example: Gnash the Orc gets shot in combat with a flintlock pistol. The weapons dice roll calls for Gnash to take 27 hits. Gnash has a Luck of 15. He then tries to make his first level saving roll and throws an 8 (4+4) and a 6 (5+1) for a total of 14. He only needed a 5 to make his saving roll (14 — 5 = 9). Gnash takes the 9 off the 27 hits he must take for being shot, for a total damage of 18 hits. Since Gnash only had a CON of 16, he's still dead.)

Firearm wounds are not treated any differently than any other type of weapons damage as far as combat is concerned, although of course they are missile weapons, and all hits delivered by them are counted before hand-to-hand combat results are figured. Also, firearms hits must be taken regardless of which side wins in the regular combat.

Armor will always take its protection rating off the impact of the bullet. Thus, if Gnash had been wearing mail (takes 11 hits) in the example above, he could have subtracted 11 points for his armor and 9 points for his saving roll, and would have only had to absorb 7 of the 27 hits damage on his CON. Note that head armor such as a steel cap is worthless for stopping bullets and shouldn't

be used in such situations.

Monster-Rated monsters do not get to make a saving roll but must take full damage off the MR. This holds true even for things like dragons which are presumed to be armored; they still have one hell of an impact to absorb.

Note that the hand cannon is too heavy and clumsy to be aimed at anything greater than point blank range (1 to 10 feet), and thus will be considered to always miss individual targets unless at point blank. However, in a melee situation where two sides of many fighters each are closing with each other, every fighter on the side shot at must make his or her first level saving roll. Whoever misses the saving roll by the greatest amount is the one hit (in case of ties, both fighters are hit). If everyone makes their saving roll, the shot will be considered a complete miss. When firing a hand cannon at an army where every soldier doesn't have individualized attributes, roll 2 dice (doubles add and roll over) for the number of soldiers slain.

Whenever a firearm is shot, the shooter must make his or her marksmanship saving roll. If a number below 5 is thrown, the gun misfired and nothing happened. (Probably bad powder.) If a double 1 is thrown, the gun exploded in the shooter's hand. The shooter must then take the same amount of damage as the person hit by the bullet would have had to take.

ACCESSORIES FOR GUNNES

Name	Wt.	Cost
Black powder	¼ per charge	1 GP per charge
Powder horn	20	10 GP *and up for*
(holds 10 charges)		*quality work*
Ramrod	10	2 GP
Lead balls	1	1 SP each
Swabbing	1	1 CP for 10 patches
Matches	1	1 SP per match

The prices listed for the gunnes and the accessories are the basic prices for the most common forms. Fine workmanship or ornamental work in precious metals can multiply the cost of the weapons by as much as a factor of 10.

All the weapons listed on the previous page are muzzle-loading weapons. Breach loaders have not, and will not, be invented for another century.

Rifling for the muskets on the gunnes chart is available but increases the price of the weapon by a factor of 3. Rifling will improve the performance of the weapon at medium and far range by 1 and 2 saving rolls respectively on marksmanship to hit.

No person may fire more than 2 firearms in one combat turn, and even then both must be prepared in advance and ready to discharge. To reload and fire a gun takes 1 uninterrupted combat turn. (Thus, the best rifleman in the world could only shoot on every other combat turn, *i.e.* first, third, fifth, etc.)

Definitions

Black Powder: gunpowder made with charcoal, saltpeter, and sulfur.

Bullet: the projectile propelled by gunpowder, usually round and made of lead.

Flask or **Powder Horn:** a container for gunpowder.

Hand cannon: most primitive gun, a barrel on a stock without a lock.

Match or **Match Cord:** twisted vegetable fibres soaked in saltpeter.

Matchlock: gun operated with a burning match cord held by a serpentine.

Musket: early, heavy matchlock requiring a fork; later, a smoothbore infantry flintlock.

Flintlock: gun using flint and steel for the ignition of the powder.

Pistol: a small gun, capable of being held and fired with one hand, shorter than a musket or rifle, using less powder and usually doing less damage.

Round: a single shot.

Snaphaunce: predecessor of true flintlock with separate steel and pan cover.

Wheel lock: gun operated with a serrated steel wheel rubbing on pyrites.

Stock: element of a gun, usually wooden, which holds the lock and barrel.

Spanner: a wrench for winding the spring of a wheel lock.

Invitation

Players and GMs are invited to expand the Gunne chart on their own initiative to account for different models and calibers of weapons along the lines indicated by the chart. The variations thus created are expected to be no greater than those actually present in early modern Europe during the rise of firearms.

A Note on Powder and Firing

The use of gunpowder was hardly mathematical and accurate in the early days of firearms. The gunner developed an intuition for how much powder would be needed for any particular shot; for example, those wishing to shoot at longer ranges used more powder than did those who shot at short range. On the table on the previous page, 1 charge is enough to propel a pistol bullet weighing 1 weight unit at short range. A musket would normally use twice as much powder. A hand cannon would use 10 times as much. It is up to the Game Master to decide if a player has used enough (or too much) powder for the range at which he or she is shooting, and to rule accordingly.

3.11 MARKSMANSHIP AND ACCURACY

Being wounded or over-tired can affect one's marksmanship; so can wearing heavy armor. The elaborations suggested below will allow you to adjust for these factors. Here especially, if the GM insists on using this part of the Elaborations section, he or she should so specify to the players ahead of time. It increases realism, but makes characters more vulnerable.

If wounded or tired, subtract the missing CON or ST points from the number you have to make a DEX saving roll to hit with a missile weapon. For example: Sith Starrunner is wounded — he's taken 6 hits to his CON recently. His DEX is 24, and he needs to make a 4th level saving roll to hit an orc 30 yards away. The basic saving roll is 35 minus his DEX, or 11. To account for his wound, he adds 6 to this (the number of hits he has taken), so he has to roll 17 or better to hit the orc.

The encumbrance of armor may also affect marksmanship as well as speed or movement. The armor list is given here again, with movement and dexterity detriments — *the numbers given are what your speed or DEX is multiplied by when wearing armor or carrying a shield.* These numbers are not additive as listed, although a GM may wish to use them so. As given, a person's speed is halved if he's wearing plate, but if he's wearing plate and carrying a tower shield, it is ¼. Use the greatest detriment, but do not combine them (i.e., plate and tower shield together do not make for 1/8 the speed).

In the same list there is given a listing for effectiveness against arrows. Silken padding will slow a sword cut, but is not nearly as effective against an arrow. Again, the numbers are multipliers, and indicate how many hits the armor is worth in protecting against arrows and other projectiles with small, sharp points (small daggers, for instance).

Type (complete)	Movement/ Speed	DEX	Arrow Protection
Plate	1/2	1/2	1
Mail	1/2	2/3	1/2
Lamellar	3/4	3/4	3/4
Scale	1/2	1/2	2/3
Ring-joined plate	3/4	3/4	2/3
Leather	1	1	1/4
Quilted silk/cotton	1	1	0
Parts:			
Chest			
Back & Breast	1	1	1*
Arming doublet	1	1	0
Leather jerkin	1	1	1/4*
Limbs			
Gauntlets	1	1/4†	0
Greaves	1	1	1*
Head			
Full helm	1	1	1*
Greek	1	1	1/2*
Steel cap	1	1	1/4*
Face mask	1	1	0
Shields			
Tower shield	1/4	1	1
Knight's shield	1/4	1	1
Target shield	1/2	1	1
Buckler	1	1	1
Odd Pieces:			
Viking Spike Shield	1/2	1	1
Madu	3/4	1	1

*Only if you are hit there by the missile. Otherwise, Arrow Protection multiplier is 0.

†Only when picking locks, lifting fallen weapons, or firing a bow. Otherwise, DEX multiplier is 1.

3.12 OTHER MATERIALS FOR WEAPONS & ARMOR

Throughout the weapons and armor charts given earlier, it has been assumed that everything has been made of the finest steel available (except for such items that are clearly not made of metal at all, like quilted silk armor). However, the prices given for these weapons may be reduced if the materials used are of more primitive quality, though the weights of many will increase proportionately.

   BRONZE: Harder than iron. Normal weight. 30% more expensive. Will break if used against a harder material (including steel or stone) if the GM rolls 2 or 12 on 2 dice.

   IRON: Not as hard as steel. 10% heavier. Will break if used against steel, bronze or stone if the GM rolls 2 − 4, 11 or 12.

Weapons which are suitable (spears, daggers, etc) may also be made with flint or obsidian. Flint is harder than copper but not as tough as bronze (a function of brittleness rather than softness). Will shatter on tougher materials if GM rolls 2−7. Cost is 50%, weight is twice normal. Flint armor is silly − keep the materials suited to the weapon.

It is also possible to make weapons and/or armor of the precious metals − gold, silver, and mithril. In the case of silver and gold, these are not pure metals, but magically enhanced alloys which increase their hardness.

   GOLD: Cost is 200%. Weight is 25% heavier. Has the same breakage properties as iron.

   SILVER: Cost is 150%. Weight is 20% heavier. Has the same breakage probabilities as bronze.

   MITHRIL: Cannot be bought in any town anywhere! This is one of the rarest and most precious of metals in the world, and it should only be available through the auspices of a dungeon trip − and very rarely at that! GMs are urged to keep mithril extremely rare and available only in small amounts and on the lowest levels. It is harder than steel, if made into weapons and armor − you will need to find enough to match a weapon's listing in weight units. One wt. unit of mithirl is worth 10 wt. units of gold. If used as a bladed, cutting weapon − it has no benefits if made into smashing weapons − it will add 50% to the weapon's hit capabilities. If used as armor, it will take half-again as many hits as normal armor. It cannot be readily used in an alloy, and only a few dwarves and elves know the secret of smithing with mithril.

·C. DANFORTH·
·77·
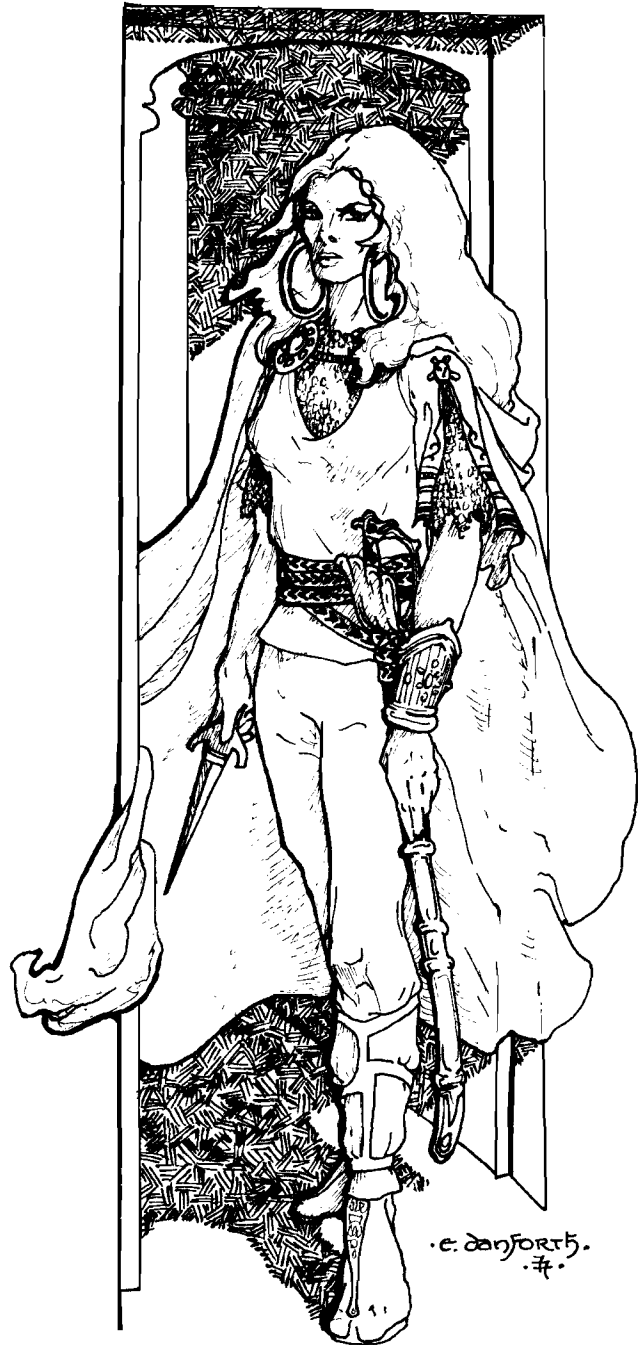
One of the most often repeated requests directed towards us has been for a glossary of the weapons listed in T&T — which is why we've decided to include this section in the current edition of Tunnels & Trolls. Although weapons experts doubtless would disagree with some of our designations, this Glossary should at least help you, the players, know what we think we're talking about. It will also help to standardize what your characters are likely to carry, and should help clarify sticky adjudications for GMs, such as whether or not someone can cut through a rope with a stiletto. Furthermore, by supplying descriptions of the weapons, it is sincerely hoped that players familiar with weaponry will be able to extrapolate from our categorizations so that they may equip their characters with weapons not listed, and yet still keep their new equipment on par with the standard weapons.

Although some of the definitions contained herein were based on that elusive factor called "common knowledge" (i.e., what's a pickaxe?), the vast majority of the definitions were derived from two excellent sources which we highly recommend to those interested in the subject: A Glossary of the Construction, Decoration and Use of Arms and Armor in All Countries and in All Times, by George Cameron Stone (Jack Brussel, Publisher, New York, 1934), and Edged Weapons, by Frederick Wilkinson (Doubleday and Co., Inc., Garden City, NY, 1970).

Adze. Essentially a carpenter's tool shaped like an axe but with the blade at right angles to the handle.

African Throwing Knife. A multi-branched, incredibly nasty-looking weapon meant to be thrown horizontally, not over-hand like an axe. Any of several sharpened blades may strike which accounts for its power.

Ankus. Basically an elephant goad. Usually has a sharpened point with a recurved side hook. Some had short hafts (used when riding elephants) but longer ones could be used while walking beside the animal.

Arbalest *(stirrup/lever drawn)*. Some of the larger crossbows had a stirrup at the fore to place the foot to obtain leverage in cocking the bow. A lever arrangement (belt and claw, or cord and pulley) could be used to aid in drawing back the cord. *see Crossbow.*

Arming Doublet. Padded leather vest-sized garment. Sometimes worn under heavy armor to cushion blows. (In complete sets of armor as noted, this is already assumed.)

Assegai. Spear with a leaf-shaped head on a fairly light wooden staff. The shaft may be reinforced with iron to strengthen it, but it loses flight capabilities in this case and should not be thrown. See illustration, page 1.8.

Atl-atl *(spearthrower)*. The name is Mexican but many spear-wielding cultures used them. The common form is a straight flat stick with cord loops at the handle end, and a notch upon which to rest the butt of the spear. Acts by effectively extending the thrower's arm length to impart greater force.

Axe
—Double Bladed Broadaxe. Two huge crescent-shaped blades faced away from each other on a relatively short thick haft.
—Single Bladed Great Axe. Large heavy axe with a less curved blade, balanced with a small knob on the opposite side. Longer haft.

—Single Blade Broadaxe. Single smaller crescent blade, middle-length haft.
—Taper Axe. Narrow, one-edged curved blade.

Back & Breast. Metal cuirass which covers torso from upper shoulders to hips, fastened with side and shoulder straps.

Bagh Nakh. Name means "tiger claws." Four or five curved iron spikes affixed to crossbar; held in hand, the spikes extend in front of fist. Holes or rings at the end of the crossbar allow a good grip. Easily concealed in palm, was a favorite assassination weapon.

Bank. Dagger with strongly curved, sickle-shaped blade and straight handle.

Baton. Light truncheon like a policeman's billyclub.

Bec de Corbin. A type of war hammer on a mid-length haft. The name means "crow's beak" and refers to the primary piercing head. This is balanced behind with a small clawed hammer; many also had a short stabbing point at the top in line with the haft.

Bhuj. A short heavy single-edged knife blade mounted in line with a straight handle; about 20" long. See illustration, page 3.5.

Bich'wa. Doubly curved, double-edged blade with a loop hilt. Shape derived from the curve of the buffalo horns from which they were originally made; name however refers to a scorpion's sting which it also resembles. Were sometimes built to include bagh nakh (in game play if this is used, pay for both separately). See illustration, page 2.42.

Billhook. Originally an agricultural implement, but was modified easily to a weapon. A broad blade with a single cutting edge and a variety of spikes and hooks projecting from the back and end, all mounted on a long shaft. This is the original weapon from which *guisarmes* and *fauchards* were derived.

Blowpipe. A long tube of wood, reed, or cane through which darts are propelled by the breath of the user. Because darts are light and are not propelled with much force, it is

common to poison them in order to make them effective.

Bludgeon *(club)*. This is your common heavy wooden club. It may be bound with iron to prevent splintering, but is otherwise just your standard bashing weapon.

Bola.
—Hunting Bola. A long cord on thong to which either 2 or 3 stones are attached. Whirled around the head and released at victim's legs, will entangle the limbs and disable small prey.
—War bola. Thin flexible wire-wrapped cord is used and the stones are replaced with small spiked balls. Besides entangling, the wires may cut and the spikes puncture or slash. User must wear gauntlets of some kind to protect the fingers.

Brandestock. A long hafted weapon with a small axehead on one side and short spike on the other. Has a long sword blade concealed in the handle which may be readily extended. See illustration page 1.53.

Broadaxe (Single Bladed). *see Axe.*

Broadsword. A long straight wide blade which may be single- or double-edged. May or may not have an elaborate hilt.
—Two-handed broadsword. Hilt accomodates both hands. See illustration page 2.37.2.
—Hand and a half broadsword. Hilt accomodates one hand and a partial grip to aid in directing the blows.
—One-handed broadsword. Common broadsword. See illustration page 1.53.

Buckler. Small round shield used to deflect rather than catch opponent's blade. Usually held in center back, at arm's length. See illustration, page 1.3.4.

Bullova. A long-handled axe with a wide variety of single-bladed heads available. As a game standard, axe-heads should be considered slightly curved, about 10" long.

Caltrops (also **Calthrop**). Four spikes radiating from a common point so that in any position one spike stands upright. Small ones have spikes about 4" high; large ones are assumed

to be about 8" − 10" (for very large-footed monsters). War jacks . . .

Chakram. The original war frisbee. A flat steel inch-wide ring 5"− 12" in diameter which could be thrown like a frisbee or whirled around the finger before release. The outer edge is sharpened.

Chauves souris. Polearm with a long broad triangular blade, with 2 similar but shorter blades projecting at 45° from the base.

Club. *see Bludgeon.*

Cranequin. Rack & pinion cocking mechanism on powerful arbalest. For illustration, see page 23 of the City of Terrors solitaire dungeon. *see Crossbow.*

Crossbow. The most common heavy bow, mounted on a stock with a groove on top for the arrow and a mechanical arrangement for holding and releasing the string. Much more punch than a longbow, but the shorter heavier arrows (called quarrels) somewhat lessened the range.

Crowbar. A prying tool which has enough heft to make a fairly effective metal clubbing weapon.

Common sling. A strip of flexible material (leather is good) with a pocket near the middle. A stone or lead ball is placed in the pocket; one end of the sling is tightly wound around the hand, the other end is held loosely. The sling is whirled and one end released, sending the missile at considerable velocity. See illustration page 2.11.2.

Common spear. A shaft with a simple metal head, sturdy enough for thrusting and light enough for throwing.

Demi-lune *(Halfmoon).* A polearm with a crescent-shaped blade at right angles to the shaft.
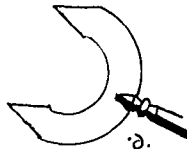
Dirk. Short thick-bladed dagger tapering uniformly from hilt to tip. Usually single-edged.

Dokyu. The name means "frequently bow," derived from the Chinese "Chu-Ko-Nu." A repeating crossbow. The bolts are contained in a box sliding on top of the stock, and moved by a lever pivoted to both. Throwing the lever forward and back will draw the bow, place a bolt in position, and discharge the weapon. Magazine holds 5 bolts, fired one at a time.

Double Bladed Broad Axe. *see Axe.*

Epée. Thin blade used primarily for thrusting, but heavier than foil and less flexible. Also a fencing weapon, but with a larger hand guard.

Estok. Sword with a very long narrow blade intended solely for thrusting, having no sharp edges.

Face mask. Largely decorative light metal piece to be attached to helmets which do not protect the face. May be metal mesh or incised/perforated to permit airflow. Sometimes fashioned in demonic likeness.

Falchion. Usually considered a broad curved single-edged blade wide near the point, with the back joining the edge in a concave curve.

Fauchard. Considered to be a polearm with a long single-edged curved blade with ornamental prong(s) on the back.

Flail. Originally an agricultural implement; weights or spikes could be added, or chains substituted for the swinging arm. *Compare to Morningstar.*
   —Heavy flail. Stout haft with swinging arm bound with spiked iron rings. See illustration of troll-sized heavy flail on page 1.7.4.
   —Light flail. More slender shaft with two or three swinging chains having small weights attached at the end.

Flamberge. A large sword with undulating or waved edges. (From the French word for "flame.") Does not refer to the later usage of "flamberge" as a special rapier type. See illustration on interior back cover.

Foil. Thin flexible swordblade only used as a thrusting weapon. Essentially a fencing weapon, has very small guard.

Francisca. Small battle axe used throughout northern Europe. (Named by the Romans for its common use by the Franks.) Balanced for throwing.

Gauntlets. Leather gloves covered with thin articulating metal plates. May also be obtained as leather covered with mail or scales, or simply with heavy leather backs. (For game purposes, if gauntlets are bought as separate pieces, assume the first definition. The other types presumably come with full sets of appropriate armor.)

Grand Shamsheer *(No-Datchi).* Curve-bladed cutting sword not suitable for thrusting but excellent for the draw cut. Use this in game terms to classify any very long single-edged, narrow-bladed curved sword. *Compare to No-Datchi.*

Great Shamsheer. Like the *Grand Shamsheer* but somewhat shorter. Use this in game terms to classify any rather long single-edged narrow-bladed curved sword.

Great Sword. A very long, heavy, straight wide blade, double-edged. Can be used for cutting or thrusting, although its primary use was for cutting due to the weight and momentum of the blade. This same momentum makes it hard to change the direction of a blow once begun. Use this basic definition to classify any very long, heavy, double-edged blade.

Great Axe (Single Bladed). *See Axe.*

Greaves. Armor for the leg below the knee. For game purposes, assume a solid piece of metal covering the front and sides of the leg only, with straps for attachment in back of the leg. See illustration page 2.37.2.

Greek Helmet *(open face).* Protects crown and back of head, back of neck, and may curve somewhat forward to protect cheeks and usually includes nose-guard.

Guisarme. Name applied to a variety of pole weapons. Used here to refer to a slender

incurved swordblade from the back edge of which a sharp hook issues. This elongated hook runs parallel to the back of the blade, or diverges at a slight angle.

Haladie. Double dagger with 2 short curved or straight daggers fastened to opposite ends of a straight handle.

Halbard. Pole arm with long shaft topped by axe blade with a beak or point on the opposite side. Usually surmounted with a long spike or blade.

Halfmoon. *see Demi-lune.*

Hand-and-a-half sword. *see Broadsword.*

Hasta. *see Oxtongue.*

Heavy Flail. *see Flail.*

Heavy mace. Club-like weapon all of metal or with a metal head. Heads were knob-like or with several blunt flanges or spikes.

Helm (full). Complete head, face, and neck protection. Face covering may be hinged to swing back or to the side, or it may be a solid piece.

Hoko. Spear with a long, rather wide straight point, with a secondary blade set at right angles to the first. See illustration page 3.9.

Hunting bola. *see Bola.*

Jambiya. Blade is curved and double-edged. Some were so curved that the end pointed upward; if chosen in this form, should not be thrown. Blade may be rather wide or fairly narrow. See illustration page 2.4.

Javelin. A light throwing spear with a simple head. Balanced to be thrown with considerable accuracy.

Katar. Also called a *punch dagger,* as it was effectively used to burst mail links in armor. Blade rather broad at base, tapering evenly to the point. The peculiarity of this dagger lies in its hilt, which is shaped like an H with 2 flat side bars and a single or double crossbar. It is held in the clenched fist to be thrust forward, the blade leading the knuckles. For game purposes, the blade is assumed to be double-edged and between 9"–12" long.
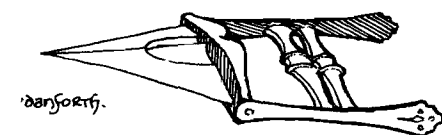
Knight's shield. Large square-ish shield with triangular base. Carried on arm. Sometimes slightly convex. See illustration page 1.7.4.

Kris. This dagger comes in many traditional shapes; the common concept is a blade of several undulations. For game purposes, it has been theorized that the blades are forged with a significant portion of meteoric iron in combination with special secret spells which dampen low-level magic. This effect is two-edged, however, and a kris-bearer cannot

cast magic. GMs may also insist that no low-level magic can be cast by anyone standing next to a kris-bearer. See illustration page 2.37.2.

Kukri. A heavy curved single-edged blade sharp on the concave side.

Kumade *(rake).* A pole weapon on a heavy shaft. Head is a grappling hook with 2 or 3 prongs, and a spike or pick facing the opposite direction.

Lamellar armor. Strips of metal tied (not stapled) to leather base, decreasing weight without sacrificing protection. (Best examples are Japanese samurai armor.) Metal cap with lamellar neck guard included. Often a lacquered leather surcoat was worn to water-proof the lamellar underneath.

Leather armor. Complete suit of thick leather which protects all of body except face and feet. A reinforced leather head-covering and leather gauntlets are considered included. Leather strips articulate over joints and moving parts.

Leather jerkin. Unpadded leather tunic covering chest, and extending to hips. Heavier and thicker than ordinary jerkin, but less so than arming doublet. See illustration page 2.37.2.

Light flail. *see Flail.*

Longbow. A self bow made as long as the user of the best materials available, preferably yew or hazel. Ash, ironwood and osage make suitable substitutes. Historically called a "long" bow to differentiate it from the short *arbalest/crossbow.* See illustration page 2.37.2.

Mace, heavy. *see Heavy mace.*

Madu. Small (7") round shield with two long antelope horns extending 14" to front and back of shield. Horns reinforced with steel tips. See illustration page 2.4.

Mail Armor. Joined rings or chains in often complex interlinking patterns. To be effective it had to be heavy with multiple links per ring, but afforded better mobility and ventilation thann the more solid plate. An arming doublet or its equivalent is assumed beneath the ring to cushion blows and prevent chafing. A mail coif is assumed beheath an open-faced helmet.

Main gauche. The left-handed dagger used to guard and parry while using a sword in the right hand. Blade usually straight and double-edged with a short grip but elaborate hand-guard.

Manople. A short sword affixed to a hand and wrist gauntlet. Blade is about 30" long, with two 10" blades to either side.
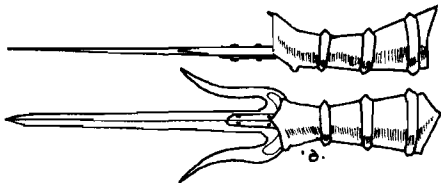
Misericorde. A long narrow-bladed dagger intended for thrusting.

Mitre. Hafted weapon with enlarged head studded with spikes. Usually lighter and less club-like than a heavy mace.

Morningstar. Short-hafted weapon with heavy iron chain connecting the haft and an ironball studded with spikes.

No-Datchi. Heavy curved sword traditionally 25% longer than the ordinary sword blade. Often had to be carried over the shoulder. *also see Grand Shamsheer.*

Oxtongue *(hasta).* Long shafted spear with broad, straight, double-edged blade. Suitable for use as a horse-lance.

Partizan. A broad-bladed polearm which usually has short curved sidebranches at the base of the blade. Often highly ornamental.

Pata *(long katar).* A *katar* evolved into a sword with an attached gauntlet. Blade is straight, long and double-edged. Rather awkward in melee because the gauntlet deprives one of the use of the wrist (as is the case with the *manople* also). GMs may feel inclined to penalize players using this weapon if they are engaged in infighting.

Pickaxe. A pickaxe. (What did you expect?) Human-sized characters may chop through stone at 5'/turn, and dwarves may go through at 10'/turn. This will open the wall in a small space (at GM's discretion) but additional work would be required to clear an open passageway.

Pike. Plain spear-head on a very long shaft.

Pilum. Historically, the Roman legionnaire's spear. A long neck between spearhead and shaft attachment.

Piton hammer. Small hammer used especially to pound in spikes used by mountain climbers ("pitons").

Plate armor. Classical knight's armor. Many large solid pieces which overlap but rarely articulate except at joints. Includes full helm, light ring shirt underneath as well as padding similar to arming doublet. May or may not include *sollerets* (articulating metal shoes).

Poleaxe. A long-shafted pole arm with an axe-blade on one side, a spike or hammer opposite, but no spike at the top.

Poniard. A small straight dagger without sharp edges; used primarily for thrusting or throwing.

Prodd. A light crossbow of ordinary construction except the string has been made double with a pouch to accomodate stone, lead or clay pellets.

Quarrels. The arrows, or bolts, used in most of the crossbow-class bows. The quarrels were very much shorter and far stockier, often with minimal fletching if any. The power of the crossbow gives a quarrel considerable impact, but the bolts are less aerodynamic than an ordinary arrow, shortening the effective range with a good aim. See illustration on page 2.33.2 (it's the short fat bolt).

Quilted silk/cotton armor. As used in T&T, refers to a complete set of cloth body armor covering everything but face and feet. Padded cloth covers neck and is attached to steel cap for head protection; cuffs and lower legs may have light metal strips for protection. Quilting held by small metal studs.

A note on natural-fibre armor — cloth made of silk or cotton tends to "catch" on any tiny nicks in bladed weapons, and "bunches up" beneath the blades. Its natural padding helps to protect from smashing weapons. Illustrated on page 1.8 (without the helmet).

Quarterstaff. Long stout staff of heavy wood. Could be used as a staff when walking (or here, to throw magic if enchanted) and as a club for infighting.

Rake. *see Kumade.*

Ranseur *(runka).* A pole arm with a long sharp narrow blade with two short lateral blades at the base. *Compare to Chauvres souris.*

Rapier. Long (sometimes very long) stiff blade which was used primarily for thrusting. Some had double-edged blades for slashing as well as thrusting. Most had elaborate guards.

Ring-joined plate armor. As the name indicates, rather large strips and squares of plate held together by rings to permit freedom of movement. Includes a cap with mail neck and cheek protection. Plates cover areas with minor movement — upper chest, back, upper arm and leg, shins and forearms. Rest is mail. Plate is usually thinner and of poorer quality than standard plate.

Runka. *see Ranseur.*

Sabre. A sword with a slight curve, single-edged. Intended for cutting; can be used for thrusting.
—**Normal sabre.** As used in the context of the game, refers to a small cavalry sabre.
—**Short sabre.** Shorter than above. See illustration on page 1.3.4.

Sax. Also called *"scramasax."* A very large broad single-edged dagger almost big enough to be considered a short sword. A Bowie Knife (the original design) would be a contemporary near-equivalent, allowing for differences in quality of forging.

Scale armor. Scales or flattened rings stapled onto a leather base. Includes steel cap with articulating scales protecting neck.

Scimitar. A strongly curved sabre-like blade, single-edged.

Self-bow. Any bow held upright, pulled and released by hand. As such, also refers to the *longbow.* However, to differentiate between the visible differences and quality, we have divided the bows into the two classes.

Short sabre. *see Sabre.*

Short sword. Here refers to any relatively short, broad-bladed, straight double-edged sword. In game use, use this to classify any similar sword.

Shotel. A very long double-edged blade curved almost to a half-circle. Extremely awkward, it can be used to strike over or around a shield.

Shurikin. In contemporary usage, refers to the throwing stars used in the Orient, specifically Japan. Some were very small, the size of a half-dollar, to about 6″ across. To maintain flight abilities, star points could not be longer. An excellent nuisance weapon, especially if poisoned, but insufficient power to do great damage.

Scythe. A sickle-shaped blade mounted in line on a long relatively slender pole.

Sickle. Originally an agricultural weapon, the blade is set long on the shaft as with a *scythe,* instead of at right angles.

Spearthrower. *see Atl-atl.*

Spontoon. A fairly elaborate spear head on a stout 8′ long staff. Some look like small *partizans.*

Staff sling. An ordinary sling mounted on a pole to increase momentum of stone.

Steel cap. Simple metal hat which protects crown and back of head. Does not protect back of neck, but may include a nose-guard.

Stiletto. A very small dagger intended primarily for thrusting. Can be thrown effectively. See illustration on inside back cover.

Swordbreaker. A weapon with a short heavy blade with many teeth on the back to catch the opponent's blade and snap it.
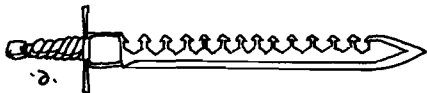
Sword cane. A 2′ − 3′ long cane or crutch which holds a 1½′ − 2½′ thin swordblade concealed within.

Taper axe. *see Axe.*

Target shield. Medium-sized circular shield. Usually has 2 rather wide-set loops through which the arm is passed.

Terbutje. A wooden weapon with shark's teeth lashed to both sides to create a ripping slicing edge. Useless for thrusting.

Tower shield. Very large convex rectangular shield.

Trident. A spear with three parallel (or nearly parallel) prongs.

Two-handed broadsword. *see Broadsword.*

Viking Spike Shield. Round target shield with a 6″ spike affixed to center.

Voulge. A polearm with a broad axe-like head elongated to a spike at the top.

War bola. *see Bola.*

War hammer. Traditionally, a sturdy hafted weapon with a relatively small blunt or clawed head, with a small spike in the back. (Does not refer to something like Thor's hammer from Marvel comics.)

Zaghnal. An axe-like weapon with a broad heavy knife-like blade.

4. INDEX

EDITOR'S AFTERWORD

HA-HA!

YAH MISSED ALL
MY VITAL SPOTS?!

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—NOTES—

danforth 79.

What is Tunnels & Trolls?
Tunnels & Trolls is a fantasy role-playing game.

All right then, what's a fantasy role-playing game?
Ah, there's the crux of it. A fantasy role-playing game is one in which the players (sometimes one, often several) can assume the personas and personalities of imaginary beings — not always human — who are thus given lives and adventures of their own, directed by the game players.

In the course of the game, characters (the imaginary ones) are presented with circumstances created in outline by a Game Master. The fulfillment of that outline depends upon a verbal give-and-take between the Game Master and the players as they explore the world presented, taking actions to cope with the situations in which they find themselves.

The Game Master is a real person who has taken the time to create the scenarios in which his or her friends can play. The players may be using medieval knights, space-faring aliens, or a cowpuncher from the Old West.

Tunnels & Trolls is designed primarily as a fantasy role-playing game set in a somewhat medieval alternate-universe, in the tradition of the hero tales of Greece and Rome, the Norse sagas and the Eddas, childhood fairy tales, and in the more modern traditions of the heroic fantasy of JRR Tolkien and Robert E. Howard.

The fundamental framework for adventuring in Tunnels & Trolls is the concept of an underground tunnel complex wherein dangerous traps and deadly monsters guard undreamed-of treasures, where magic and high sorcery meet sword and shield, in alliance or as violent opponents. Those who survive to regain the surface may be considered "winners" — until the next time they venture into the depths, risking their all for glory, gold and adventure.

The rules to play Tunnels & Trolls are *complete* with the booklet in your hands. You need never purchase anything else, and you will have the entire game available to you. On the other hand, there are numerous back-up services — among them, solitaire dungeon adventures, miniatures, and a magazine dedicated primarily to T&T — but these are meant to augment the game. Here is all you'll need.

We hope you'll enjoy the game.