

TUNNELS & TROLLS™

THE COMPLETE AND EASY FANTASY ROLE-PLAYING GAME

*For Solo or
Group Play*

THE MYTHICAL SIXTH EDITION

TUNNELS & TROLLS

A Sword-and-Sorcery Fantasy Role-Playing Game
The Mythical Sixth Edition



Written by and for the GM's and Players' of the fifth edition that, for whatever reason, have not yet taken the journey to the seventh edition. This volume is in no way an attempt to eclipse or somehow invalidate the new edition, it is merely a complementary tome for all players of all editions.

For your edification, we present: *The Sixth Edition!*

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INTRODUCTION

Although gamers new to role-playing will have little trouble using this book for complete fantasy role-playing campaigns, players should also obtain copies of the original game in (at least) its fifth incarnation and will be well served by having access to the seventh edition.

We shall assume that the reader is familiar with the role-playing hobby in general and likely to be well versed in the many releases of Tunnels & Trolls. So we shan't bore with a section on *how to play*. If you *do* need a background on role-playing games *and* T&T, please consult the ubiquitous Internet; there you will find many excellent articles on both.

It is worth mentioning that since the first incarnation of T&T, people have been fiddling with it. Not necessarily because it was in need of wanton tinkering – simply that the framework of the game is so logical and playable that customization is almost invited! With the rise of the Internet, the sheer volume of *house rules* for the game have multiplied, or at least found a new home and audience. Of course this version of Tunnels & Trolls, which we like to call the *Mythical Sixth Edition* (since the official publication of the rules jumped from fifth to seventh), is nothing more than a set of unified, complete, *house rules*. We hope to have covered much of what the original author did and added a few things that have only existed in the imagination of the game's many fans and of course, cyberspace. Certainly, much was left out of this book and waits in the wings, should there be sufficient demand for a supplemental release.

It is envisioned that the game will be used for creating fantasy campaigns featuring swords and sorcerers, dungeons to be delved and evil dictators to be toppled (eventually). But that need only be a starting point. There is enough basic material here to take your adventures to other settings such as, space opera, the Wild West or modern day monster hunting. The sky is literally no longer the limit. All things considered, we hope that you enjoy this *unofficial* version of T&T and that we have not stepped on the toes of any friends or lawyers in bringing you this book.



If you're an old hand at T&T, you're probably wondering what changes have been made to your favorite game. This version endeavors to capture all of the elements that made the fifth edition so good whilst simplifying the game in key areas and adding a few more options elsewhere. Here's a list of just some of the changes that made it into the *sixth edition* of the game.

- Spell-casters no longer use strength to power their spells. A new attribute called Arcane serves that purpose.
- Non-human characters now roll different numbers of dice for certain attributes rather than applying a multiplier to the original score.
- Weight Units for weapons and equipment have been replaced with the more familiar unit, the *pound*.
- Some of the abilities associated with character types have changed; notably, warriors no longer receive twice the protection from armor. Instead they find themselves able to shrug off pain and suffering even without armor!
- The basic equipment list has been expanded. Can I sell you a used bagpipe?
- There are some additional spells. We believe these spells not only serve a valid game purpose but also enrich the possibilities for play.
- Missile combat has been greatly simplified and now fits more neatly into the Combat Turn. An archer can now attack an individual or a group and no Saving Roll is required.
- There is now less bookkeeping involved with the awarding of Adventure Points.
- Characters advance in levels more frequently but the increase in attribute scores is less *dramatic*.
- A simple skill system is suggested. Its use is optional; choosing to use it or discard it has no impact on any other game system.
- A detailed character sheet and complete GM moderated adventure is included to get you playing straight away.
- For the first time we've included a detailed 'world map' for your players to explore and, if truth be told, we're pretty proud of it!
- Finally, if you find yourself without a willing GM, we've included a complete solitaire adventure to allow you to flex your role-playing muscles in the privacy of your own home!



THE BASIC GAME

In an alternate world where fantasy is alive and magic works there exists 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 of many different kindreds arm themselves and venture within the tunnels at risk of body and soul to seek treasure and adventure. Those who survive and return from such expeditions will increase in experience and wealth to hitherto undreamed-of heights of power and glory. 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 other players. Eventually, your adventures will spread beyond the tunnels and encompass quests in distant lands, terror on the high seas and all that lies between.

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

Someone must create and stock a dungeon with monsters, magic, and treasure (or otherwise devise an enjoyable adventure premise). The person who does that has godlike powers over his or her own adventures, but is expected to be fair to the other players. The game master may not play as a character inside his or her own realm beyond providing a voice for the 'supporting cast' of his tale.

Create and name the fantasy characters that will explore the world at large.

Arm and provision these characters for their first adventure so that they will have some chance returning alive and enriched for the experience. Exactly what happens whilst on one of these 'adventures' is the meat of much of this book. We hope you have the appetite!

Tunnels & Trolls is a game of limited information. There is no board for individual players to see. 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.

Do not allow one player to dominate play, which will make the game less interesting for the other players. The game will be more enjoyable for all if everyone participates. When there is doubt about how the delving party is arrayed or what they would do, the GM should query each player separately. 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 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.



THE PLAYER'S PRIMER

The following should be all the information and rules a player needs to enjoy a solo adventure (indeed, one is included at the end of the Primer), but there's more to T&T than solo adventures. With a group of players and a game master, the potential for a continuing campaign exists!

It's through group play that any role-playing game comes to life. In group play, there are no restrictions imposed by the confines of programed text and the game master is free to unleash his or her imagination.

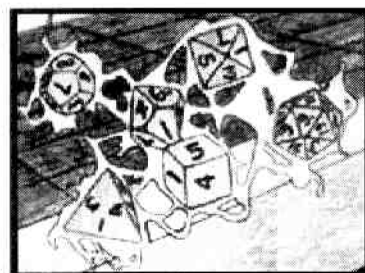
CREATING CHARACTERS

The Tunnels & Trolls solitaire and game master moderated adventures provide the means for you to play the part of an adventurous hero in magical times. In order to be a player in T&T you will need one or more *player characters*. Such an adventurer seeks wealth, fame, and glory in ancient citadels filled with monsters and treasures galore. To play, you will need some paper, a pencil or pen, and a number of six-sided dice (at least three, probably more). A detailed character sheet is presented at the end of our book and you should consider using such a sheet for robust characters that have displayed the ability to survive beyond their first foray into fantasy adventure!

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, skills, sex, name, choice of weapons, and all those small details that will individualize your character. Additionally, human characters have one important benefit above their fellow adventurers; they do actually have some control over the random nature of character creation - but only a little!

Character Creation Checklist

- ✓ Select your character's kindred (also referred to as race)
- ✓ Roll the character's prime attribute scores using a series of dice rolls
- ✓ Select the character *Type*
- ✓ Choose skills (if this optional rule is in use)
- ✓ Roll for initial wealth and choose equipment
- ✓ Determine statistics
 - a. *Combat Adds*
 - b. *Additional languages (if any)*
 - c. *Capacity*
- ✓ Determine the minor details: height, weight, age, looks et cetera
- ✓ Play!



Each adventurer is defined by a series of prime attributes: **Strength, Arcane, Intelligence, Luck, Constitution, Dexterity, Charisma, and Speed**. They define the character's basic innate abilities. Other details, round out the character, but the prime attributes are the factors that make the game work. They determine the character's innate abilities: which weapons can be used, how many languages are known, how much punishment can be sustained in combat, and so on. Each attribute is explained below.

ROLLING THE BONES

First you need to know how to determine these prime attributes. That's where the dice come in. If you intend to create and play a human character, roll four six-sided dice and discard the lowest die. Write down the total obtained and repeat the process until you have 8 numbers between 3 and 18 inclusive. Thereafter, allocate your 8 numbers to the 8 attributes as desired (non-human kindreds roll differing amounts of dice for each attribute and therefore, cannot specify where to place the results). You would be well advised to write down the scores in pencil, as the numbers are variable and may change as the character has adventures.

Strength (ST): is the ability to exert force - lifting, shoving, et cetera. ST limits your choice of weapons and armor (each has differing ST point requirements), and tells you how much gear the character can move around. If ST ever falls to 0 or below your character falls unconscious.

Arcane (AR): is a mystical power every character has within themselves and some can use to tap into magical energies. In essence, this attribute represents the character's magical ability. Only wizards (including warrior-wizards) and rogues are allowed to tap into their arcane power. The arcane stat is also the number of spell points a character has to cast spells. If AR ever falls to 0 or below the character falls unconscious for at least 1 hour. Arcane points expended during the adventure will be recovered at a rate of one (1) point per Full Turn (10 minutes) of rest.

Intelligence (IQ): measures a character's ability to reason, solve problems, remember well, et cetera. It is also a factor in language faculty. All humans start out knowing the Common Tongue. For each 2 *full points* of intelligence above 12, a character knows an additional language. Roll on the Language Table presented below.

Luck (LK): 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. The LK attribute is typically used in making Saving Rolls for which no other attribute seems appropriate (this is fully explained in the section on *Saving Rolls*).

Constitution (CN): 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 expires (often in an exciting fashion). Damage taken in combat is subtracted from CN. If CN ever falls to 0, the character dies. Lost CN points are recovered at a rate equal to the character's level per day of rest.

Dexterity (DX): refers to manual dexterity and general agility. DX can also be used to determine manual reaction speed (the hand is quicker than the eye) if the SP attribute doesn't seem appropriate.

Charisma (CH): measures attractiveness and leadership ability and force of personality. It is not *just* a measure of good looks, but can be considered as an indicator of an agreeable appearance. Stronger personalities will have greater CH scores. A high score does not necessarily mean the person is *nice*. Fearsomeness, beauty, confidence, and kindness can all lead to greater scores. Monster characters with a CH are frequently rated with a **negative** score to indicate their, well, monstrosity.

***Example:** An orc with a CH of -6 might be ugly or weak-willed and smelly; as he's an orc, he could well be all three. A human with a CH score of 16 may be stunningly beautiful but a dire bore; of course the reverse may also be true.*

Characters with CH scores in excess of 20 are notably attractive, exciting or inspiring. Those with scores of 41 or more literally stand out as unique specimens. In fact, should such a character give a command to a subordinate, a level 2 Saving Roll on CH would be required to disobey.

Speed (SP): is a measure how *fleet of foot* and how responsive a character is. Speed is the only thing standing between many adventurers and the monsters pursuing them. The GM may wish to use SP as a basis for bodily adroitness in instances where DX doesn't seem appropriate.

CHARACTER DETAILS

The following statistics round out the basic character:

Combat Adds: When fighting, a character receives a bonus for exceptional ST, LK, and DX and a penalty for below-average scores. The modifier is plus one (1) point for each attribute point over 12 and minus one (1) point for each point below 9.

Attribute Score (ST, LK or DX)															
3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
-6	-5	-4	-3	-2	-1	0	0	0	0	+1	+2	+3	+4	+5	+6
Combat Adds Modifier															

Example: *Tinrod the Spiteful's Strength of 13 gets him +1 for his Combat Adds. However, if ST, LK, or DX is exceptionally low (any attribute less than 9) a character has what is known as Negative Adds, or 'negs' (Tinrod the Spiteful's poor dexterity of 6 gives him a -3 in Combat Adds).*

Note that a character can have both negative and positive *Adds* that cancel each other out, producing a single number which indicates his overall combat ability. In the case of Tinrod the Spiteful, his total Combat Adds amount to -2 (his average Luck of 10 doesn't alter things either direction). Clearly he should avoid combat situations and work on becoming less spiteful.

How Combat Adds impact on the outcome of battle will be detailed in The Combat Section, below.

Resources: or GP (short for "gold pieces" called Gold Crowns in the city of Khazan and gold splifs, in the distant and hazy land of Juwana). This is the measure of a character's initial personal wealth. When creating a new character you have some money with which to buy weapons, armor, and other provisions.

Roll the 3-dice again and multiply the result 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 adventure, but if he's lucky, he'll come back home with more.

Note that the character's finances could easily be negative if the character *owes* money. A character need not carry all his wealth; he can leave it with a friend, bury it in a secret location, and put it in a bank or whatever he chooses. All things considered, it is better to be rich than poor in this game.

Character Option 1: *Players and GMs may wish to assume that a character who rolls well for initial gold comes from a higher social strata than those that roll poorly. This has no immediate effect on game-play but may add some amusing opportunities for role-play.*

Character Option 2 (recommended): *Allow human characters to roll 4-dice and discard the lowest die before multiplying the total by 10 gold pieces.*

Experience Level: the level is a measure of how many Adventure Points the character has accumulated. Generally speaking, a character with a high *level* will have better attributes and skills.

Adventure Points (AP or APs): a new character generally begins with no APs; the game master awards these points during the course of the character's adventures. Adventure Points accumulate from game to game, and are the real indicator of your success in T&T. As characters gain Adventure Points their overall *Experience Level* increases

Character Option 3: *Rarely, a GM will allow players to begin with veteran characters that may already have accumulated many Adventure Points. These characters will generally have a higher starting level and greater attributes and abilities than untested dungeon delvers.*

Capacity: is a simple function of ST - a character can lift and carry 10 times as many pounds as he has ST points. With a ST of 13, Tinrod's capacity is 130 lbs (about 58 kilograms). At full load he could carry that much weight for as many Full Turns as he has CN points; then he will collapse from exhaustion. Half that sum (65 lbs.) can be thought of as a comfortable load. Characters seldom need to carry that much weight for a long period of time without a rest. Unwounded characters can lift up to twice their capacity for one to six minutes (the time might be determined by the roll of one (1) six-sided die).

Encumbrance: is the total weight, in pounds carried by the character. Tinrod the Spiteful 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 tenth of a pound (or .05 of a kilogram), Tinrod is carrying 0.8 pounds.

Languages: For each 2 full points of IQ over 12, roll once on the language table below to determine which additional languages the character knows.

All characters automatically have the ability to speak and understand their national or kindred language (all elves speak elf, for example). Non-human player characters also understand the local 'common' tongue (all elves also speak 'human'). In addition, characters that speak a written language are literate if their IQ score is 6 or more.

Character Option 4: *Increase the minimum IQ score for literacy to 9. Literacy becomes rare commodity and more valuable. Increase the minimum to 12 for a more medieval feel. With a minimum of 12 most of the player characters will be illiterate and forced to seek knowledgeable non-player characters to decipher their clues!*



THE LANGUAGE TABLE

The following is simply an example of a table that the GM and players can use to start their game. As the GM's map is explored, new countries or continents will be discovered, with new languages, customs and skill-sets.

First	Second	Language	Spoken by...
1	1	Beggars' Croak	The outcasts of society
1	2	Ancient dwarven runes	Written language only
1	3	Common runes	Written language only
1	4	Bird call	Hunters and trappers
1	5	Clerical	Some religious orders
1	6	Rube	Common folk
2	1	High Elfyfyn	Ancient elf language
2	2	Dark Dwarf	Deep dwarves
2	3	Common Fey	Fairy kin
2	4	Hoodwinking	<i>Wink</i> signs used by thieves
2	5	The Fey Song	Fairies
2	6	Sign Language	Hearing impaired, secret societies, primitives
3	1	Elf	Elves
3	2	Dwarf	Dwarves
3	3	Human dialect	Regional human dialect
3	4	Trade Argot	The common trader-talk
3	5	Classical	The <i>old</i> common tongue
3	6	Hobbit	Hobbits
4	1	Elf	Elves
4	2	Dwarf	Dwarves
4	3	Human dialect	Regional human dialect
4	4	Trade Argot	The common trader-talk
4	5	Classical	The <i>old</i> common tongue
4	6	Hobbit	Hobbits
5	1	Orcish	Orcs, goblins, adventurers
5	2	Sly	Goblins, orcs
5	3	Rockgrumble	Trolls
5	4	Blackspeech	Ogres, giants, some orcs
5	5	Greenezy	Leprechauns
5	6	Sign Language	Hearing impaired, secret societies, primitives
6	1	Draconic	Dragons and their kin
6	2	Hadric	Human nomads
6	3	Helltongue	Some demons
6	4	Forest Mark	Written <i>basic</i> language only
6	5	Arcanite	Some Magic Guild members
6	6	Thieves' Cant	Thieves' Guild members

The chart lists a few of the possible languages that a new character might have had access to in his life before becoming an adventurer. To use the table roll two dice of different colors or one die, twice in succession and read across to the noted language. Characters with IQ scores of 13 or less only begin play knowing their own tongue (a human dialect, in the case of humans), for each 2 points of IQ above 12, the player may roll once on the languages table.

If you generate a language you already possess, choose a variation (an additional dialect) or assume that the character knows an advanced ‘high class’ version of the language.

Not all languages have spoken variants and some (at the GM’s discretion) don’t have written versions – it’s unlikely that there are many manuscripts written in rockgrumble.

Classical is the tongue of a bygone era, few humans still speak the language but many revered texts are written in classical. Most academics will be familiar with it.

Trader’s Argot is the true ‘common tongue’ but it focuses only on the basics such as “how much is it”, “where is it” and “what will I catch from playing with it”.

There are also a number of specialist communication techniques that are usually restricted to members of secretive organizations. Membership in the organization does not immediately confer knowledge of the secret language.

Learning a new language is a simple matter in terms of game mechanics but more difficult when it comes to role-playing the development. To learn a new language during play, the character need only spend 200 Adventure Points multiplied by his current level (it’s easier to learn when you’re young).

However, a character cannot drop to a lower level or negative APs by learning a new language, he must have the points *spare*.

The GM may decree that languages at the top and bottom of the chart are more difficult to learn – but this is a complication that can be ignored in most games.

Other Character Details

You should make a record of anything the character buys (steals, finds, or is given) to equip himself, before going on an adventure. You may choose to write these things on the back of your character sheet instead, but be sure it is written in before the active part of the game begins. You may know that you’re character is wearing alligator skin 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 farm... Also, a character’s belongings may alter during the course of play, so be sure to keep an accurate account of whatever he picks up or loses. You may also wish to add a few other items to your character that will help define him in your mind, like height and weight.

Choose an appropriate height, weight, hair and eye color for your character. Some kindred are taller but lighter (elves) others are shorter but denser and therefore more massive, such as dwarves. Of course a human can be fat, thin, short, tall and all points between. Give some consideration to the character’s CH when choosing physical features; if the character has a high CH score but is 5-foot 1-inch tall, 260 pounds, with red hair and buck teeth, what makes him so commanding? Perhaps it’s a deep and resonant voice or maybe his farts smell like roses?

Decide whether your group will be using pounds and feet or kilograms and meters and stick to it throughout the game. These rules use pounds, feet and inches but make reference to simple conversions from time-to-time.

CHARACTERS RACES

Humans largely populate the world of Tunnels & Trolls, but that world is a big place. At some time in your tunnel traveling adventures you may find it to your liking to create a character other than a human.

Non-human kindreds enjoy certain advantages, which generally manifest as increased attributes. However, all non-human characters must roll the specified number of dice for each attribute – scores may not be allocated as desired.

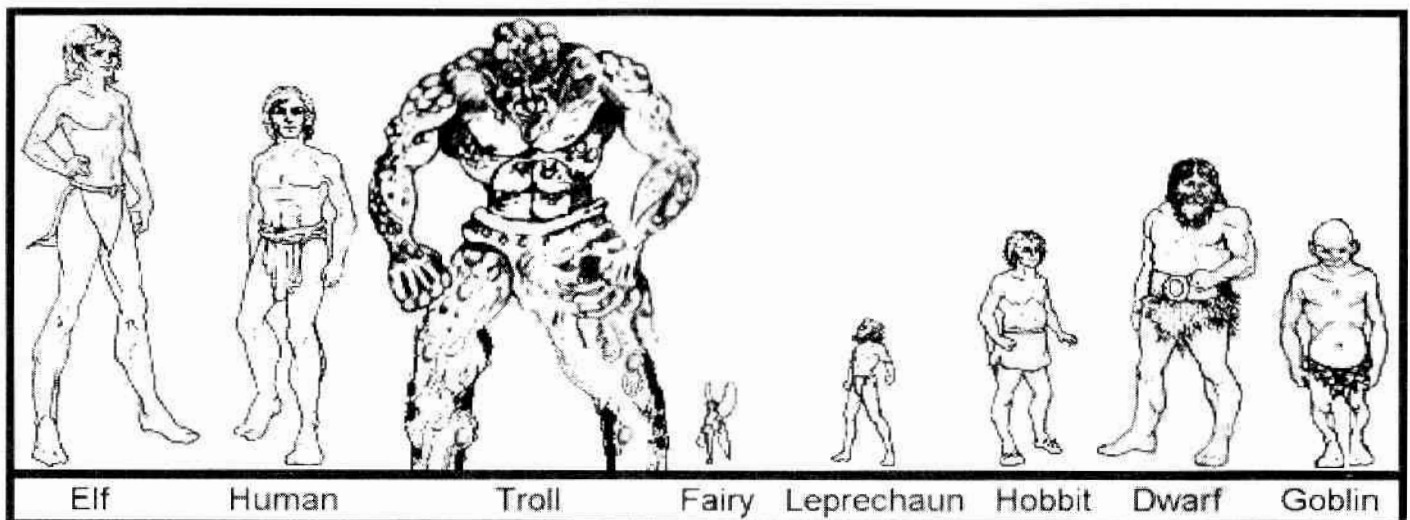
The following chart lists the recommended selection of humanoid characters suitable for use as player-characters; a further chart lists alternate characters and *or* monsters.

To determine your character's attributes, roll the number of dice indicated and record the score next to the appropriate attribute. Where the number of dice is suffixed with an additional number (+1 for example) add that number to the final score. Although the humanoid kindreds often roll more dice than Humans, there is no guarantee of a high score; trolls, for example call for the roll of 7 dice to determine the strength attribute, there is a small chance that a weakling with a strength of 7 will be produced but more likely, the ST score will be around 21.

The minimum score for any attribute, regardless of the dice used, is '3'. Therefore, even a fairy character, whose player rolls 2 (1 dice plus 1 point) for ST or CN, increases that value to the minimum of 3.

Kindred	ST	AR	IQ	LK	CN	DX	CH	SP
Dwarf	5	3	3	2+1	5	3	3	2+2
Elf	3	5	4	4	2+1	3	5	4
Fairy	1+1	5	4	5	1+1	5	5	3
Hobbit	2	3	3	4	5	4	3	2+1
Leprechaun	2	3	4	4	3	4	3	2
Troll*	7	2	2	3	7	2+1	3/-7	3

* Trolls are often considered monsters in the fantasy world at large but since this game is called *Tunnels & Trolls*, here they are presented as a player-character kindred. *Note* that the GM should roll 7 dice for the trolls negative CH but a player should roll a standard 3 dice for a positive score.



Kindred Notes

Although not all dwarfs are like those we remember from the Lord of the Rings, some of the kindreds (or races) have characteristics in common.

Dwarf: these characters often have excellent night vision and are accustomed to underground dwelling. When called upon to make Saving Rolls to see at night or peer into the darkness of an ancient tomb, reduce the required level by 1. Dwarves also tend to hoard their wealth and therefore roll one extra dice to determine starting gold.

Elf: this kindred enjoys an excellent clarity of hearing and keen distance vision. Allow a reduction of one level of difficulty when attempting Saving Rolls related to these feats. Elves are also keen archers; when using any kind of bow, they lose one less die when firing at distant targets.

Fairy: the fairy has the unique ability to fly at speed for short durations. They can cover greater distances but at a more leisurely pace. Fairies are often quite small, six to nine inches on average, and they can pass unnoticed in a busy environment. A fairy can hide or move with stealth more easily than some others; accordingly, the GM should reduce the Saving Roll level required by one (1).

Hobbit: masters of stealth; with robust constitutions, the hobbit is often a nasty surprise for an unsuspecting foe. Stealthy activities are conducted at ease (reduce the Saving Roll level by 1) and the fact that the hobbit has almost certainly just eaten, providing a sturdy stomach lining allows a poisoned hobbit to also reduce the level of that Saving Roll by one (1).

Leprechaun: These odd fellows are generally restricted to players able to perform a passable Irish accent. They are smaller than hobbits and intrinsically bound to the stuff of magic. Leprechauns can cast the *Wink Wing* spell once per Full Turn (10 minutes) at no cost in arcane points. Additionally, any character with a positive CH score (and therefore NOT a monster) must attempt, in all ways possible, to keep his word if it is freely given to the leprechaun. In any event, no matter how tempting it may seem, player-character leprechauns should not be nicknamed: Leppo. It's just not on!

On a final note, all Leppos are Wizards, but they are not considered Guild Members and therefore, must source additional spells, beyond first level from the same shady parts as Rogues.

Troll: These big fellas (7-feet or more) make odd additions to a team of delvers but they have many useful features. If without a weapon (of the manufactured sort), the troll may fight tooth-and-nail with a Monster Rating equal to ST, LK and DX (don't add Combat Adds). Furthermore, most are actually made of rock and blend in nicely with most subterranean environments (decrease an enemy's chance to spot a troll hiding in his 'natural' environment by adding 1 to his Saving Roll level. And finally, trolls have an armored stony hide which can deflect damage equal to the trolls ST divided by 10 (round fractions down).

***Character Option 5:** if players and game masters are in agreement, roll 5 dice to determine the fairy's airborne speed and record the score separately.*



Alternate Characters Races

The following are considered 'monsters' for the characters to encounter (or avoid). Occasionally, a player-character may be drawn from these ranks and if so generate a negative CH score to indicate the characters effect on those who don't properly know him and a positive 3 dice score for those that do.

Kindred	ST	AR	IQ	LK	CN	DX	CH	SP
Balrog	22	9	3	2	20	5	5	7
Centaur	7	3	3	3	7	2	5	5
Demon	10	7	3	2	10	4	11	3
Dragon	30	6	11	2	60	7	11	7
Elf, Dark	3	5	4	3	5	4	5	4
Gargoyle*	5	3	2+2	2+2	2+2	3	3+2	2
Ghoul	7	3	1+1	2	7	3	2	2
Giant	11	3	2	2	11	2	11	8
Gnome	1+2	3	5	4	1+2	4	2+1	2
Goblin	2+2	3	3	3	2+2	4	2	2+2
Gremlin	2	4	4	4	2	3	2	2
Harpy	4	3	2+1	3	4	2	3	4
Hobgoblin	3	3	2+2	2	3	3	2+2	3
Kobold	2	3	5	3	2	4	2+2	2+2
Lizard Man	4	3	2+2	3	4	3	3	2+2
Living Statue*	5	1	3	3	16	2+2	5	1+2
Merperson	4	3	3+1	3	3	4	3	5 or 1
Minotaur	6	3	2+2	3	6	2+2	5	4
Naga	4	5	5	4	3	3	4	3
Ogre	5	3	3	2+2	5	3	4	4
Orc	3+1	3	2+2	2+2	3+1	3	3	3
Orchai	4	3	3	3	4	3	4	3+2
Ratling	2	3	3	2+2	3	3	2	3+2
Skeleton	3	0	0	3	3	3	3+1	2
Warg	6	1+2	1+1	3	7	2+2	7	5
Zombie	4	0	0	3	7	2	3	1+2
Vampire	6	4	4	4	3	3	5	5

* Has natural armor equal to ST divided by 10 (drop fractions)

Half-Breeds

In magical environments with humanoid races it's not a far leap to imagine that inter-racial breeding could be viable. Half-breeds tend to be rare. Chances are that most half-breeds will be the offspring of dungeon-delving or adventuring characters. In addition, only logical creatures could breed together (fairies and giants do not cut it). To create a half-breed character, roll 3d6. If you do not roll triples, the child is *not* a noticeable half-breed. Roll one more die: if it comes up even, the child will resemble its mother; odd and it will resemble its father. If you roll triples (other than three 6's), the child is a half-breed. To determine its attributes, average the attribute dice of the parents. If you have rolled an 18 on three dice, you have a *super* breed. This child has the most advantageous attribute dice roll of either parent. These super breeds are usually sterile. If one parent is a human, consider the parent to have 4 dice in each attribute.

One other note should be made. If dear old Dad or Mom has received some tremendous magical gift (like the ability to shape-shift), this is *not* passed on to the children. However, a family curse *will* follow bloodlines. Of course, all children are first level characters and must be rolled up as such.

CHARACTER TYPES

The most important decision needed to create your character is what kind of background and training he or she has received. This background determines how the character makes a living and a great deal more. A character must fall within one of the categories listed below. Each category has advantages and disadvantages, strengths and weaknesses. Read through them all, and then decide.

All character types have 3 or 4 Key attributes. Key attributes increase more quickly as the character becomes more experienced. In the case of the warrior-wizard character type, the player may choose any 4 attributes as the character's Key attributes. Other character types have one Key attribute specified and may choose 2 others.

Player recommendation: if this is the first time you have played T&T, try a human warrior to begin with.

PROFESSIONAL: Professionals are highly skilled in their chosen trade. The assumption is that the character was apprenticed at a young age. Most of these characters are not adventurers and delvers. Normally, they are content to live their lives out earning honest (or dishonest) gold by providing goods and services. Only extraordinary circumstances force a professional out into the cold harsh world of delving.

Professionals have no natural ability to perform magic and don't benefit from warrior bonuses, but may use any suitable weapon in the same way a rogue does. In addition, professionals may add double their level to the die roll of any Saving Rolls relating to their specialized skills. Professionals should have unique skills available to no other character type and begin with 2 such skills at first level.



Example skills: *Engineer, Ship's Master, Beastmaster, Cartographer, Loremaster, et cetera.*

Professionals broaden their skill base at levels 4, 8, 12 etc. For example, a Blacksmith may become an Engineer at level 4, Siege Specialist at level 8 and Dungeon Designer at level 12.

The professional's primary Key attribute is CH, choose 2 others.

Summary

- Add double their level to Saving Rolls involving activities relating to their special skills.
- Add one additional skill at level 4 and each 4 levels thereafter.
- Key attribute is CH, 2 additional key attributes may be chosen.

WARRIOR: A warrior understands force first, subtlety last. Warriors are trained in using weapons and armor to best effect and receive a number of benefits on the battlefield.

While warriors can use most magical artifacts they might come across, warriors cannot cast magic spells (for them, it's like being color-blind, it is simply beyond their abilities). If a character's ST is greater than his IQ or LK, that character could make a good warrior.

Warriors gain a Combat Add bonus equal to their level, each level. So a third level warrior would have an extra +6 Adds (+1 at level 1, +2 at level 2 and +3 at level 3).

Someone who has practiced combat all of their lives should have some knowledge of dodging and parrying beyond the average man. In effect, warriors have a 'natural' armor rating equal to their level +1. The bonus is added to any armor or shield worn. The 3rd level warrior mentioned above would have a basic armor rating of 4 even if completely naked!

Warriors can use all weapons for which they have the minimum attribute scores. At level 4 they may

nominate one specific weapon type as a specialized weapon. The character adds his or her level to any Saving Rolls that might employ that weapon (for example, using a spear to vault across a chasm). The player may choose additional weapons at levels 8,12 and so on.

A warrior will be a formidable fighter, even if he has to beat his foes with his bare fists. Warriors always roll 2 dice (rather than the usual 1-die) even if unarmed.

Unlike most characters, warriors never have negative Combat Adds based on attributes. Even though a warrior might have ST, DX and LK scores below '9' they are considered to be exactly '9' for the purpose of determining Combat Adds.

The warrior's primary Key attribute is ST, choose 2 others.



Summary

- Gain Combat Adds equal to their current level (cumulative with previous gains).
- Gain a 'natural' armor bonus equal to the current level + 1, in addition to any armor worn or shields carried.
- May specialize in one weapon at level 4 and may choose an additional specialist weapon, each 4 levels thereafter. The warrior adds the character level to any Saving Roll required to employ the weapon.
- Even unarmed, the warrior fights with 2 dice plus his Combat Adds!
- Warriors do not have 'negative' Combat Adds.
- The warrior's key attribute is ST and 2 others may be chosen.

WIZARD: Wizards (also called magicians, mages, magic-users, and sorcerers – to name but a few alternatives) are those individuals that have an innate mystic ability and received the training to control the arcane forces that power the world of magic. Only youngsters with a reasonably good Intelligence and arcane power (IQ & AR of 10+) and decent dexterity (DX of 8+) will be trained by the elders of the Guild.

Level 1 spells (detailed later) are the basic heritage of wizard characters and most will begin play with access to many of them. The wizard knows a number of spells equal to his IQ score (which may mean all of them)! Spells beyond that level must be purchased from the Wizards' Guild or discovered while adventuring but the wizard must have sufficient attributes to cast those spells.

Wizards can use a magic staff, or similar magic focus, to preserve their energies while casting spells and if of sufficient ability, may cast spells of lower levels at reduced cost.

A wizard equipped with a focusing staff reduces the casting cost of all spells by a number equal to his level (although no spell, with the exception of *Detect Magic* will have its casting cost reduced below zero (0).

If a wizard of high level chooses to cast a lower level spell, the cost is reduced by the difference between levels. This power can be used in conjunction with a focusing staff.

Because wizards spend their youth learning magic, they are not particularly adept at combat. Only small weapons like daggers and appropriate weapons like quarterstaves may be used easily by wizards. To use any other weapon, the character must possess twice the minimum ST and DX requirements for that weapon.

Wizards do get Combat Adds, the same as any other character type, and may wear any armor they can afford. If IQ or AR (arcane power) is greater than either ST or LK, the character could make a good wizard. Don't forget a wizard must have an IQ & AR of 10 or more, and a DEX of 8 or more to begin with.

Wizards are modeled on Tolkien's Gandalf, or Merlin of Arthur's England. Magic is their best weapon and defense, *and* only a wizard has an understanding of magic sufficient to create new spells. It takes a wizard of at least 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 casting cost assigned.

The wizard's primary Key attribute is IQ, choose 2 others.

Summary

- A wizard must have IQ and AR attribute ratings of 10+ and a DX of 8+.
- The wizard may use any weapon and armor but must double the ST and DX requirements of any weapons with more than 2-dice.
- Automatically begins play with a number of level one spells equal to the wizards IQ.
- May use a staff or focus to reduce the cost of casting spells.
- May create new spells.
- Reduced casting cost at high character levels.
- Key attribute is IQ, 2 additional attributes may be chosen.



ROGUES: are characters that have the ability to use magic, but for one reason or another never received the necessary training to properly develop that ability. Their IQ or AR may have begun too low for acceptance to 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. Or, it could be any one of a dozen other possibilities.

Note: In some campaigns, the name Rogue could be the shortened term: Rogue Wizard. Perhaps 'rogue' originated to describe those wizards who would not join the Guild when it formed long ago. The term would now describe anyone who has an aptitude for magic, but who was not fortunate enough to have received training. Despite having LK as their main attribute and being a jack-of-all-trades, rogues are not necessarily thieves; they are untrained wizards. This lack of training probably accounts for how the rogue ends up knowing a little of everything.

Rogues receive no spells at all when starting out; they must learn all their magic from player-character wizards or non-player wizards that don't fear reprisals from the Guild.

Rogues have the ability to use any weapon of their choice, for which they have sufficient ST and DX, as well as the ability to learn magic from anyone they can find that will teach them. However, rogues will never find weapons and armor to serve them quite as well as they do warriors (rogues do not get *any* of the benefits afforded warriors).

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, rogues do not enjoy the benefit of magical foci such as staves as they lack the understanding of the nature of magic.

Also, rogues must cast spells at the full listed AR cost, even if the rogue advances in levels. If a rogue casts a given spell at a lower level, he must pay the full casting cost. Additionally, any magic above 7th level is too complicated for a rogue to learn.

If the optional skill rules are used, rogues begin play with 2 additional skill points.

The rogue's primary Key attribute is LK, choose 2 others.

Summary

- May learn spells from rogues and wizards but not from the Guild. Begins play with no spells.
- May use any weapon or armor.
- Cannot cast spells beyond seventh level.
- Must cast all spells at full AR cost; even *Detect Magic* costs one (1) point.
- +2 skill points at first level (if the optional system is used)
- The key attribute is LK and 2 more may be chosen.

Character Option 6: Some GMs may allow rogues to begin play with some magical knowledge assuming they have sufficient attributes. The number of spells granted should not exceed one (1) spell per 4 full points of IQ.

Example: With an IQ of 16, Rigby the Rogue begins play knowing 4 first-level spells.

WARRIOR-WIZARD: these characters are rare breeds indeed and should be considered an *optional* character type, allowed only at the game master's discretion. These are characters trained in both magic and combat. It takes an uncommon character to be able to absorb both, and the blessing of fate to be in the right place at the right time to receive that training!

To account for the rarity of the warrior-wizard the character must have above average scores in all prime attributes (ST, AR, IQ, LK, CN, DX, CH and SP). To determine if your new character is eligible to become a warrior-wizard apply the following formula to each attribute score:

- Attribute must equal: $1 + (\text{number of dice rolled} \times 4)$

In the case of humans (humans roll 4-dice and discard the lowest score), the number of dice in the formula is '3'. Of course this means that human warrior-wizards are more common than any other kindred. Nevertheless, this still means that all of the human warrior-wizard's attributes must be 13 or better.

Warrior-wizards enjoy *all* the benefits of the warrior type and some of those accruing to wizards. Warrior-wizards do not have the capacity to create new spells, cast spells at lower levels to reduce the cost, or use magic staves. They can however; cast lower level spells at higher levels for greater effect and begin with a number of level 1 spells equal to the IQ score. Some may have connections within the Guild but most warrior-wizards must seek additional spells elsewhere.

The player chooses all of the warrior-wizard's key attributes and unlike the other character types, the warrior-wizard has 4.

Summary

- Gain *all* the benefits of warriors.
- May cast lower level spells at a greater level to increase their effects
- Begin with level one spells equal to IQ.
- Cannot use magic foci to reduce casting spell costs.
- Cannot create additional spells.



CHARACTER SKILLS

Skills are an area of character generation that should be relegated to the *optional* category. And that is what it is here, optional! The *professional* character type already has access to specialized knowledge that allows him to add double his level to Saving Rolls relating to the area of expertise. At higher levels this is a great advantage. However, character skills do not approach this level of power.

If the GM and players wish to use this option – and it is encouraged to more readily distinguish characters – all player characters begin their careers at Experience Level 1; they receive 1 Skill Point plus one point for each 4 full points of IQ. A character with an IQ of 8 would begin play with 3 Skill Points. Gaining experience levels adds skill points to the character's total; an additional point is added at each *even* level (2, 4, 6, 8 etc.).

Skill points are spent by the player to acquire expertise for the character; each point spent must be allocated a 'tag' or be added to an existing tag. Simply put, a tag is a word or phrase that describes a discrete activity that the character performs a little better than others. For example, a hobbit character might have the tag 'cooking' and opt to spend 3 of his 5 Skill Points on the tag.

The player would then record *Cooking 3* on the character sheet. The number next to the tag is added to any Saving Roll dice score that relates to the tag.

Note that skills are not related to specific attributes. The *Armorer* skill, for example, might be applied to a ST or DX Saving Roll for the purposes of hammering out a dent in a breastplate; but IQ when used to judge the quality of a suit of chain mail.

There is no definitive list of *official* tags but a few suggestions now follow:

Examples: *Accurate, Actor, Agile, Alluring, Archer, Armorer, Artist, Bowyer, Brawler, Cartographer, Dancer, Disguise Artist, Farmer, Fast-talker, Good Rider, Hagglor, Healer, Heavy Drinker, Herbalist, Keen Observer, Knife-thrower, Leader, Librarian, Marksman, Merchant, Minstrel, Mountaineer, Nimble, Outlaw, Priest, Quick-on-the-draw, Ranger, Researcher, Seducer, Shadowy, Sneaky, Soldier, Spelunker, Stealthy, Steward, Streetwise, Survivalist, Swimmer, Swordsman, Theologian, Tracker, Ventriloquist, Vintner, Weapon Smith or Woodsman.*

The maximum number of skill points a character can invest in any particular 'tag' equals his current level +3.

Players should be on the lookout for opportunities to put their skills to good use. The GM isn't going to remember that you have the *Finagle* skill when you attempt to talk an innkeeper into giving you free food and board – it's job to find a valid use for all your skills.

Although you may see combat-oriented skills in the above list (such as *Swordsman* or *Marksman*), it should be noted that skills apply only to Saving Throws and never to combat dice (see the Combat chapter below).

For example, a character with the skill *Marksman-6* may be able to perform *Robin Hood*-like feats (take careful aim and cut a rope with an arrow shot at 50-paces) but he'll never roll extra dice in combat just because he has honed his technical skills. Combat is about reflexes (attributes) and experience (high attributes due to increased *Level*).

PROVISIONS AND EQUIPMENT

Some items in the lists that follow will be too expensive to purchase immediately, but even after one adventure, the character may be able to purchase more and better equipment with the rewards of a successful expedition.

Equipment Option 1: Allow different character types to start with more or less resources. The warrior-wizard gets double the normal starting funds (he's probably of noble birth); the warrior has the usual 3-dice x 10; rogues have 5-dice x 10 (or 6 and discard the lowest if human) because they have to be more resourceful and wizards have less (2-dice x 10) due to their tuition and spell fees.

Prices are all listed in gold pieces. Silver and copper coins are also in circulation. One gold piece equals 10 silver pieces (sp), one silver piece is worth 10 copper pieces (cp). For ease of calculation, 10 coins, regardless of value or type, weigh one pound. Most jewels weigh no more than one tenth of a pound (and many, considerably less), although large objects such as a jade statue for example, would have no *standard* weight and, if relevant, should be assigned a value by the GM.

WEAPONS

Weapons are listed first because in the fantasy world muscled warriors are defined by their choice of weapon, and of course because in a world rampant with orcs and other nasty beasties, one needs the best defense available (namely, a good attack).

Swords	Dice	ST	DX	Hands	Cost	Weight	Range
Bastard sword	5+2	17/22	14	2/1	110	6.5	-
Broadsword	3+4	10	10	1	70	4	-
Falchion	4+4	14	13	1	75	4.5	-
Gladius	3+2	9	7	1	50	3.5	-
Great Sword	6+2	21	18	2	125	8	-
Rapier	3+4	10	14	1	140	2	-
Scimitar	4	10	11	1	60	4	-
Short sword	3	7	3	1	35	3	-
Hafted Weapons	Dice	ST	DX	Hands	Cost	Weight	Range
Axe, double bit	6+3	21	10	2	140	7	-
Axe, throwing	2+2	7	5/10	1	30	1	15
Mace, heavy	5+2	17	3	2	120	8.5	-
Mace, light	3	5	2	1	15	2	-
Morningstar	5	17	11	1	140	5	-
War hammer	5+1	16	3	2	85	8	-
Spears	Dice	ST	DX	Hands	Cost	Weight	Range
Axe, pole	7	14	13	2	110	10	-
Javelin	2	5	7	1	10	1.5	40
Pike	6	15	12	2	160	8	-
Spear, common	3+1	8	8	1	20	2	35
Staff	2	2	6	2	10	2.5	-
Trident	4+3	10	10	1	60	3	10

Daggers	Dice	ST	DX	Hands	Cost	Weight	Range
Dirk	2+1	1	4/10	1	20	0.5	10
Knife	2-2	1	1	1	1	0.5	-
Sax	2+5	7	10	1	30	1.5	-
Stiletto	2	1	1/8	1	5	0.5	10

Missile Weapons	Dice	ST	DX	Hands	Cost	Weight	Range
Bow, heavy	6	25	17	2	200	4	160
Bow, light	4	9	15	2	50	2	60
Bow, Medium	5	15	15	2	100	3	120
Crossbow, heavy	6+1	15	10	2	250	4.5	150
Crossbow, light	4+1	12	10	2	170	3	100
Crossbow, pistol	2+1	8	15	1	450	1.5	40
Sling	3	2	13	1	1	0	60
Staff sling	3	5	11	2	10	2.5	100
Throwing star	1 each	2	13	1	10	0	50

Gunnes	Dice	ST	DX	Hands	Cost	Weight	Range
Blunderbuss	8	12	10	2	900	4	30
Pistol	6	8	13	1	1,200	2	40
Petard (bomb)	12	16	12	1	1,500	3	DX

Gunnes are the product of a little understood science and their successful use often hinges on the luck of the marksman. GMs may require a successful level 1 Saving Roll on LK (or level 2 on DX) to fire a gunne. If the roll is missed, no dice may be rolled that Combat Turn but no other ill effects are suffered unless the player rolls exactly '3' in which case the gunne explodes inflicting 3-dice (or 12-dice in the case of a dropped petard) of damage on all within 3 yards of the shooter.

Ammunition	Cost	Weight
Arrows (20)	10	2
Blunderbuss shot (10)	30	1
Case (holds 20 bolts)	5	3
Pistol powder and shot (10)	30	1
Powder and shot pouch (holds 20 shots)	10	0.5
Quarrels (10)	3	2
Quiver (holds 40 arrows)	5	3
Sling stone (100)	1	1



Weapon and Ammunition Chart Key

Dice, indicates the number of six-sided dice to be rolled (and the individual points to be added to the total) each Combat Turn.

Example: A dice rating of 5+2 means that during combat, the player should roll five dice and add 2 points to the total.

All weapons have **ST** and **DX** requirements. A character must meet these required minimums to effectively use the weapon.

Hands, indicates whether the weapon may be wielded with one or requires two hands. A weapon requiring two hands can be used in one hand providing the fighter has 3-times the required ST and double the required DX.

Cost, lists the price, in gold pieces, of a brand new item in good condition.

Weight is listed in pounds (or *tenths* of pounds) for all items. Occasionally an item is listed as weighing zero (0) pounds. Such items can usually be carried in large numbers without impact on the character but the GM may allocate a 'weight' for characters carrying *lots* of a certain item.

Example: *Rigby the Rogue decides that it would be an excellent idea to carry 147 money pouches about his body since they have an effective weight of zero. Of course the GM does not allow Rigby's player to pervert the rules in this way and announces that the pouches have a combined weight of 30 pounds and make the character look like Pavarotti.*

Range indicates the maximum distance in yards that the weapon can project a missile. Beyond this range, halve the dice value; beyond double the listed range, it's rarely possible to score a hit, but a successful level 6 Saving Roll on LK might result in 1 die of damage if the GM is feeling really generous.

Note that the rather rudely named **bastard sword**. As a rule, a two-handed weapon but those of exceptional ST (22+) may wield it one-handed.

Finally, up to three **throwing stars** may be launched at the same target in the same Combat Turn; effectively, the throwing star becomes a 3-dice weapon.

ARMOR

On a good day, armor can serve you well. It will continue to stop a number of damage points equal to its Protection rating (unless the players and GM is using **Combat Option 9: Armor Damage**).

Each item of protection (armor and shields) has an associated ST score. The player must record his equipment's ST totals and ensure they do not exceed his character's personal ST. If the required ST of the armor and shields does eclipse that of the wearer, reduce SP and DX by 50% (round up). Additionally, the player must make a level 2 CN Saving Roll each Combat Turn of activity or lose 1 point of CN!

Damaged armor and shields can be repaired by a suitably equipped and skilled character; the cost is usually 5 gold per point of damage repaired, multiplied by the armor's weight in pounds. In some cases, it may be that the suit of armor is so badly damaged that repair is more expensive than buying an entirely new suit. Of course, repair may be the only option! An armorer with a *kit* can usually fix one point of damage per 4 hours, access to a *shop* reduces the time to one (1) hour per point.

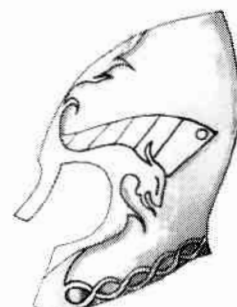
Full Suits of Armor	Protection	ST	Cost	Weight
Cloth, fencing	1	1	15	3
Lamellar	10	11	385	8.5
Leather, hardened	5	5	50	6
Leather, soft	4	4	40	5
Leather, studded	6	6	60	6.5
Mail, chain	9	9	285	10
Mail, composite plate	11	14	480	12
Mail, ring	7	7	200	7
Mail, scale	8	8	250	9.5
Plate, full	12	16	600	20
Quilted, fencing	2	1	30	3.5



Shield	Protection	ST	Cost	Weight
Buckler	2	1	10	3
Large	5	6	100	12
Medium	4	4	65	6
Small	3	3	35	4

Equipment Option 2: Other materials for weapons and armor

Not all cultures have access to steel to construct their weapons and armor. **Bronze** is less sturdy than iron, 30% cheaper than the listed steel items and normal weight. **Iron** will not tend to break against bronze and is 60% the price of steel. **Copper** is less sturdy than bronze, and gold and silver are weaker still. **Mithril** is far stronger than even steel and a mithril weapon is worth a number of gold pieces equal to 100 times its steel counterpart's weight. All armor should be doubled against any weapons made from a material softer than bronze.



ARMOR & WEAPON SIZE

All of the listed equipment is considered *size 1*. Characters or monsters that roll at least 7 dice for ST may use size 2 weapons and armor. For each multiple of 7 ST dice, the character may add one (1) the maximum size.

Each point of size above one (1) adds 1+1 dice *or* 2 points of protection *and* doubles the item's weight.

GENERAL SUPPLIES

Few characters will succeed on extended expeditions with armor and weapons alone. Clothing, food, and specialist tools are required at every adventurous step of the way. The following chart offers a few suggestions that may assist in the early career of a budding hero.

Item	Cost	Weight
Animal, dog	5	40
Animal, farm (goat, sheep etc.)	10	20+
Animal, feed (usually grain of some sort) lasts 7 days	2	30
Animal, horse	250+	500
Animal, hunting bird (hawk, kestrel etc.)	50	1
Animal, mule	20	450
Backpack	5	2.5
Bedroll	3	4
Belt or harness	5-10	1
Blanket, large	4	4
Boots, fancy	90	4
Boots, walking	10	3
Bow case	40	6
Building, cottage (4 rooms)	1,000	NA
Building, shack (one room)	200	NA
Building, shop (4-6 rooms possible second story)	4,000	NA
Building, town house (8 rooms, 2 stories)	5,000	NA
Candles (12, each burns for approximately 1 hour)	1	2

Clothing, cold weather	12	2
Clothing, common	8	1
Clothing, fine	20	1
Compass	300	2
Dice, one set	3	0
Holy symbol	10-100	2
Jewelry, average	100	0.2
Jewelry, impressive (+1 CH whilst worn and visible)	1000	0.1
Jewelry, modest	10	0.1
Kit, alchemical (vials, pestle and mortar etc.)	1,200	30
Kit, armor repair	250	40
Kit, bow maintenance (required to use a bow over extended periods)	30	4
Kit, carpentry	5	15
Kit, climbing (hammer, pitons, belaying pins and rope)	40	20
Kit, clothing repair	2	1
Kit, fishing	15	4
Kit, locksmith	25	2
Kit, medical (supplies for 7 days, doubles the normal healing rate)	250	10
Kit, metal worker's	10	50
Kit, trapper's (rope, snares, bait)	20	10
Kit, weapon repair	60	4
Kit, writing (ink, sealing wax etc. includes sealed box)	4	2
Lamp oil, flask (six refills)	25	6
Lamp oil, skin (one refill)	5	1
Lantern (provides light for 60 minutes, 30-foot radius or 60-foot beam)	90	3
Magical focus or staff	100	0-2.5
Magical focus or staff deluxe	5000	0+
Magnifying glass	100	1
Matches, dwarven (12, in tin box)	10	0.5
Mirror, hand-sized	15	0.2
Money belt, concealed	15	0.5
Money purse	5	0
Oilskin, large	20	6
Parchment (12 sheets)	120	1
Playing cards, one deck	1	0.1
Provisions, 7 days	3	7.5
Rope, hemp (per 10-feet)	1	10
Rope, silk (per 10-feet)	10	1
Saddle and harness (includes miscellaneous riding gear such as a horse blanket)	30	12
Satchel	4	2
Sheath or scabbard	2-10	0.5
Sheath or scabbard with secret compartment	+10	0.1
Shop (essentially a kit but permanent)	1,000x	NA
Snuff box	12	0
Staff, magical focus (not necessarily an actual staff but a focus of some sort)	250	0-2
Telescope (4 x magnification)	500	1.5
Tinder box (flint, steel and tinder)	1	0.5
Torch (provides light for 20 minutes, 20-foot radius)	1	1.5
Trade goods, average	3x	Varies

Trade goods, basic	1x	Varies
Trade goods, luxurious or exotic	9x	Varies
Wagon, large (6 people or 360 trade goods)	2,500	750
Wagon, small (4 people or 240 trade goods)	1,500	500

Equipment Notes

A *kit* is a portable collection of useful tools and consumables. It is easily portable and can be restocked for half the cost of the original kit each month.

A *shop* functions as a permanent kit; it is generally not portable but, in some cases may be housed in a wagon of some sort. Quite often, it requires one or more rooms and in some cases, an entire building is appropriate. The cost of the shop's housing is in addition to the price listed for the *shop* itself.

Adventurers often make use of *horses* to get from one exciting location to another. They are rarely important other than a means of transport but if the game master or players require statistics the attributes for common animals are listed here:

Animal	ST	AR	IQ	LK	CN	DX	CH	SP
Dog	2+2	1	1+2	4	2	2+2	3	4+1
Hawk	1+2	2	2	6	1+1	5	NA	5
Horse	7	1	1	3	2	2+2	NA	6
Mule	8	1	1	3	4	2	NA	2+1

In some areas of the fantasy world, *trade goods* are exchanged rather than gold and silver. The cost of trade goods is relative in that, an exotic good is worth 9 basic goods or 3 average goods. Exactly what a 'basic good' is worth is dependant on the economy and the GM. A standard of 1 good equals 100 gold is workable and the GM may wish to note different exchange rates at various locations: For example, luxury items may be worth 3 or more times their value in the city whereas basic items are in demand on the frontier. Again, exactly what constitutes a trade good is left to the imagination of players and game master.

A *deluxe magical staff* can be used in combat with dice equal to the wizard's level divided by two but a minimum of 2-dice. The staff also provides 2-12 (roll 2-dice) additional points of AR per day, which the wizard may freely use for casting spells. There are also rumors that the staff itself contains a tiny demon, which protects the staff making it all but unbreakable. Of course, few owners are game enough to test the breaking point of such an expensive item so this cannot yet be confirmed. A cheaper version of the deluxe staff exists and can take many forms – it's merely a focus and can be a staff, lucky charm, wand, ring et cetera. This 'normal' focus or magical staff enables a wizard to cast spells of a lower level than his own at a reduced cost (as does the deluxe staff) but has no other special features.

Equipment Option 3: Poisons

For ease, all poisons are sold in vials containing 3 applications – assuming they can be purchased at all. One application of poison can cover one (1) weapon, 20 arrows, 10 bolts, or 2 daggers. Poisoned weapons must penetrate the target's armor to be effective. When used on weapons, poisons last for 3 Combat Turns (or until the weapon penetrates armor) before wearing off.



GM's may insist that characters applying poison to weapons make a level 1 Saving Roll on LK or DX (whichever is higher) to avoid cutting themselves and suffering the effects.

Poison Type	Description	Cost	Weight
Curare	Damage x 2 for edged or pointed weapons.	100	1
Spider Venom*	The victim is paralyzed within 3 combat rounds. The first Combat Turn has no noticeable affect. The second CT the victim is at half effectiveness. At the end of the third combat round the victim is paralyzed and helpless.	150	1
Hellfire Juice	Damage x 1.5 for any weapon (even blunt ones)	500	1
Dragon Venom	Damage x 4 for edged or pointed weapons.	1000	1

* *Player-characters may (at the GM's discretion) be allowed a CN Saving Roll at level 3 to avoid the venom's effects.*

Equipment Option 4: Musical Instruments

Any prospective bards out there? A few common instruments are included here for those characters with the appropriate skills.

Instrument	Description	Cost	Weight
Bagpipe	A wind instrument, which requires the player to inflate a leather bag by blowing into it through a tube. The music comes from four wooden pipes equipped with reeds that jut out from the bag. One of the pipes has holes drilled in it. The bagpiper produces a shrill skirling melody by covering and uncovering these holes with the fingers.	400	3.5
Drum	A wooden or metal cylinder with calfskin stretched tightly over one or both ends to form the head. Striking the head with the hands or one or two sticks plays it.	10	2.5
Flute	A wooden or metal tube about 12-18 inches long, closed at one end with holes for regulating the tone. The flute played by holding it horizontally and blowing over a hole near the closed end. It has a smooth rich tone to it.	50	0.2
Harp	A triangular shaped stringed musical instrument. The frame is made of wood and it comes in many sizes, from about 12 inches to almost 60 inches in height.	10+	4+
Lute & Mandolin	A wooden pear shaped instrument It has a deep, curved back and a flat top. They vary greatly in the size, and number of strings.	300	4+

Lyre	A stringed musical instrument made up of a sound box, two curved arms, and a crossbar, stretched across a bridge and attached to the sound box. It is played by strumming or, plucking the strings with the fingers or a plectrum.	100	3.5+
Trumpet	Consists of a cylindrical tube, made of brass turned twice back upon itself, with a cup-shaped mouthpiece at one end and a flaring bell at the other. The vibrations of the player's lips produce the tones.	20	3
Ocarina	Hand held ovoid (woodwind instrument), popular with game players.	10	1.5

COMBAT

It's not what you know; it's whom you beat it out of...

You know, you'll probably get into a fight or two when adventuring; but how good a fighter are you? The following section looks at battles between heroes and monsters (or other characters) without the complications inherent in Magic and Missile Fire; they are dealt with in their own section!

As discussed above, certain attributes are key to successful battles: ST, LK, and DX (strength, luck, and dexterity). If you are better than average in any of these attributes, you will be a better fighter - you hit harder, control your weapons better, and are just more likely to get a lucky shot. Since "average" is considered to be between 9 and 12, for each point above 12 in ST, LK or DX, you get 1 point added to your *Combat Adds*.



If any of the key three attributes are below 9, you must subtract 1 point from your *Combat Adds* for each point.

For example: Stig the Hobbit has the following attributes, ST 7, DX 16 and LK 14. As a result Stig gets +4 from DX, +2 for LK and -2 from ST; Stig's net *Combat Adds* are +4.

Every weapon has a certain number of dice representing the amount of damage it can potentially do, how easy it is to use and how effective it is at defeating enemy defenses. The weapon's dice total plus your *Combat Adds* reflects how well you fight. As you will see below, increased experience in the form of Adventure points leads to better attribute scores and, therefore, more *Combat Adds*.

When you find yourself in combat, make sure you have the best weapons and armor you can afford or find. Circumstances or the GM may dictate what you can and can't do, for example, the GM may tell you that the corridor you are fighting in is too narrow to make use of your huge two-handed sword.

When your character enters combat, start by rolling the dice for your weapons. Add the totals together (let's say we rolled a total of 16 with the 5-dice for a morningstar). Some powerful weapons have additional Adds, that are applied in the same way as a character's Combat Adds, in this example, the morningstar doesn't receive any additional bonuses. Next, add your character's normal Combat Adds. If you had 20 Combat Adds, your total would be 36. In the unlikely event that Stig was fighting with a morningstar, his total would be 20 (16 for the weapon and 4 for his own Combat Adds). That result is the **Combat Point Total** (often referred to as CPT), and represents your part in a single round of fighting or your contribution to a group battle.



Your opponents will fight back, of course. Some fight the way your character does, with weapons and Combat Adds. When you have to fight such an opponent, you will be told the weapon(s) being used, the CN and Combat Adds of your foes, and if they are wearing any armor. *Although your GM may choose to keep the CN and Combat Adds scores a secret.*

However, most monsters have a *Monster Rating* (MR). This number reflects how well the monster fights. In a solo adventure you will be told the monsters rating, in which case consult the following chart to determine the number of combat dice rolled. In a game-mastered adventure, the GM will most likely keep enemy ratings secret but players should at least see the number of dice rolled.

Monster Rating	Number of Dice
1- 9	1
10-19	2
20-29	3
30-39	4
etc.	etc.

To determine the number of dice rolled, divide the Monster Rating by 10 (discarding any remainder), and add 1

Monsters also get 'Adds' just like your character's Combat Adds: that number is one-half the Monster Rating, rounded up (so a monster with a rating of **25** rolls 3 dice and has +13 Adds). When a monster fights, the GM will roll the appropriate number of dice then add the creature's Combat Adds. The result is the monster's Combat Point Total.

Note: The 'standard' T&T monster (if there could be such a thing) is greatly disadvantaged once it begins to take damage. Each point of damage reduces the creatures Monster Rating which calls for a re-evaluation of its Dice ands Adds. The GM's section of this book offers some ways of beefing up monsters but for now, this information is all the player needs to know.

Once you have established your CPT or that of your 'side' and the enemy's CPT, compare the two numbers. The side with the highest number is deemed the winner of that Combat Turn (approximately 2-minutes of game time). The loser suffers damage equal to the difference between the low and high CPT.

You and your party may have to fight several opponents at once. If so, add together all the monsters' CPTs before comparing the grand total with your team's CPT.

If the losing side comprises several members, allocate the damage suffered equally between each.

Combat Option 1: Damage distribution

For a more strategic game the GM and players may agree to allow the losing side to allocate damage according to preference. With this method, damage can first be allocated to characters with the greatest protection, minimizing the risk to weaker or unprotected characters. Allowing this method of damage distribution increases the value of armor but can prolong combat encounters.

Not everyone on the losing side will take the same amount of damage; some will have armor. If so, reduce the damage suffered by that lucky individual by his or her (or its) value (or *hits taken* score).

Damage that exceeds the target's armor rating reduces CN or Monster Rating by a like amount. If CN or MR is reduced to zero, that combatant is out of the fight and will most likely be dead!

Combat Option 2: Spite Damage

The most heavily armored warrior can suffer wounds that find weak points in his defenses or slip between the plates of armor. To use this option, the GM and players must make a note of each '6' rolled during a Combat Turn. In normal play, each six represents one (1) point of Spite Damage (I got hit, in spite of my defenses). Spite Damage is allocated equally unless the above 'strategic' option is in use. Spite Damage is often the only way a winning side can take damage during a Combat Turn.

Combat Flow Chart (without optional considerations)

- Players roll dice for their characters
 - Add weapon adds (if they exist)
 - Add Combat Adds (this may be a negative score if the character is particularly puny)!
- This is your Combat Point Total (CPT)
- The GM then rolls for all monsters and enemy characters involved (if you are a single player involved in a solo adventure, you'll be rolling these dice too!)
 - Add weapon adds (if they exist)
 - Add Combat Adds (or half the monster's MR)
- This score is the enemy Combat Point Total
- If both values are the same, the Combat Turn is tied. Swords lock, characters dodge but no one suffers measurable damage.
- Otherwise, one side will have the higher CPT (the winners) and the other will have a lower score (the losers).
- The losers take damage equal to the difference in CPTs and must distribute that damage equally. If there is damage left over, the GM will nominate a character if no volunteer steps forward.

If, at the end of the Combat Turn, there are still characters and/or monsters keen to continue the battle, the second Combat Turn begins and the process is repeated until only one side remains (the other may have died or fled).

It should be noted that combat is a 'narrative' system. It gathers together the entire action of a pitched battle over a 2-minute period and turns it into two numbers (the CPTs). This can be fun for a while and is certainly quick and easy. However, players and GMs are encouraged to be as descriptive as possible in illustrating their character's actions.

You could just roll your dice, declare the result and note your damage. Alternatively, you might announce that your nimble hobbit will leap atop a table and use a tin plate as a Frisbee to cut a rope. The rope is busy suspending a huge cartwheel (hanging from the ceiling), burdened with candles, which will tumble down upon a gaggle of unsuspecting orcs.

Clearly this action is more involved than swinging a short sword and dodging a few blows but it also gives the impression that things are happening rather quickly. Can the hobbit employ his sword during the same 2-minute Turn as his Frisbee antics? Will he succeed? Will his Frisbee miss, and slice the plume from his colleague's helmet? The GM has complete control over such activities and may decide to employ any of the following methods:

1. Give a CPT total to the hobbits side for an amusing narrative
2. Assign a flat value for the Frisbee activity and allow the hobbit to add his sword to the CPT
3. Assign a dice value to the Frisbee (or treat it as a missile weapon) but not allow the hobbit's sword to be used during the same turn
4. Call for the hobbit's player to make a Saving Roll to determine the success or failure of the described action (more on this later)...

Combat Option 3: No Free-for-all

It's common practice to create one Combat Point Total for each side but only because it's easier that way. The GM is free to divide larger groups into smaller combats and get each player or small group to generate a separate CPT. For example, the party is comprised of two warriors, a rogue and a mage, they are busily exploring a ruined keep when they are set upon by a band of 6 orcs. After one Combat Turn the orcs have picked up a few wounds and the heroes are looking like they will prevail. Suddenly, an earth tremor opens a jagged rift in the floor of the chamber! On one side we have the 2 warriors, the rogue, and 4 orcs; on the other, stands the mage and 2 orcs. The GM chooses to run Combat Turn 2 as 2 separate battles...

Combat Option 4: Defend more than my honor!

This is a slightly more complicated option so the GM might like to consider the option carefully before allowing it. Before a Combat Turn begins (before dice are rolled) one or more characters may announce their intention to protect another character on the same side. The defenders must specify a number that they will convert from their CPT and add to the defended character's armor value. For example, Turloc the warrior has been charged with protecting the mage in his party. The team is currently battling a band of Fergies (man-sized bipedal rabbits with very sharp teeth and no love for lettuce). Turloc is using his trusty warhammer (5+1); he has +8 Combat Adds of his own and wears leather armor. Turloc bravely chooses to reduce his own CPT by 10 points (statistically the lowest total he could roll). The wizard now enjoys 10 armor points.

Combat Option 5: The better part of valor...

*Some less heroic characters may opt to flee from combat rather than contribute to their sides' CPT (or they may be the only character left standing **on** their side)! To successfully make good your escape, you must attempt a Saving Roll on SP at a level equal to half the number of enemies you face (round down), with a minimum of one (1). If the Saving Roll is successful, the character flees the scene but does not contribute to any CPT. If unsuccessful the character must stay and fight but **halves** his CPT (round down) for this Combat Turn.*

Combat Option 6: Berserk Warriors!

Sometimes in battle, it's possible for warriors to go berserk. Warriors who make a habit of this rather anti-social behavior are called berserkers. Whilst in a 'berserk state' warriors do not calculate Combat Adds based on high or low attributes. However, they *do* get to roll double the normal combat dice. If you intend to use the optional Spite Damage rule, berserkers stand to make quite an impact.

Players of warrior characters must specify if their character is a Berserker at the time of their creation. To be eligible for berserker-hood, a character must have an IQ of 16 or less. Should their IQ score rise to 17 or more, the ability to drift into a berserk frenzy is lost.

A berserker must be locked in hand-to-hand combat to enter 'the rage' and those that have a shield to chew on get a special +5 to whatever their berserker's CPT may be. To enter a berserk rage, attempt a ST Saving Roll at level 2. Berserkers may remain in the savage state for one (1) Combat Turn for every 2 full ST points they have. At the end of their battle madness, the berserker will suffer one point of damage per Combat Turn spent in the berserker state.

To calm down from a blood-splattered berserk rage, the player must attempt an IQ Saving Roll at level one (1). If the SR is failed, the character continues berserking; attacking the nearest target (friend or foe). If the character remains berserk for more Combat Turns than ST divided by 2, he or she falls unconscious.

A fellow adventurer may spend a Combat Turn to calm down a berserk comrade by attempting to make a CH Saving Roll at level one (1).

Combat Option 7: Using weapons that are too heavy

A character with insufficient ST to wield a weapon may still attempt to fight with that weapon. However, each round the player must attempt a ST Saving Roll at a level equal to the weapon's required ST divided by 10 (round up); if successful, the character may use the weapon (i.e. roll the weapon's dice); if the Saving Roll is failed, the character may not attack (i.e. may not roll the weapon's dice or add his Combat Adds). In addition, a failed Saving Roll causes the character to suffer 1 CN point of damage.

Combat Option 8: Using two (or more) weapons at once

A character may use a weapon with each prehensile limb – adding all of the weapon dice, providing he or she (or it) has sufficient ST and DX to use all of those weapons. Add the ST and DX requirements of all of the weapons to see if the character can use his choice of arms (pun intended). For example, Rigby the rogue traditionally fights with a stiletto (ST 1, DX 1 to fight with – or 8 to throw) and a rapier (ST 10, DX 14). This requires a minimum ST of 11 and DX 15; Rigby has a ST of 11 (so he just makes it) and a DX of 20, so each Combat Turn he rolls an impressive 5+4 (plus his own Combat Adds).

Combat Option 9: Armor damage

Armor can soak up damage that may save your character's life. With this option, in conjunction with Spite Damage, it can be damaged itself! Each point of Spite Damage your character receives, reduces the protection rating of your character's armor or shield (player's choice) by one (1) point until repaired (see the armor section for the costs of such repairs).

Combat Option 10: Fighter Fatigue

Closely matched opponents can lead to very long combats; this can take the edge off a game mechanic that's supposed to be exciting! The following rule may be instigated by the GM where a long drawn-out fight seems inevitable (or it actually has been going on for a while); and the players aren't able (or willing) to cook up a cunning plan (and suitable Saving Roll) to turn the tables.

Each Combat Turn in which at least 2 sixes are rolled (by any of the players); the GM should place one Fatigue Chip in the middle of the table. When the GM places the second, and subsequent chips, all characters must attempt a Saving Roll on ST at a level equal to the number of Fatigue Chips minus one (1).

Characters that fail the Saving Roll lose 4 Combat Adds and one (1) point of CN for each Fatigue Chip on the table. Monster-rated foes do not suffer from 'fatigue' but non-player characters with ST and CN scores do!

On a final note, hobbits (because of their tenacious endurance) and fairies and leprechauns (due to their diminutive size and magical nature) do not suffer from combat related fatigue.

MISSILE WEAPONS AND RANGED COMBAT

When a foe is big and nasty enough, it is often best to try to kill it from a comfortable distance.

In many respects, ranged combat in T&T is an *optional* rule since it doesn't quite conform to the established system of combat described above. However, we have endeavored to ensure that the rules are simple and fit neatly within the spirit of T&T combat...

- Characters using missile weapons may choose to add their CPT to that of their colleagues (if they have them). Or concentrate all their firepower on one foe.
 - The size of the enemy or enemy group determines the maximum number of combat dice that can be rolled.
 - It may be that the target is so distant or small (or both) that the GM must decide whether no CPT can be created or the CPT should be based solely on the archer's Combat Adds.
1. The process for missile combat is really quite simple. First determine the size of your foe (or the size of the group of enemies if you plan to pepper an area with shots, or just take pot luck by firing into a crowd of noisome goblins).
 2. Next consider the range between your target and your weapon!
 3. Cross-reference the two factors, using the Archer Chart below to arrive at a single number (either negative, positive or zero).
 4. You must then apply the number obtained as a modifier to the number of weapon dice you will roll in the coming Combat Turn.
 5. One (1) missile or item of ammunition is used or expended per Combat Turn.

ARCHERY CHART

Example Target Size	Close Range Up to 10 yards	Near Range 11 to 50 yards	Far Range 51 to 100 yards	Extreme Range 101 or more yards
Dragon ♦	+1	0	-1	-2
Elephant ❖	0	-1	-2	-3
Humanoid	-1	-2	-3	-4
Hobbit	-2	-3	-4	-6
Rat	-3	-4	-5	-6
Coin	-4	-5	-6	-6

♦ Dragon-sized entity or large group of targets

❖ Elephant-sized entity or small group of targets

If firing at an individual, the GM must make a decision concerning the targets ability to retaliate – after all, this is a 2-minute Combat Turn and a lot can happen.



Example 1: *Gretchen is using a 5-dice medium bow, her pride and joy. Whilst skulking through the city streets she spots a huge bulldog chained to a gate sure to alert her enemies. She moves to within 10 yards, takes aim and fires an arrow at the brute. The GM concludes that the dog is 'hobbit' size, which is worth a modifier of -2 dice at this range. Gretchen rolls 3 dice, scoring 8 then adds her combat adds of 7, the mutt takes 15 damage; but staggeringly had an MR of 30! The dog not only has a barking fit but runs to the length of its chain and gives Gretchen a good biting. The dog now has a rating of 15 and rolls 2 dice plus 8 adds! Poor Gretchen takes 15 damage points but fortunately her armor saves her from 6 of these!*

Example 2: *Gretchen is now traveling with her usual dungeoneering crew and has broken into a chamber containing a swarm of angry wasps (goblin-sized critters with wasp-tails). Gretchen's fellow delvers answer the call and a battle ensues. Gretchen could pick off the odd wesp or perhaps aim for the leader but instead decides to lob arrows into the fray. The GM decides that the group of wesps is a small one, currently about 15 yards away. Gretchen is still using her trusty 5-dice bow and now gets to use 4 of them (plus Combat Adds). The total of 19 is added to the delvers' CPT and the Combat Turn is won by 10 points overall!*

Missile Option 1: *At least one missile will be fired in each exchange, for each '6' rolled, consider one (1) additional missile is expended. The truly conservative delver may make a LK Saving Roll at level 2 for each missile used to see if it is successfully recovered.*

Missile Option 2: *When firing into large groups of foes, which may include comrades battling in hand-to-hand combat, there is a chance that a stray arrow may find the wrong target: Friendly Fire, so to speak. If this option is used, each '6' rolled by the archer adds one (1) to the number of Spite Damage points his side must take (although the archer himself may not take the extra missile Spite points)!*

MAGIC AND SPELL CASTING

Wizard, rogue and warrior-wizard characters are able to use magic in a wide variety of situations, including combat. The character 'pays' the cost of the spell by expending his or her AR attribute. Consider this to be the character's mental power or psychic reserves. Spent AR energy is recovered at the rate of 1 point per character level, per Full Turn (10 minutes). If you're playing a solo adventure recover lost AR points for each numbered paragraph you visit.

Example: *Roderick the Redundant (a wizard with a fine collection of really useless spells) is level 3; he recovers 3 AR per Full Turn.*

What is Magic?

It is a question that many scholars have sought to answer over the centuries. If anyone has the answer, they're keeping it to themselves. Certainly there are enough ideas; the Guild for example, considers magic a science that can be researched, distilled and reproduced over and over. However, the Guild can't account for why some individuals have a large reserve of arcane power whilst others have very little.

Other organizations and individuals believe magic is a natural ability. They see spell power as a natural evolution that all sentient creatures can access if they wish; spells aren't learned, they are already locked away within the host creature, just waiting to be 'unlocked'.

In any event, it's not necessary to understand magic on an existential level to employ its power. Anyone meeting the requirements may become a wizard and tap into the resources of the Guild.

Notes on Spell Casters

As a wizard survives his adventures, he or she becomes more experienced and gains 'levels' of experience. This allows the wizard to learn and cast greater and more powerful spells. However, the magician will still wish to use lower level spells from time-to-time; and because of his greater ability, a higher level mage casts a lower level spell for 1 AR point less for each level that spell is below the caster's level. (A third level magic-user subtracts 2 from the cost of a first level spell). Although the minimum cost remains one (1) AR.

Wizards may reduce the cost of spell casting by using a magic staff or by rising in character levels. A magic staff reduces the cost of casting a spell by the same number as the level of the wizard. Thus, a first Level wizard using a staff may cast any first level spell for one less point of energy or AR than that listed.

A high level wizard may use his ability combined with a staff to greatly reduce the cost of casting powerful spells. A third level magic-user with a magic staff subtracts five from the cost of a first level spell. The staff subtracts three points, and the magician's own proficiency (being higher level than the spell being cast) subtracts two!



No reduction permits any spell to be cast for less than 1 point. All spells cost a minimum of 1 AR point. There must be something to get the spell started. (The spell *Detect Magic* is the only exception to this rule. *Detect Magic* requires only that the wizard concentrate on the task at hand).

Note that neither rogues nor warrior-wizards receive the cost reduction for increased level or staff-use and they must pay one (1) AR point to cast *Detect Magic*.

Wizards, rogues and warrior-wizards can cast only one spell per Combat Turn, and may not fight with weapons during that period. If a wizard is in close combat and chooses to cast a spell such as a *Vorpal Blade*, he will have to take damage (if his side loses) and take all the damage if he is a solo combatant. The wizard won't gain the benefit of his spell until the following Combat Turn. Combat spells such as *Take That, You Fiend!* and *Blasting Power* create a Combat Point Total. Other spells, such as *Oh, Go Away*, divert the foe's attention so no comparison of Combat Point Totals

are required (if the spell is successful). A careful reading of the available spells should clarify any questions you may have concerning their use and operation.

All wizards start with a number of Level 1 spells equal to their IQ score – all of the spells if their IQ is sufficient. A mage may only buy more from the Guild, and only after attaining the appropriate level and attribute scores.

Magic Option 1: The GM may allow characters with sufficient attributes but insufficient level to learn a higher-level spell but cast it at double the listed cost. However, no character may start play with spells beyond his own level.

Magic in Combat

Some spells have immediate effect on battle; *Oh Go Away!* for example, could clear the enemy lines or at least thin them down a little. *Vorpal Blade* will enhance the attack of a sword or dagger but not until the following Combat Turn. Some spells such as *Icicle*, directs missiles against specific individuals rather than adding their total to the party's Combat Point Total. Others such as the infamous *Take That, You Fiend!* and *Blasting Power* are so powerful and dramatic that they *do* add their totals to the CPT. Magic will always be an important part of T&T combat and hopefully the individual spell descriptions will guide their use appropriately. When in doubt, heed the GM's word!

Notes on Spells

The cost in AR points to cast the spell is listed in brackets next to the spell name.

Certain spells may be cast at a level higher than the listed level (up to the caster's current level). If this is the case, the individual spell description will indicate the effects of doing so. Those effects are listed in the spell's **Power** entry.

A spell may also have a specific **Range** listed in feet after the spell cost. If no range is listed, the spell can only be cast within arms-reach of the caster.

The **Cost** to cast the spell at the listed level is given in AR (arcane points) directly after the spell description.

Players and GMs should freely rename the listed spells to fit their own campaigns and styles. This is as it should be; not all wizards, rogues and warrior-wizards will know the same spell by the same name. Indeed, in some game worlds, the GM may consider magic a god-given power with wholly different spell naming practices.

Magic Option 2: *Spells are powerful game elements and they tend to always work in a predictable fashion. The balancing factor is that they are a finite resource. Once your AR points have been used up, no more spells for you! Some GMs may wish to add a level of difficulty to the spell casting process to make magic that little bit more unpredictable and therefore, less of a force to be reckoned with. With this option, the player must make an IQ Saving Roll at level 1 to have the character successfully cast a spell. However, before attempting the Saving Roll, the caster's effective IQ must be reduced by the effective cost in AR points of the spell.*

Example: *Korg the Uncompromising is a 3rd level warrior-wizard casting Take That You Fiend! at a bunch of sad-looking goblins. The spells cost is 18 so Korg must reduce his IQ from 20 to 2 before making the roll.*

Magic Option 3: *All characters have the AR attribute but the likes of the warrior and the professional are denied its use. Under this option, all characters may expend AR points to increase their magical defenses. Such an action should be considered an automatic response to the unnatural designs of magic on the natural world. Defending takes no time or actions, it happens automatically. To resist a spell that does not normally allow a Saving Roll, the character must expend 10 AR points, this allows a level 10 Saving Roll to completely resist the spell's effects. Each 3 additional points, reduces the required level by one (1); so if a character spends 16 AR in defence he is allowed a level 8 Saving Roll to avoid the harmful magic. If the spell in question does allow a Saving Roll, AR points may be spent to increase the chance of success. Each 3 points spent adds +1 to the 2-dice Saving Roll. All points spent must be nominated before the dice are rolled.*



THE SPELL BOOK

Several sample spells are listed here for players and GMs to use in their games. This should be considered as a starting point rather than a complete list.

Many of the following spells contain an entry for **Power** and begin with the text “for each additional level...” This cryptic message means that a caster (wizard, rogue, warrior-wizard *or* magic items imbued with spell powers) with an *Experience Level* at least one level higher than the spell's level may increase one or more (but usually only one) of the basic effects.

If, for example, a level 3 spell lists a basic duration of 5 Full Turns, the text “each additional level doubles the duration” indicates that a caster of level 4 could pay the standard AR cost twice to double the duration. A 5th level caster could pay three-times the cost and double the duration again (5 Full turns, doubled to 10 Turns, doubled again to 20 Turns)!

All spells have IQ and DX requirements which must be met before the caster may purchase the spell from the Guild. The character must be of the appropriate level to learn or use the spell.

LEVEL 1 SPELLS

Requirements: IQ & AR 10, DX 8

Cost: 250 gp each

Name	Description	Cost	Range
Detect Magic	The caster detects a faint glow surrounding magic or magical items. Wizards use this power at no cost but rogues must pay 1 AR.	0 or 1	30'
Will O' The Wisp	Lights up finger or staff in lieu of a torch. About 1 candlepower. Lasts 1 Full Turn.	1	-
Lock Tight	Locks any door for 3 Combat Turns. Power: Each additional level increases the duration by one (1) Combat Turn.	1	-
Hocus Pocus	Enchants a mundane (non-magical) item to become a <i>magic focus</i> which acts in all ways as a <i>Magic Staff</i> . A level 1 LK Saving Roll is required the first time it is used as it's possible for normal items to 'burn-out' and be destroyed by the arcane powers coursing through them. A <i>Hocus Pocus</i> can only stand so much; once it has been used to cast spells with a cost equaling the wizard's IQ x 2, the item is expended and a new spell must be cast.	1	-
You Clot!	The spell stems the flow of blood from wounds (including that caused by creatures with a blood drain ability, causing them to re-establish their 'hold'.	1	10'
Knock-Knock	Opens non-magically sealed locks of all sorts. If used against a magical lock, the caster's level must exceed that of the original wizards level or the lock will hold fast.	2	-
Detect Miracle	As <i>Detect Magic</i> but applies to spells or powers of divine origin.	2	30'

Sparkler	Creates a yard-wide sphere of glowing motes, which moves about at the caster's direction. It will weakly illuminate a five foot radius; lasts one Full Turn or until dismissed.	3	40'
Skyhole	This will pierce overcast or clouds, creating a hole directly between your position and the sun (or moon, or directly overhead if only starlight is available), illuminating you and your surroundings in a very impressive manner. The spell will last one Full Turn.	3	-
No-Feel-Ums	Renders all others incapable of feeling the thief's activities on their person, such as pocket picking or even injecting a poison. The spell lasts one Combat Turn only.	3	-
Oh, There It Is!	Usually detects concealed or invisible things by surrounding them with a purple glow that slowly fades. Power: Each additional level doubles the radius of effect.	4	10' Radius
Cloud O' Dust	Raises a ten-foot wide cloud of dust, which reduces visibility by half and causes all those within range to cough and choke losing half their effective ST for one (1) Full Turn if a level 2 ST Saving Roll is not successfully made.	4	30'
Alarums	The spell is cast across an opening, on an object, or an area of approximately 10-foot radius. If the area is disturbed or crossed, the caster will be alerted. The spell lasts 100 hours. Power: Each additional level doubles the duration.	4	-
Whisper	Originally a message spell of limited utility (note the short range). It allows the caster to <i>project</i> his voice so that it seems to be coming from a point right next to the target's ear. The spoken message cannot be longer than the caster's AR in words. Power: Each additional level doubles the range.	5	10'
Vorpal Blade	Doubles the dice roll for a sword or dagger for the subsequent Combat Turn. Power: Each additional level doubles the duration of the spell.	5	-
Oh Go Away!	Combines the total of caster's IQ, LK and CH to drive away foes with a lower Monster Rating or equivalent attribute totals. If spell fails, the victim chases the wizard to the exclusion of all others. If the spell is successful, the target(s) will flee for 1-6 (roll 1 die) Combat Turns.	5	50'

Take That, You Fiend!	Uses IQ as weapon, inflicting hits equal to caster's IQ. Must be directed at an individual foe. No effect on inanimate objects. The spell is not directed at an individual but instead is added directly to the CPT.	6	250'
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Power: Each additional level doubles the effect (damage). So a third level wizard with an IQ of 20 could pay 18 AR points and cause 80 damage points!

Hotfoot	This causes one target to experience the momentary sensation of having a lit match stuck between the toes. This may affect a number of targets, as long as their combined CH (or MR) does not exceed the caster's IQ. The spell has limited impact on combat as each Turn lasts 2-minutes. However, targets of the spell have their CPT reduced by one (1) point and may not score Spite Damage for that Turn.	7	30'
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LEVEL 2 SPELLS

Requirements: IQ 12, DX 9

Costs: 500 gp each

Name	Description	Cost	Range
Magic Fangs	Changes a belt or staff into small poisonous serpent with an MR equal to the caster's CH. The snake cannot communicate with the wizard but will obey commands. The spells duration is based on the AR points invested in its creation. The snake's venom is equal to that of a poisonous spider (see the equipment section for details on venom).	1 AR per CT	-
Poor Baby	Magical healing of wounds or injuries. Cannot raise CN above the original level.	2 AR per 1 CN	30'
Sleep Tight	If cast on an already sleeping individual, the sleeper will remain that way for at least one (1) hour. Only a Dis-Spell can awaken him. Power: Each additional level adds one (1) hour to the duration.	4	-
Portal Picture	This creates a perfect three dimensional illusion of a passage through a wall or similar barrier. The spell lasts one (10 minute) Full Turn or until someone bumps into it. Power: Each additional level doubles the duration.	4	-
Little Feets	Doubles the target's movement speed (only) for one (1) Combat Turn. Characters under the effect of Little Feets, move quickly but this additional adroitness has no impact on their combat ability, beyond enhancing their ability to flee the scene. Power: Each additional level doubles the duration of the spell.	4	-

Omnipotent Eye	Provides one piece of information about nature and or power of magic items or enchantments on an individual or object. Several castings of the spell might be required to learn all of the secrets...	5	-
No-Hear-Ums	Completely silences any activity performed by the caster. The spell lasts one Combat Turn.	5	-
	Power: Each additional level doubles the duration.		
Flame Flick	A small spurt of flame issues forth from the wizard's finger, which may be <i>flicked</i> up to 20-feet away. It may ignite dry combustibles, or do 1-2 points of damage to unprotected flesh. Also good for lighting cigars.	5	20'
Chameleon	The person will blend into any background and be harder to hit (treat as one range category more distance) and easier to hide (halve hiding Saving Roll). In melee, this will halve the attacker's Combat Adds and lasts only one (1) Combat Turn.	5	-
Cateyes	Allows one to see in the dark for 3 Full Turns.	6	-
Weathercast	Gives the caster accurate knowledge of the general weather conditions in this region over the next 24 hours.	7	-
Night Blight	Creates darkness over a ten-foot radius equivalent to a moonless night. The spell lasts one Combat Turn.	7	100'
Antsy	This gives any one person the sensation of ants in the pants; it requires a level 2 Saving Roll on IQ to ignore. If the target fails the Saving Roll, he is incapacitated for approximately 30-seconds (if the spell takes effect during combat, the target must reduce his CPT by 25%).	7	30'
Mirage	Projects a non-auditory, immobile image from the caster's imagination. The image is dispelled if touched.	8	100'
Glue You	Impedes the movement, and reaction speed of victim by 50% for one (1) Combat Turn. In combat, this means the target must reduce his or her (or its) Combat Point Total by 50% (round down).	8	30'
Delay	Impedes movement and travel of the victim by half for 1 Combat Turn. In combat, this means the caster and his or her companions get 2 combat rounds to opponent's one (halve the CPT of one individual).	8	-
Butt Fire	This causes one target's posterior to burst into flames. The fire is purely visual effect and can do no actual damage; the pain, however, is real. The whole event is momentary, but will cause complete preoccupation for at least one (1) Combat Turn. The target can completely ignore this spell with a level 2 Saving Roll on IQ.	8	30'

Weary Warriors	The spell causes all characters within range (except hobbits, fairies and leprechauns) to suffer from increased fatigue, the caster immediately places one (1) additional Fatigue Chip on the table. Note that the spell caster is also potentially effected by the spell. <i>Power:</i> Each additional level <i>adds</i> one (1) extra Fatigue Chip.	10	-
Whammy	Triples die roll for any weapon for one (1) subsequent Combat Turn.	10	-
Vim & Vigor	This spell can enliven flagging combatants. Once roll one (1) die and remove that many (or all) Fatigue Chips from the table.	10	-
Snuff	This can affect any number of targets, as long as the total CH (or MR) does not exceed the wizard's IQ; targets are inflicted with a sneezing fit that prevents any action for one (1) Combat Turn.	10	30'
Hidey Hole	Makes the wizard and his companions (within 10-feet of the caster) invisible for 3 Combat Turns. <i>Power:</i> Each additional level increases the duration by 3 Combat Turns.	10	10' Radius
The Giggler	This affects only one target, inflicting a giggling fit that lasts one Combat Turn. This reduces the target's Combat Adds to zero and increases all Saving Rolls by one (1) level. If the target is under stress at the moment of casting, they are allowed a level 2 Saving Roll on IQ to resist the spell.	10	30'
Concealing Cloak	Makes the wizard and his companions invisible for 3 Combat Turns. (Note: some solos treat this as a Level 1 spell.)	10	-

LEVEL 3 SPELLS

Requirements: IQ 14, DEX 10

Cost: 1,000 gp each

Name	Description	Cost	Range
Scissor Hands	The caster's finger cuts a clean incision, doing 1 (or more) points of damage. Can be used as a weapon, or to perform crude surgery (arrow removal, etc.) without excessive blood loss or risk of further infection.	2AR per 1 CN	-
Palm	This illusion spell grants the user the ability to pick any item, (which he or she could normally pick up, and is fist-sized or smaller), and cause the item to magically disappear as if by slight of hand. Anyone touching or searching the caster's hands or body will find nothing. This spell lasts for 3 Combat Turns, after which the item magically returns to the caster's hand.	4	-

Say Cheese	Produces a flash of intense light from the caster's palm; anyone looking at the wizard must make an level 2 LK Saving Roll or be dazzled. Dazzled foes halve their Combat Point Total, and add one (1) to any Saving Roll levels they are required to make.	6	-
Pretty Ugly	This spell doubles or halves (round down) CH for 1 hour.	6	-
Miasmal Fart	This creates a ten foot diameter cloud of the foulest smelling gases. It is not contained and will dissipate normally. Power: Each additional level doubles the diameter of the cloud, those caught in the cloud must make a level one (1) Saving Roll on CN or suffer a penalty of -6 Combat Adds (or -6 Monster Rating points).	6	30'
Fireball	A glowing red 6-inch sphere hurtles toward the target and explodes, affecting one or more targets target. The fireball acts as a 6-dice missile weapon.	6	100'
Assay	Accurately determines the value of precious metals & stones; also identifies fakes!	6	-
Splint & Knit	Sets and heals one broken bone instantly.	7	-
Fly Me	Allows the wizard to fly at running speed for one (1) Full Turn.	7	-
Curses Foiled	Removes evil spells and curses cast at a lower level than this spell. Power: Each additional level raises the level, and therefore the effectiveness of the spell.	7	-
Curse You	Curses one attribute lowering it by number of points equal to the level of this spell. If the attribute is reduced to 0 or less, the victim dies. The curse will last until a <i>Curses Foiled</i> is cast at a high enough level. Power: Each additional level raises the level, and therefore the effectiveness of the spell.	7	-
Zap!	A lightning bolt leaps from the caster's finger to a single target. The bolt's damage dice equals the caster's <i>level</i> plus his or her Combat Adds.	8	150'
Web	Creates a mass of strong, sticky strands 20' x 40'. The strands can be cut with slashing weapons in a single Combat Turn but doing so requires a DX (or SP) Saving Roll at level 2 to avoid becoming entangled. An entangled foe is held fast until a level 3 ST Saving Roll is successfully made; one roll may be attempted per Combat Turn. Whilst entangled, foes are helpless.	8	50'

Goon's Gold	This illusion cause all round stones within 15-feet of the target point to assume the appearance of gold nuggets and coins. Once a person starts picking them up, they must make level 3 IQ Saving Roll to realize the illusion. Lasts one Full Turn.	8	-
True-Tongue	Forces one person to speak the truth, the whole truth, and nothing but the truth for one Full Turn. Depending on circumstances, the GM may allow the target a level 5 Saving Roll on CH to avoid the spell's effects. The caster will not know whether the spell was successful or not...	8	-
Freeze Pleeze	Throws sheet of ice at foes. The blast gets same number of dice as user's level number, plus caster's Combat Adds. This is an area-effect attack that increases the Combat Point Total of the wizard's party.	8	70'
Crossed Tracks	Hopelessly confuses any trail left by the caster and up to 9 other people. Can only be followed by using a <i>Second Sight</i> spell.	8	-
Blasting Power	Throws a fountain of fire at foes. The blast causes the same number of dice as user's level number, plus caster's Combat Adds. This is an area-effect attack that increases the Combat Point Total of the wizard's party.	8	50'
Dummy Talk	The caster can <i>plant</i> up to (wizard's level) words that the target will then speak out loud. The target first gets a level 1 IQ Saving Roll to resist the impulse; even if the target speaks the words, it will have no effect on their attitude or frame of mind. Some things, however, once said, are difficult to take back...	8	30'
Wraith Mist	Causes the caster and everything carried to become an insubstantial but visible wraith-like mist. Whilst in this form, the caster can move about as normal, and pass through cracks or key holes in doors. However, nothing can be physically effected; airtight locations cannot be entered. This spell last 3 Combat Turns.	10	-
Water Washer	Completely purifies a quantity of water of all contaminants (including poisons); up to the wizard's level cubed in quarts.	10	-
Complete Drip	Summons 20 gallons of water from the nearest source (if within a mile or so) and dumps it atop the target.	10	50'
Rock-a-Bye	Puts foes to sleep for 1-6 Combat Turns (roll 1 die) if caster's ST, IQ, and CH total exceeds the target's MR (ST, IQ and CH total if rated with attributes).	11	50'

Power: Each additional level adds an additional 1-6 turns duration.

Dis-Spell	Negates magic of same or lower levels.	11	50'
	Power: Each additional level raises the level, and therefore the effectiveness of the spell.		
Healing Feeling	Cures any kind of disease, magical or otherwise.	14	-
Slush Yuck	Converts rock to mud or quicksand for 2 Combat Turns, and up to 100 cubic feet. The wizard may dictate dimensions as desired, but the shape must be a regular geometric solid.	15	40'
Peek-a-boo	Allows the wizard to see inside a <i>Hidey Hole</i> .	15	30'
Hide This	Used to hide any inanimate object from sight. The spell fades as soon as the object is touched by any living entity.	15	30'
	For example: if a wizard makes a local boathouse invisible, the spell would be broken as soon as the next fly bumped into it!		
Hard Stuff	The reverse of <i>Slush Yuck</i> , turns mud or quicksand into solid rock for 2 Combat Turns, and up to 100 cubic feet. The wizard may dictate dimensions as desired, but the shape must be a regular geometric solid.	15	-
Slip Sliding Away	Negates a <i>Glue You</i> spell cast by a wizard with a lower IQ.	16	30'
Kaputnik	This spell causes one (1) target's non-magical armor to permanently lose its protection value.	17	-

LEVEL 4 SPELLS

Requirements: IQ 16, DEX 11

Cost: 1,500 gp each

Name	Description	Cost	Range
Too-Bad Toxin	Cures the effect of any poison and nullifies. However, the spell does not heal the wound from weapon or fang that delivered the poison.	7	-
Buffoon	Reduces victim's DX to 1. If this spell fails for some reason the caster's DX is affected instead. Characters with such low DX scores can barely stand, fumble held items and generally stagger around like a drunkard.	8	20'
Upsidaisy	Permits caster to levitate and move objects or beings up to caster's own weight for 1 Full Turn.	9	-
Vapor Maker	Creates high level clouds: they form within five minutes and last for 3 Full Turns with a 50% chance (1 die, 1-3) of rain per Turn. If 20 AR points are invested in the spell, the vapor forms at ground level as thick fog.	10	-

Power: Each additional level doubles the duration.

Sixth Sense	Renders a person quite incapable of being surprised by anything for one hour.	10	-
Hot Stuff	Raises the temperature of an object (up to hobbit size) by 20° for one Combat Turn.	10	20'
Flame Out	Extinguishes a campfire sized fire (or up to four torches).	10	50'
Cushion Curse	This curse causes one target to emit loud farts whenever they sit down; they are allowed a level 2 IQ Saving Roll to resist the spell entirely. In fact, if the Saving Roll contains two or more doubles, the spell backfires and the caster is afflicted with the curse! The effect lasts until the following sunrise.	11	30'
Smog	Projects a cloud of poison gas. The <i>Smog</i> instantly gathers within range, hanging in a 10 cubic foot area. Anyone within the <i>Smog</i> -zone loses half their CN or MR, if they are susceptible to noxious vapors (they will be, if they need to breathe to live). Player characters caught in such a predicament might be allowed a level 3 SP or LK Saving Roll to cover their mouth and nose, and flee the 'zone'. The Smog will last for one Combat Turn or until dismissed by the caster. Power: Each additional level doubles the duration.	11	50'
Sunlight in a Bottle	Creates full daylight in a ten foot radius area; lasts one Full Turn and requires some transparent vessel (bottle or jar will do nicely). Power: Each additional level may double either the duration or the radius.	12	50'
Snooze Alarm	This is a simple ward; placed on a container or across a threshold, will instantly awaken and alert the caster when it is triggered. Lasts for 12 hours or until triggered.	12	-
Protective Pentagram	Raises a protective barrier 3' in diameter for 2 Combat Turns. No weapons or spells may penetrate the barrier (in or out).	12	-
Wink Wing	Allows one to transport oneself (only) up to 50' in direction of choice without crossing intervening space. Leprechauns may cast this spell at no cost but only once per Combat Turn. If the Leprechaun is willing and able, he (are there any female Leppo's) may cast the spell at higher levels but must pay a minimum of 14 AR to do so. Power: Each additional level doubles the distance teleported and costs an additional 14 AR.	14	-

Stay Cool	This renders the caster or one other person impervious to heat and immune to <i>all</i> fire damage (except that from magical sources such as a wizard or dragon with a greater IQ score than the <i>Stay-Cool</i> caster) for one hour.	15	-
Arcane Woollies	Causes the caster or one other person to be impervious to cold and immune to cold damage for one hour. If the source of damage is of a magical nature, the <i>Arcane Woollies</i> will protect the caster providing his IQ equals or exceeds that of the enemy spell-caster.	15	-
Gill Frill	Allows a person to breath underwater for one hour. The spell doesn't protect the caster from the pressures of depths, it merely allows the target of the spell to survive without oxygen.	16	-
Ward Warn	Placed across an opening, on an object, or an area of 10 foot radius with one other spell (which adds its AR cost to <i>Ward Warn</i>). The second spell is triggered when the warded area is breeched. Ward Warn lasts 24 hours or until dispelled (it is possible for the caster to set off his own trap, so be careful!) Power: Each additional level adds one step to the duration; the base step is one day (24 hours), the next step is one week, then one month, one year then multiples of 10 years. Cast by a level-11 wizard, Ward Warn will potentially last 30-years!	18+	-
Heek!	This causes one target, whose CH cannot exceed the caster's IQ, to be suddenly convinced they are completely naked. Lasts one (1) Combat Turn.	18	20'
Dumb & Dumber	Reduces foe's IQ to 3. If spell fails for any reason, caster's IQ is reduced to 3.	18	20'
Ding-a-Ling	Negates a <i>Rock-a-Bye</i> spell.	18	50'
Double-double	Doubles one prime attribute of the wizard's choice for up to 5 Combat Turns. When spell wears off, the <i>doubled</i> attribute is halved for same number of turns.	18	-
Witless	Reduces foe's IQ to 3, or if spell fails for any reason, caster's IQ reduced to 3.	19	-
Instant Buried Treasure	When cast upon a collection of loot (not exceeding the caster's IQ in pounds), the goods will sink without a trace into the ground beneath. It will stay there, safe from water, worms, & other natural hazards (but not from discovery by others, with spades). The caster may recall it to the surface at any time, but after one year and a day, the spell dissolves and the treasure reappears.	50	-

The Doctor Is In	Works like <i>Poor Baby</i> only faster. Can restore up to 25 CN points within 1 Combat Turn. This rapid healing is very painful. The patient must have all broken bones set, foreign objects removed (arrows, stones, gravel, etc.), and stay still for the entire Turn. Failure to properly prepare the patient will result in, at best no healing, and at worse improper healing (a broken bone knitting at a right angle, skin growing over an embedded arrow, et cetera).	50	-
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LEVEL 5 SPELLS

Requirements: IQ 18, DEX 12

Cost: 2,000 gp each

Name	Description	Cost	Range
Lock Bomb	Used to lock anything structure with a visible lock. When someone tries to open this trapped lock, it will explode with a force equal to the caster's IQ in damage points unless they make a level 3 Saving Roll on DX.	20	-
Dear God	Allows one to ask 3 <i>yes-or-no</i> questions, of the Game Master, to be answered truthfully, with perhaps a cunning degree of vagueness thrown in for good measure..	30	-
Defrost	Heals any cold damage done to a living creature including a victim of <i>cold</i> spells, if cast at the same level as the spell which caused the damage. This healing must occur within 2 Combat Turns of the cold damage.	8	-
E.S.P.	Detects the <i>true intent</i> of man or monster by reading their minds or consciousness – in the absence of true sentience. The caster must successfully make a level 2 Saving Roll on IQ to penetrate the target's natural defenses.	20	20'
Fire Vision	The caster may look into one fire and “see out of” any other fire within five miles. The <i>visions</i> lasts one (1) Full Turn.	26	-
Boat-foot	Allows a person to walk on water for one Full Turn.	15	-
Flower Power	Causes all within fifty feet (including the caster) to desire nothing but peace, sweetness & harmony for one (1) Full Turn. Power: Each additional level doubles the range or duration.	28	50' Radius
Fracture	Causes any weapon or armor of non-magical origin or design, to become so brittle that it will shatter on first impact.	35	-

Glow	The caster glows with torchlight intensity. Those touching him will take 1 die in heat damage. Those grappling or being grappled take three dice. The <i>Glow</i> lasts one (1) Combat Turn.	10	-
Mind Pox	Causes mental confusion; the victim cannot attack or defend. The <i>Pox</i> lasts 3 Combat Turns. Can affect any number of beings up to the level of casting wizard.	39	100'
Moon Banish	A lunar eclipse affecting the area within one mile of the wizard; lasts for one (1) hour or until dismissed. Power: Each additional level doubles the radius.	20	-
Maxi-Toxi	Negates a <i>Smog</i> spell, but not the effect if one has already inhaled the gas.	15	50'
Peekabo	Renders any material (less than a foot thick) transparent for one Full Turn. The area of transparency can be up to the wizard's level in inches (diameter).	15	-
Perfect Portal Picture	This creates the image of a passage (as in the second level <i>Portal Picture</i>), except that the caster and party may actually pass through it! It disappears when anyone else tries to use it, or after one (1) Full Turn.	22	30'
Rag Doll	This <i>evil</i> curse paralyzes the victim from the neck down. The effect is <i>permanent</i> but can be dispelled.	30	-
Second Sight	Allows one to distinguish between illusion and reality for 1 Full Turn.	25	100'
Stone You!	All rocks and rubble (fist-sized and smaller) within 50-feet will leap off the ground and hurl themselves at the target. Damage depends on the surrounding terrain, but is at least 2-dice and at most 10-dice. The GM will have to make a decision on the amount of damage done.	20	70'
Think Link	Allows the caster to telepathically converse with one person. Target must be known to the caster or within line of sight; Lasts one (1) Combat Turn. Power: Each additional level doubles the range or duration.	20	70'
Trust Me	If cast upon a victim whose IQ+I.K+CH (or MR) is less than the caster's total, the victim will happily believe whatever the wizard says. Lasts 1-6 hours (roll 1 die). However, if the intended victim proves to have too high an attribute total or MR, the victim instantly becomes aware that an unfriendly spell was cast against him and will likely seek redress against the caster with a large knobbly club.	30	10'

Zingum	Allows the caster to teleport double one's weight, 50-feet in any direction. <i>Zingum</i> works only on non-living matter only. Power: Each additional level either doubles the weight that may be transported or the maximum distance it will travel.	36	50'
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LEVEL 6 SPELLS

Requirements: IQ 20, DEX 13

Cost: 2,500 gp each

Name	Description	Cost	Range
Wall of Water*	This conforms to the standard rules for <i>Wall</i> spells. It is just a wall of ordinary water. (Drinking it will do no good, any water removed from the wall area disappears. It does, however, make one heck of a fine swimming pool.)	12	-
Wall of Gloom*	This conforms to the standards for all <i>Wall</i> spells. Within the wall area there is total darkness; those entering must make an level 3 IQ Saving Roll or panic and flee.	12	-
Wall of Thorns*	Puts a wall of thorns up between caster and his or her foes. It can be cut or burned down, but anyone walking through it must make a I.K Saving Roll at level 3 to avoid falling asleep for 1-6 days (roll 1 die).	14	-
Porta Vision	A <i>clairvoyance</i> spell. Allows one to see what is happening anywhere else by summoning a mental picture of the distant location. The wizard must have some knowledge of an object, person, or the place to focus on - one cannot see into a totally unknown place. The vision is like a still photograph; you cannot scan a whole area.	15	100'
Mystic Visions	Similar to the <i>Mirage</i> spell; allows some movement of the image projected. No sound, however, and movement for only short distances. Others can determine that the vision is not real by the fact it can't be touched, but touch alone will not cause it to vanish. Lasts up to 5 Combat Turns. Power: Each additional level adds an extra 5 Combat Turns of duration.	15	-
Impotent Eye	Hides the caster's nature and level from others who may use an <i>Omnipotent Eye</i> spell. The spell may also be cast on magic items to make them appear mundane. The spell lasts for 6 Full Turns or until dismissed by the caster. Power: Each additional level adds a further 6 Full Turns to the spell's duration.	15	-
Goldnose	Allows the caster to <i>sniff out</i> gold for one Combat Turn. Dwarf wizards and rogues may cast <i>Goldnose</i> for only 5 AR points and double the duration for each additional 5 points spent.	15	-

Wall of Wood*	This conforms to all the standards for <i>Wall</i> spells; this one is made of foot-thick oak beams.	16	-
Mystic Ears	The caster can hear what is going on in another known location (<i>clairaudience</i>). The spell lasts one Full Turn.	16	-
Ice Storm	Causes an instant hail storm over a 20 foot radius; it lasts one Combat Turn and does little real damage (except to crops and property). Higher level increase the radius. Power: Each additional level doubles the radius.	16	100'
Dig	The caster can move aside or remove earth (but not solid rock) at the rate of 50 cubic feet per Level per Combat Turn for one Full Turn. (A tunnel that a man-sized creature can move through at a crouch, is 100 cubic feet per four foot length.) Power: Each additional level doubles the duration.	16	-
Wall of Wind*	This conforms to the standard rules for <i>Wall</i> spells. Within the wall's volume, the air is hurtling around at hurricane velocity. Anyone entering it must make a ST Saving Roll at level 3 or be hurled back (suffering damage equal to half the caster's level in dice).	18	-
Wall of Stone*	Places an impassable wall of stone up between caster and foes.	20	-
Animation	Animates any <i>inanimate</i> object in a cartoon-fashion; it sprouts legs and arms as necessary, and can manipulate objects and obey simple commands. Its effective ST and DX depends on its original composition and form. The spell lasts one Full Turn. Power: Each additional level doubles the duration.	20	50'
Wall of Light*	This conforms to the standards for all <i>Wall</i> spells. The Wall glows very brightly, illuminating the area within 150' feet. Anyone entering must take heat damage equal to the caster's IQ and make a level 3 Saving Roll on LK or be blinded for 1-6 Full Turns (roll 1 die).	22	-
Wall of Iron*	Places a wall of iron between the caster and his or her foes. Impassable unless one can melt or warp iron.	23	-
Broken Pentagram	Negates a Protective Pentagram. Takes one Combat Turn to come into being.	24	-
Walk Again!	Cures paralysis from any cause except a severed spinal cord (a <i>Clone Grown</i> spell will have to be combined with this to cure that condition).	25	-

Wall of Ice*	Places a wall of ice between the caster and his or her foes. Will take (caster's as IQ times his level) in damage to breach.	26	-
Wall of Fire*	Puts a sheet of flame between the caster and his or her foes. Will deliver (caster's IQ times his level) in damage to anyone walking through the wall, unless the person or creature is immune to fire.	26	-
Superglue	This is an amplified and concentrated Glue You. The victim cannot move at all for one turn; but is subject to normal time events (he can be moved, hurt, et cetera.).	26	30'
Panic	All living beings within 50 feet of the caster must make an IQ Saving Roll at level2 or flee in terror for one (1) Combat Turn. <i>Power:</i> Each additional level doubles the duration of the 'terror'.	32	50'

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

LEVEL 7 SPELLS

Requirements: IQ 22, DEX 14

Cost: 3,000 gp each

Name	Description	Cost	Range
Re-forgery	Repairs damage done to metal armor or weapons. The spell costs 10 AR per point of damage repaired. At least 50% of the original material must be present for the spell to work. The AR cost is halved for dwarf wizards.	10	-
Wind Whistle	Calls up a breeze with a speed up to 10 mph, which blows for one (1) Combat 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. <i>Power:</i> Each additional level increases the wind speed or the duration by double, but not both.	14	100'
Open Sesame	Creates an opening in a physical barrier about five feet across. The depth/length of the passage is equal to the caster's level in feet. If the barrier is thicker than that, the spell fails completely. The spell will last for one hour unless dispelled.	15	-

Darkmeld	This eerie spell turns the caster into one of the night-folk. A creature of pure shadow. They are almost invisible when motionless and can only be heard if they wish it. Only silver or enchanted weapons can hurt the night-folk (although the <i>Medusa</i> spell will still kill them) The effect is dispelled if the caster is caught in strong light but otherwise lasts one Full Turn.	15	-
Bread & Water	Satisfies a person's need for food and drink for up to three days.	15	-
Mist Me	The caster turns into <i>steam</i> - it lasts three Full Turns or until dispelled, by the caster. Use with caution; you have no voluntary movement in this form, you are at the mercy of the winds (and temperature).	20	-
Jemnosc	Allows the caster to <i>sniff out</i> precious gems for one Combat Turn. Dwarf wizards and rogues may cast <i>Jemnosc</i> for only 5 AR points and double the duration for each additional 5 points spent.	20	-
Icicle	Hurls a spear-like icicle into one target. The damage equals the caster's IQ, but the target must make a LK Saving Roll at level 3 or lose half their DX, rounded down (due to chills) for one Combat Turn; targets with Monster Ratings (instead of DX) lose 25% of their Combat Adds for the Turn. Power: Each additional level increase the number of icicles by 2 - which may be thrown separately, at different targets, or all at once.	20	100'
Zappathingum	Enchants any non-magical weapon to double it's normal effectiveness. The spell lasts 1-6 hours (roll 1 die).	24	-
Brain Strain	Causes permanent insanity. The nature of the insanity - subtle disorientation to raging lunacy - is up to the GM, but the <i>Level</i> difference between caster and victim should be taken into account. A 15th level Wizard should be able to induce any desired type of insanity in a 1st level Warrior.	24	-
You Will Talk!	Endows an inanimate object with a mouth and the power of speech for 3 Combat Turns. The apparent IQ of the object will be very rudimentary, but depending on GM's determination, effective IQ will actually increase with fine workmanship and greater age of the object (e.g., a cheap, new leather belt will be a useless dimwit, but a finely wrought antique chair may be exceedingly erudite).	25	-
Rubble Rumble	Causes normal, non-magical stone to slowly crumble into dust at the rate of 8-cubic feet per Combat Turn. The basic spell lasts for only one Combat Turn. Power: Each additional level increases the duration by 4 Combat Turns.	25	100'

Older, Not Wiser	Adds five years to the age of one person or object (living beings are allowed an level 3 LK Saving Roll; objects get no Saving Roll).	25	-
Out To Lunch	The caster's mental presence is undetectable by any means (psychic powers and spells or unique special abilities). Of course the physical presence is unchanged. <i>Out To Lunch</i> lasts one hour or until dispelled the caster.	25	-
Invisible Wall	The spell allows the wizard to erect a force field from floor to ceiling that nothing except higher level magic can penetrate. Cannot be moved once created, nor shaped to specifications. The Invisible Wall will last for 1-6 (roll one die) Combat Turns.	27	-
Alchemical Exchange	This spell transmutes precious metals (including coins) into gems and vice versa. The total value in the exchange cannot exceed the caster's (IQ × 100) in gp; no value is lost in the exchange. The gems thus created will be uncut and unexceptional, of random types, weighing a tenth of the original metal. The reverse process will create the equivalent value in (roll 1d6): (1) gold dust; (2-3) gold nuggets; (4-5) silver nuggets; (6) gold coins	30	-

LEVEL 8 SPELLS

Requirements: IQ 24, DEX 15

Cost: 3,500 gp each

Name	Description	Cost	Range
Alas Poor Yorick	Allows the caster to speak with a dead person; the corpse or at least a skull must be present. This does not actually recall the spirit, but merely reactivates the memory and consciousness lying dormant in the remains. The spell lasts for one Combat Turn.	24	-
Mutatum Mutandis	Enables the caster to change into any other form of being or creature with a Monster Rating no higher than his combined prime attributes. The spell gives you all the powers and abilities of that creature and lasts up to 6 Combat Turns at caster's option, at which time he returns to his original form. Any damage taken to the Monster Rating must be applied proportionally on original constitution.	24	-
Curse of the Early Grave	For all practical purposes, the target of this spell will appear to be dead (although he can move, talk and interact – he's dead)! Scavengers may attempt to eat him as he sleeps, and worst of all he will actually begin to decompose - losing one point of CN each day. Also, no healing of any wounds is possible except by magic. There is no Saving Roll allowed and the effect is permanent, although it may be removed like any curse.	30	30'

Head Shrink	Cures all types of mental illness, unless the illness is the result of divine inspiration.	30	-
Zapparmor	Enchants any one suit of armor or a shield to double its normal protection value for 1-6 Combat Turns (roll 1 die).	30	-
Sun Screen	A localized solar eclipse (within one mile of the caster). The eclipse lasts one (1) hour. <i>Power:</i> Each additional level doubles the radius.	35	-
Twister	Creates a small cyclone under the direction of the caster; anything weighing less than $(10 \times \text{caster's IQ})$ pounds will be picked up and thrown around on a whim! The wind lasts 2 Combat Turns and can move at up to 40 feet per round.	35	100'
Water Spout	Creates a water twister that moves at the caster's direction (up to 40' per round); lasts for two Combat Turns. It will destroy small boats and swamp larger ones, and pick up & hurl about any object weighing less than $(\text{IQ} \times 100)$ pounds. This spell works only at sea or within 300 feet of a large lake or sea.	35	300'
Zombie Zonk	Creates zombies from corpses by doubling their ST and CN or MR. The <i>Zonk</i> lasts for 5 Combat Turns (50 minutes). The zombies are destroyed if their master dies. Assuming enough corpses are available, the caster can raise a number of zombies equal to his or her experience level.	36	-

LEVEL 9 SPELLS

Requirements: IQ 26, DX 16

Cost: 4,000 gp each

Name	Description	Cost	Range
Water Ways	Allows the caster to merge with a body of water and move along within it at a rapid (up to 40 mph) speed. The spell lasts for one (1) hour or until the caster exits the water.	20	-
Ice Merge	The caster can become one with a body of ice and move through it at walking speed. Lasts three Full Turns, or until the caster leaves the ice.	22	-
Earth Merger	The caster merges with the ground and may move through it at walking pace, even through solid rock. The spell lasts for one (1) Combat Turn or until the caster <i>surfaces</i> . The caster can breathe and see normally whilst <i>merged</i> .	25	-
Fire Portal	Allows the caster to step into one fire and out of another up to five miles away. Of course, the caster suffers no ill-effects from the fire but must know of the existence of the 'exit' fire.	25	-

Séance	Recalls the ghost of a deceased person. A particular person may be specified, or a random ghost will be summoned. A cup of blood must be ready for the ghost to consume; it will then converse for up to one hour (the ghost merely refuses to come if there is no blood; these are shades only, with no substance or powers).	25	-
Mutatam Mutandorum	Enables you to change others into any form with a Monster Rating maximum equal to their combined attributes and a minimum of 5. The change lasts 1-6 Combat Turns (caster's option), whereupon the being reverts to the original form. Any damage suffered to the MR must be taken proportionately on original CN.	26	20*
Pygmalion	Transforms stone objects (statues, rocks, characters previously turned to stone), into living flesh with the same physical proportions as the original object. If the target wasn't previously sentient it isn't now (probably makes for good eatin' though)!	28	40*
Concentrated Ray	This spell works only under direct, sunlight. It causes a shaft of greatly magnified sunlight to fall upon a five-foot radius. All flammables will catch fire and the heat damage to all in the area equals the caster's IQ \times 10. Those in the target area are allowed a Saving Roll on SP at level 3 to jump out of the light before it strikes.	30	100*
Medusa Mug	Permanently turns flesh into stone unless the target succeeds in a level 3 Saving Roll on CN.	30	40*
Weather Master	The caster may do one of two things: (a) control the existing weather (rain, wind, lightning, etc.), to a small degree in a limited way for two Full Turns; or (b) dictate the weather for the coming day (must not be too unseasonable).	30	-
Demonic Familiar	Summons a <i>familiar</i> that will serve the caster for 1-6 years or until banished. The familiar is almost always an Imp, with an MR no higher than the caster's IQ. They must feed daily upon the wizard's blood, which costs the caster one (1) point of CN.	35	-
Death Spell #9	The target must make a level 9 Saving Roll on LK or drop dead!	40	100*
Living Dead	<i>Living Dead</i> functions exactly like the <i>Zombie Zonk</i> , spell with the exception that the zombies created will last indefinitely.	40	-
Stop!	The target is completely frozen in time. They can be moved, but their posture will not change, and they are totally invulnerable to harm. The spell lasts one (1) Full Turn.	40	50*

Power: Each additional level adds 2-12 Full Turns.

LEVEL 10 SPELLS

Requirements: IQ 29, DX 17

Cost: 4,500 gp each

Name	Description	Cost	Range
Blow Me To...	Teleports you and a weight of up to 200 pounds to any specific location of your choice.	28	-
Dry Up!	Completely dehydrates one victim (man-sized or smaller); ST immediately drops to one (1), and the victim must receive at least one quart of water for each of the next four hours or will perish. <i>Power:</i> Each additional level either doubles the size or number of the allowable victim(s).	30	100'
Mutable Stone	The caster may shape stone as if it were soft clay (does not work on magical stone). Lasts for one hour.	30	-
Small 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 <i>decreased</i> , only divide his or her ST, CN, and size. May not be used cumulatively. Lasts 1 day only.	33	50'
Grounded	The caster becomes <i>rooted</i> to the earth and cannot be moved; lasts for one hour or until dismissed by the caster. However, the caster also becomes of the same consistency as the ground he is standing on; use with caution.	35	-
Weakling	A single foe is effected. His or her CPT is reduced to 30% for one Combat Turn. <i>Power:</i> Each additional level doubles the duration.	35	25'
Hellbomb Bursts	Disintegrates up to 100 cubic feet of anything!	36	150'
Hollow Vision	An advanced version of the <i>Mirage</i> spell. The illusion can now move and produce vague sounds but is still dismissed if touched. Lasts up to 5 Combat Turns. <i>Power:</i> Each additional level adds a further 5 Combat Turns.	50	100'
Life Spell #10	The caster must make a 9th level saving roll on I.K. If successful, this spell reverses Death Spell #9. The caster of the Death Spell #9 then has to make a 10th level saving roll on I.K. or expire in a greasy puddle.	60	100'

LEVEL 11 SPELLS

Requirements: IQ 30, DX 18

Cost: 5000 gp each

Name	Description	Cost	Range
Blink	The caster disappears and reappears in the same spot six seconds later. (If another person is now standing there, he will be pushed aside with great force.) You are actually hurling yourself into the future, but maintaining the same "coordinates." This spell can theoretically be cast at higher levels, but it can be suicide to do so. The longer you "hurl," the wider your frame of reference for your coordinates will become. Thus instead of being positioned relative to the ground at your feet, you may be positioned relative to the mass of the world (regardless of how it has rotated or moved in the meantime), or even relative to the ether (which may long since have swept past the world). <i>Power:</i> Each additional level... no, don't even think about it!	30	-
Bigger is Better	Enlarges any creature. Roll one die and add one. Use that number to multiply the MR or ST and CN of the creature. The effect lasts for one day.	33	50'
Blow You Too...	Allows you to teleport one other person plus a weight of up to 200 pounds to any location you specify. If the character does not wish to go, they are allowed 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 <i>sent</i> , no roll is required.	35	10'
Clone Grown	A severed limb may be regenerated providing the spell is cast within 3-days of the injury. The limb takes 10-days to fully reform.	40	-
Shadow Valet	This spell calls forth a harmless, invisible spirit that can perform all butlering and cooking functions for the caster for one full day.	40	-
Combustive Spontaneity	Causes one victim to burst into flames and be instantly reduced to ashes. The target is allowed a Saving Roll on IQ at (the caster's level minus their level); if successful, they still take damage equal to the caster's IQ and their clothing is on fire. Which is a bad thing even in cold weather.	40	80'
Dark Sphere	Useful at night only, the spell removes the effect of moon and starlight within one (1) mile of the caster. <i>Power:</i> Each additional level doubles the radius.	40	-
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	-

Holy Heck!	The spell stops anyone using Ghostly Going to pass through solid objects for one (1) Combat Turn.	45	50' radius
	Power: Each additional level adds 1-6 additional Combat Turns of duration.		

LEVEL 12 SPELLS

Requirements: IQ 33, DEX 19

Cost: 5,500 gp each

Name	Description	Cost	Range
Instant Burial	The ground opens up beneath one target (of up to <i>ogre</i> size), swallowing him completely before closing. Damage done depends on the ground consistency, but usually runs 20 to 120, not to mention suffocation. Power: Each additional level doubles the number of targets.	28	50'
Seek Ye	This spell is used to force a sentient being to go on a mission at the wizard's behest. The GM must agree that the quest is a reasonable one and feasible. A good rule of thumb is: <i>if the caster couldn't perform the quest, the target shouldn't be compelled to attempt it!</i>	30	50'
Binding Circle	Creates a circle, which will imprison any ghosts, demons, undead, and so on, that may be lured or <i>conjured</i> into it. The circle will hold any entity with a Monster Rating equal to or less than (caster's IQ × level). The spell lasts one hour. Power: Each additional level doubles the duration.	35	-
Head Gauge	The spell penetrates the mind of one target, revealing demonic possession, psychic control, mental illness, et cetera. Head Gauge is not useful for reading the thoughts of the target.	40	100'
Limbo Trip	One victim is transported to a nightmare dimension. Roll 2 dice; on a double-ones, the victim is consumed by the horrific monsters there. Otherwise, he or she returns to the same spot three Combat Turns (30 minutes) later. If a level 1 IQ Saving Roll is failed, the target is driven permanently insane. Even the sturdiest of persons who make the Saving Roll, usually return screaming and take several minutes to recover.	40	50'
White Out	A blinding blizzard springs up, covering the area within 100 feet of the caster. All within that radius (except the caster) must make an level 3 CN Saving Roll or lose three DX points per round due to the freezing cold; lasts one Full Turn. Power: Each additional level doubles the radius or the duration.	40	100'

World Goes By	Reduces the caster's (or a target touched by the caster) <i>time factor</i> by 72. The person will experience only 10-minutes of subjective time while the world goes through 12-hours. The spell effectively speeds healing time.	45	-
The World Stand Still	Increases the caster's (or another's) time factor by 72. See <i>Speedy Me</i> for the basic effects. The speeded person will live through 12 hours of time in only 10 minutes; to their perception the entire world has stopped dead still. However, at this level the isolation of the altered time factor is a bit blurry & imperfect. Rapid movement can actually cause windburn; hitting something hard can demolish your hand (because it was moving at several hundred mph); and it can take quite a "long" time to open a large door (the fraction of a second it takes to overcome the door's inertia).	45	-
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'
Return Ye	Instantly returns your body and possessions to a previously chosen 'base', which may be any distance away. The act that triggers the spell must be identified as the spell is cast, possibilities include: moment of death, one (1) hour from now, first successful attack, and so on.	75	-

LEVEL 13 SPELLS

Requirements: IQ 34, DX 20

Cost: 6,000 gp each

Name	Description	Cost	Range
Aurora	The caster is covered in a shimmering aura; all seeing it must make an level 3 LK Saving Roll or be dazzled (halve their Combat Point Totals and, double their Saving Roll levels). Dazzeled targets cannot cast spells but may use spell-like powers of magic items. The touch of the caster causes damage equal to CH × one (1) die. The spell lasts one Combat Turn. <i>Power:</i> Each additional level doubles the duration.	40	-
Brain De-strain	Heals points of IQ lost due to illness, injury, magic, poison, or other ability. Will restore all lost IQ, but not to a higher total than the caster's IQ.	45	-
Summon Kobolds	Kobolds are minor earth elementals and usually have Monster Ratings of 10 or less. The number appearing (popping out of the ground) will have a total MR not more than the caster's CH. They will obey the caster's commands for one Combat Turn (x caster's IQ), after which they will return to the ground or seek revenge for being commanded to do something really stupid. <i>Power:</i> Each additional level doubles the duration.	45	-

Fiendishly Invisible	Invokes a demonic fiend with a MR equal to the caster's combined attributes + 25. The fiend fights with poisoned teeth and claws unless given a weapon. If the fiend scores any damage, roll 1 die for every 10 points of CN; the result is the number of turns the character has to obtain a <i>Too-Bad Toxin</i> spell (or similar antidote) before dying. The GM should play the fiend as devious, treacherous, and double-dealing. Tasks set for the fiend should always include blood-letting. Each time the fiend completes a task, its master must make a 7th level Saving Roll on CH to avoid attack. If the Saving Roll is made, a further task may be assigned.	50	
Mole Hole	Creates a hole in the earth or a wall large enough to walk through. The wall hole remains for 1-6 Combat Turns or until dismissed by the caster. Anything caught in the hole when it vanishes 'pops' out the side; it's not possible to crush anyone in a collapsing <i>Mole Hole</i> .	50	-
Fire Storm	A circular wave of raging flames spreads from the caster to a radius of 50 feet, doing (IQ × caster's level) damage and igniting everything that might conceivably burn. <i>Power:</i> Each additional level either doubles the damage or the radius of effect.	55	50' Radius
Ghost Glue	Temporarily binds a ghost, or the stolen spirit of a living person (see <i>Soul Snatch</i>), into an object. The victim retains consciousness, but cannot employ or exhibit any powers. Lasts one week (but can be made permanent by the <i>Some Enchanted Item</i> spell).	60	-
Door 13	Opens a portal to another plane. There are no known limits to this spell, but the other plane must be known to the caster (through experience or research).	75	-
Wiz-Speak	The Universal Translator! This unique spell allows whomever it is cast upon to understand, and be understood by any listener within 'speaking' range. Lasts 6 Combat Turns. <i>Power:</i> Each additional level doubles the duration.	90	100'

LEVEL 14 SPELLS

Requirements: IQ 36, DX 21

Cost: 6,500 gp each

Name	Description	Cost	Range
Force Shield	Creates a wall of spell-proof colored light. The shield automatically deflects magic spells and weapons of lower levels. Wizard can shape and move the <i>Force Shield</i> at will but doing so consumes the entire Combat Turn. If a being trapped behind or within one can make a 14th level Saving Roll on ST or IQ (whichever is higher), he or she can break out.	42	100'

Master of Corruption	The caster can control all <i>ordinary</i> forms of undead, providing the individual undead IQ score does not exceed the caster's and the total MR does not exceed (caster's Level \times [IQ + CH]). The undead will remain under the necromancer's power for 12 hours. Note that most undead creatures have an IQ of zero (0), only more powerful creatures have the ability to reason.	50	100'
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Power: Each additional level doubles the duration.

Cast Ye Out!	Drives a possessing demon out of its victim (it may then be free to possess another, or attack, depending upon circumstance). If the demon's MR exceeds the caster's total attributes, or if its IQ is greater than the caster's, it will pass from the victim and possess the caster!	60	-
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LEVEL 15 SPELLS

Requirements: IQ 38, DX 22

Cost: 7,000 gp each

Name	Description	Cost	Range
Air, Earth, Fire & Water	Allows the caster to conjure an elemental to use as a servant for 5 Combat Turns. Its MR will equal the total of the caster's attributes, multiplied by two. Elementals can be fought, and are nullified by sending the opposite type against it (fire vs. water, earth vs. air).	42	500'

Power: Each additional level doubles the duration.

Bind Demon	Permanently binds a demon into an enchanted object; it adds the demon's powers to that object, and the caster can then utilize any of the demon's abilities through the object. (Example: an ordinary demon is bound into a sword, the sword gets normal dice, but the regular adds are replaced by the demon's Combat Adds, and its attacks are considered <i>magical</i>). The demon's <i>true</i> name must be known and used in the spell. The target demon's IQ may not exceed the caster's, nor may its MR exceed the caster's (level \times IQ).	85	150'
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LEVEL 16 SPELLS

Requirements: IQ 40, DX 23

Cost: 7,500 gp each

Name	Description	Cost	Range
Anti-Magic	Can be used selectively to negate and cancel any lower level magic in the wizard's area of view. Lasts 3 Combat Turns once set in motion. After 3 turns, the 'countered' magic returns.	65	500'

Power: Each additional level doubles the duration.

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, et cetera. <i>MR should not be revealed prior to spell's use.</i>	*	150'
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The cost to cast the spell is equal to the MR of the entity to be exorcised.

Greater Elements	Conjures up a <i>greater Elemental</i> , it will serve for one Combat Turn or one task (whichever comes sooner). It will have an MR of (caster's IQ × level) and have arcane powers to control its element as appropriate (the GM should decide what is and isn't appropriate).	68	-
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Power: Each additional level doubles the duration or number of tasks the Elemental will perform.

LEVEL 17 SPELLS

Requirements: IQ 42, DX 24

Cost: 7,000 gp each

Name	Description	Cost	Range
Summoning	Summons a demon with a MR equal to the magician's combined ST, LK, IQ and CH. If the demon is used simply as a monster, the MR will suffice. If it is used as a character, however, the MR should be distributed among the primary attributes as desired by the caster. A demon's form must be specified upon the <i>Summoning</i> . Demons will serve from 1-6 hours (roll 1 die). Demons know and can cast any spell that their IQ, DX and AR will permit, but they suffer the same AR loss as a wizard for doing so; however, they recuperate AR at a rate of 10 points per Combat Turn. Power: Each additional level doubles the MR of the summoned demon.	100	-
Call demon	As per the <i>Summoning</i> spell, but if the caster makes an IQ Saving Roll, he may specify the type of demon summoned. The level of the saving roll is equal to the required demon MR divided by 20.	120	-
Banishing	Returns demons, invisible fiends, imps and the like back where they came from. The Banishing must be cast at the level of the wizard who originally summoned the demon.	150	500'

LEVEL 18 SPELLS

Requirements: IQ 44, DX 25

Cost: 8,000 gp each

Name	Description	Cost	Range
Demon Dump	A more powerful form of Banishing. The spell will dismiss any demon with an IQ not greater than the caster's, or whose MR is not greater than the caster's (IQ × caster's level). Bound demons must first be <i>freed</i> in order to be dismissed.	165	-

LEVEL 19 SPELLS

Requirements: IQ 46, DX 26

Cost: 9,000 each

Name	Description	Cost	Range
Soul Snatch	Steals the spirit of one victim (must be within line of sight; or may be up to one mile away if the caster possesses a lock of hair or such). Unless imprisoned or bound, the spirit is immediately free to seek out its body again. If the soul is gone for 21 days, the body will die. A disembodied, unbound spirit may re-inhabit its body provided the body can be located – which generally takes 4 (dice) +6 days of astral searching. If the body is located, the spirit must make a series of Saving Rolls on I.K., starting at level 1 and working up to the character's level at the time of death (so a character who was level 3 when the <i>Soul Snatch</i> spell was cast would need to succeed at a level one (1), 2 and 3 Saving Roll on I.K.	150	-

Additional Spells

Of course there are other spells available to the wizards of the world, but those listed above will help you to face many of the challenges a true adventurer must meet. Game masters should feel free to create spells using the existing list as inspiration.



SAVING ROLLS: A PLAYER'S INTRODUCTION

In the solo adventure that follows, the text frequently calls for the player to make a Saving Roll, at a particular 'level' to determine the outcome of the character's actions.

Saving Rolls are a cornerstone of play, and are discussed fully in the *Game Master's Grimoire*. For now all you need to know is that when called upon to make a Saving Roll, you will roll 2 six-sided dice and add the indicated attribute to the total. If the dice come up doubles, roll again and keep adding the rolls until something other than a double is revealed (it is entirely possible to generate very large Saving Roll numbers).

However, if the first roll is '1' and '2' or '1' and '3' (less than 5 but not doubles), the Saving Roll is automatically failed.

The final result is compared with the following table to determine if the Saving Roll has been successful.

Level	Total Required
1	20
2	25
3	30
4	35
5	40
+1	+5



Saving Roll Example: Stig the hobbit is about to leap between two roof-tops escaping from some over-zealous City Watchmen who have confused him for a wanted thief! The GM calls for a ST Saving Roll at level 2. Stig's player argues for a DX Saving Roll but the GM's word is final. The player rolls 2-dice and adds Stig's ST of 12. A level 2 Saving Roll requires a total of 25 for success, ordinarily this would mean, Stig's player would have to roll a '13' to make the jump! The player rolls double 4s allowing a re-roll. The second roll is '9' for a total of 15, plus Stig's ST of 12 equals 27. Stig makes the leap and flees into the night.





The Ice Cavern of Seralind

By A.R. Holmes

The following is a brief solitaire adventure suitable for all characters with 20 Combat Adds or less. Even newly created first-level dungeon delvers will stand a chance here; although a sharp sword and sharper wits are called for! The adventure assumes that you have sufficient equipment to descend to the caverns below; if your character is brand new and a little low on cash, don't worry, we'll lend him the necessary items, just this once.

In the depths of the mountains, a deep crevasse, lined with ice, plunges into the rock. At the bottom, a blue phosphorescence can be seen, illuminating the way. Folks hereabout fear the crevasse, believing that *Frost Giants* secretly created caverns beneath the mountain, and they don't look kindly upon visitors. Others believe that a terrible *Ice Dragon* lives at the very bottom, turning anyone who ventures into its lair to solid ice; a necessarily fatal transformation.

Whatever is down there, you are convinced that there must be treasure! And so, equipped with silk rope, pitons, and a pack full of equipment and supplies enough to last for a week, you begin your trek into the mountains.

Whenever you see the letter (E) bound by parentheses, roll for an *Encounter* on the table following the adventure. Good luck!

Begin your adventure at **paragraph 1**.

Paragraph 1

The climb was hard, but you are in no hurry and took your time. There are still hours of daylight left by the time you arrive at the crevasse. Cautiously you peer over the edge. You can clearly see the blue glow at the bottom of the abyss. If you begin setting-up your rope and pitons, and attempt to climb down the crevasse, go to **14**. If you look around for another way down go to **22**.

Paragraph 2

You are at the bottom of the crevasse. You can now clearly see that the blue light is caused by phosphorescent moss that clings to the walls. Down here it is very cold, and ice has formed at the sides of the rock wall. Leading down into the rock is a tunnel, which also glows blue from the enchanting moss and lichen. As you look down the rock tunnel, you can see icicles hanging down about 20 feet into it, and after this, it appears that the entire tunnel is covered in ice. The glowing moss illuminates your way.

It would appear that your adventure begins here. Soon, you will be hauling great sacks of treasure out of the caverns! Well, at least that is your plan... Cautiously you walk down the icy tunnel. (E) After your encounter go to **36**.

Paragraph 3

You are in a large cavern in which are many strange creatures. They look like Goblins, but they appear totally made from ice. For eyes they have tiny green points of light, and their fingers are icicles. At first they ignore you and continue dancing around in the ice cave, but suddenly, they stop, and as one, turn to look in your direction, their eyes glinting and shining, their jagged, icicle fingers like claws, ready to rip you asunder. Their faces are menacing, and they begin to edge towards you. Behind them is a natural ice archway, through which you can see more of the strange but beautiful glowing blue moss. Behind you the icy corridor creaks and cracks as the Frost Goblins prepare to attack. If you turn and run, go to **42**. If you attack go to **20**.

Paragraph 4

The ice tunnel winds down into the rock like a corkscrew. You seem to walk down in a never-ending spiral for ages. Suddenly, you are wary of a cracking noise beneath your feet. The icy floor gives way and you must leap clear! Make a level 1 Saving Roll on SP. If you make it, you leap across the sudden chasm in the tunnel floor and continue down the tunnel, deeper and deeper into the mountain, at **16**. If you fail the Saving Roll, you fall down into freezing, icy blackness. Go to **37**.

Paragraph 5

Only chunks of ice remain of the creatures, their cold green eyes: dead. Yet somehow you get the feeling that all is not well. If you return the way you came go to **42**. If you go through the natural ice archway go to **24**.

Paragraph 6

The old man shakes a pot of small bones, teeth and claws and throws them down in front of you, chanting continually. Roll 2-dice. If you roll odd, go to **19**. If you roll even go to **28**. If you roll doubles go to **39**.

Paragraph 7

You are on the edge of a large subterranean lake. It is absolutely freezing down here, and the surface of the lake is thick ice. You cannot see the roof of the cavern, but apart from the way you took to arrive in here, there is a large natural archway, dripping in long icicles, and shrouded by huge columns of naturally formed ice. Through this arch you can see a tunnel wreathed in glowing blue moss, stretching away into the distance. Suddenly, from the lake, there is a loud <<CRACK!>> and a huge shape hauls itself out of the frozen lake, shattering the thick layer of ice that covers the water. There is no time to do anything but attempt to fight, or flee down the icy tunnel. The creature looks like a giant version of a frog, but has tentacles sprouting from all over its scaly hide, and is covered in what looks like frost. Its eyes are huge globes mounted on top of its head, and are white. It is easily 30 feet high and almost as wide. It opens a vast mouth within: row upon row of what look like icicles are displayed. From its mouth the beast breathes icy cold air, which appears to freeze anything it touches. If you confront this mammoth subterranean ice beast, go to **38**. If you flee down the tunnel go to **18**.

Paragraph 8

As you return, the ice beneath your feet cracks and creaks, and before you can react, you fall through the icy floor of the tunnel, down into freezing darkness. Make a level 2 Saving Roll on LK. If you make it go to **45**. If you fail go to **11**.

Paragraph 9

The tunnel is dark, cold and narrow. It soon begins to slope down into the bowels of the rock. **(E)** Soon, the tunnel opens into a roughly spherical cavern. It is quite small with no attractive features. In the flicker of your torchlight you see that the floor is littered with bones, skulls and pieces of broken weaponry and armor. Across the cavern is an opening through which you can hear faint chanting and a rattling noise. If you go through the opening go to **26**. To return to the outside and climb down the chasm go to **14**.

Paragraph 10

Take 100 AP as the Demon shatters into a thousand shards of ice. In the remains you spot a dagger-like shard of ice that glows green but is quickly fading. This is Icadril, a magic dagger that will never melt and will glow green when demons are near (within 30') and scores 6+6 in combat. It weighs 1lb and requires a ST & DX of 6 to use. You may now go through the ice archway at **27** or return to the first cavern and take the left tunnel at **4**.

Paragraph 11

Roll 6-dice and take the result in damage as you tumble down through jagged, icy rocks which line the pit beneath the tunnel floor. You may count armor value normally. If you survive, you find yourself in a small cave near the bottom of the mountain. You are battered and bruised but you still live and breathe. You hobble back to your village, without the treasure you hoped for, and without discovering the Ice Cavern of Seralind. 100 AP. **The End.**

Paragraph 12

You have found a small cleft in the rock, just behind the crevasse. Here, you see a dark opening that enters the rock of the mountain. To enter here go to **9**. To climb down the crevasse anyway go to **14**.

Paragraph 13

Make a level 2 Saving Roll on the average of IQ and CH. If you fail, the seated figure waves an icy hand and dismisses you, a sad smile on its face. Go to **15**. If you make the roll go to **35**.

Paragraph 14

Carefully you secure the rope at the top of the abyss, fixing it around a pinnacle of rock, and tie the other end around you. Using a clever slip-knot arrangement, you begin to ease yourself down the wall of the chasm, every now and then knocking a piton into the wall in case you need to climb back up without the aid of the rope. This is a very dangerous and tricky maneuver, and you must make 10 level 2 Saving Rolls on the average of your ST, LK and DX (round up). If you fail one of the rolls, take 1 point of CON damage as you get it wrong and slam into a section of rock and your rope slips too far. If you ever fail a by a rolling less than '5' (without doubles) whilst trying the ten rolls, go immediately to **30**. If you finish trying all ten saving rolls without dying or rolling less than 5 go to **2**.

Paragraph 15

You find yourself outside, back near the bottom of the mountain. You cannot quite recall how you got here, but you are alive, safe and well. In your pocket you find some crystals. Roll 1 die + 2 and refer to the table at *paragraph 41* to see what you have got. Your adventure is over. Take 150 AP and go home. **The End.**

Paragraph 16

(E) You come in to a large cavern, the walls of which glisten with sparkling gems. However, the floor looks very dangerous. It is covered in cracks and feels unsteady beneath your feet. If you risk trying to gather some gems, go to **41**. If you prefer to return to the first cavern and take the right-hand tunnel, go to **31**.

Paragraph 17

The figure in the throne remains impassive, and casually watches proceedings with interest, raising one eyebrow. You have chosen to fight two Ice Beasts, each of which has an MR of 22 multiplied by your level number. If you die, your adventure ends here. If you defeat them go to **21**.

Paragraph 18

(E) After your encounter, you find yourself wandering down a wide ice tunnel. The walls are glowing with phosphorescent moss and the whole scene is enchanting. You are unable to see the end of the tunnel, which gently angles down ever deeper into the rock of the mountain. Soon, up ahead, you see a cloud of twinkling lights. As you approach, you realize that hundreds of *Will-o- Wisps* almost fill the tunnel. Beyond them the corridor vanishes into the distance. There is no way to pass the magical lights without disturbing them. If you return the way you came, go to **8**. If you walk through the *Will o' Wisps* go to **25**.

Paragraph 19

The old man shakes his head, muttering to himself. He fixes you with his cloudy eyes and grabs your hands in his, "Do not go down there!" he mutters in a passable attempt at your native tongue. Then he sits back down on the floor and continues mumbling and warming his hands on the fire. If you attack him go to **34**. If you return to the edge of the crevasse and prepare to climb down, go to **32**. If you heed the old man's warning and go home, leave the adventure with 50 AP.

Paragraph 20

Roll 2-dice to see how many Frost Goblins attack you. Then attempt a level 1 Saving Roll on LK. If you fail go to **43**. If you make it read on. Each creature has an **MR of 5**. If you are fighting with any form of fire attack (i.e. a magic weapon or item) you may double your attack score. Assuming you survive go to **5**.

Paragraph 21

As the Ice Beasts fall dead to the cavern floor, they turn to water and sink through the floor, somewhat supernaturally. When you turn towards the throne, the figure has gone, but upon the seat of the ice throne is a buckler shield and short sword. They are both made from ice, but very magical. The shield has the same protection value as your current LK rating, and the short sword will deliver as many dice as your current ST, but it has no extra Combat Adds. Claim these gifts then go to **45**, as suddenly the ice floor opens beneath your feet!

Paragraph 22

Make a level 2 Saving Roll on LK. If you fail, you must climb down, go to **14**, for you find nothing. If you make the saving roll go to **12**.

Paragraph 23

Your adventure has ended. You are alive and may fight another day. Hopefully you will have gained a little treasure and maybe some magic from your time within the caverns. Even if you have left with nothing, you have had an interesting experience. Take an additional 150 AP and seek adventure elsewhere! **The End**.

Paragraph 24

As you walk towards the archway, something terrible happens. The remains of the Frost Goblins animate and gather together, forming the huge and fearsome Ice Demon! It blocks the archway, leering at you with a terrible mouth filled with sharp icicle teeth and eyes that glow with an unholy green light. It awaits your attack. If you flee the chamber go to **42**. If you attack go to **33**.

Paragraph 25

The Will o' Wisps are magical, unpredictable creatures, and view you with interest; surrounding you. Make a Saving Roll on LK. If you fail go to **15**. If you make a level 1 or level 2 Saving Roll go to **47**. If the saving roll you made is level 3 or higher go to **27**.

Paragraph 26

You enter a small, low cavern. Inside, sitting cross-legged on the floor is an old man, dressed in layer upon layer of ragged clothing, wearing old leather boots and a hat covered in feathers, small bones, claws and colored beads. He is hunched over a small fire that burns low in a hole in the cavern floor, facing away from you. He appears to be mumbling low and shaking something in front of him. As you enter, he stops and turns to look at you. His face is like old dyed leather, and his eyes are pale white orbs. You assume that he is blind. He begs that you sit, although it seems that he cannot see you. If you leave now, return to the edge of the crevasse and climb down at **14**. If you sit as he instructs go to **6**. If you attack him go to **34**.

Paragraph 27

You find yourself in a huge circular cavern. It must be at least two hundred feet in diameter, and many of the giant icicles that hang from the roof are in excess of ten feet long. The walls of the cavern contain many archways all shrouded in sparkling ice crystals, and the ever-present glowing moss is everywhere in here. In the center of the cavern is a wonderful ice throne, in which a staggeringly beautiful person sits, watching you, a look of pleasure and interest on its face. You cannot tell whether the person is male or female. Then, through two of the largest arches, great hulking ice beasts shamble into the room. They walk on all fours and have huge tusks at either side of their mouths. Their eyes glow green and they walk upon huge clawed feet, and sport icicle spines along their backs and long, heavy tail. They walk casually yet menacingly towards the throne and sit at either side. The figure in the throne looks upon them approvingly. Nothing more happens. If you leave the cavern, going back the way you came go to **8**. If you approach and greet the figure go to **13**. If you try to leave the cavern through one of the other archways go to **46**. If you attack the beasts go to **17**. To attack the figure in the throne go to **50**.

Paragraph 28

The old man grins and waves his hands in the air, smiling a toothy grin. He claps his hands and says, in a brave attempt to speak your language, "The Gods of the Mountain will watch over you! Go!" He gives you a small necklace of bird feathers and claws. The necklace is magical, and has one use only. You may choose to use it when you meet any foe in this adventure only. When used, it allows you the *first combat round free*, without your opponent attacking. However, you only get to score the result of the die roll for your weapon(s), you may not count Combat Adds. You wear it, thank the man, and prepare to climb down the abyss. Go to **14**.

Paragraph 29

"Hmmm, an interesting decision mortal, but so be it. Let us to combat!" Seralind does not use her full strength and power against you, or it would be a poorly matched contest! Instead, she fights with a magic quarterstaff of ice and an **MR of 52** *multiplied by your level number*. It will still be a tough fight, but Seralind, daughter of the Ice God, does not wish to lose a contest against a mortal if she can help it! In addition, at the start of every Combat Turn you fight you must try to make a Saving Roll on the average of LK and DX (round up) at level 1. If you fail the roll go immediately to **40**. If you win, go to **49**.

Paragraph 30

The slip-knot arrangement gives-way under the strain and you plummet down into the abyss. Make a level 2 Saving Roll on the average of ST, DX and SP (round up) to react in time. If you make it, you retain a firm grasp on the rope and land at the bottom, taking only 2-dice of damage, with armor counting normally. If you fail the roll, you fall freely down into the yawning crevasse and slam into the rock at the bottom, dying instantly. If you survive go to **2**.

Paragraph 31

The tunnel creaks and groans as you walk carefully down it. Now and then the floor seems to give a little beneath your feet. Ahead you can see a large cavern, in which you see movement but cannot work out what it is. As you approach, the icy floor creaks and strains more and more. If you continue towards the cavern you will need to make a level 2 Saving Roll on LK. If you make it go to **3**. If you fail go to **42**. Or you may turn back to the main cavern where you fought the Worm and take the left-hand tunnel at **4**.

Paragraph 32

Throughout this adventure your character will have his or her Luck rating reduced by 2 points. The Gods of the Mountain do not favor you today. Continue at **14**.

Paragraph 33

The demon has an MR of 35 x your level number. Again, if your attack is fire or heat based you may double your attack score. At the start of each Combat Turn make a level 1 Saving Roll on LK. If you fail go to **44**. If you kill the Demon go to **10**.

Paragraph 34

Your attack fails as the old man somehow avoids your violent onslaught. He points a frail, bony finger at you and shouts a clutter of awkward words at you whilst shaking his fists in outrage. Your flesh is disintegrated. Later, after he has rested, The Mountain Man will sweep your remains into the outer cavern. **The End**.

Paragraph 35

The figure is impressed with what you have you have to say. It rises from the throne, and you see that it is about 9 feet tall! The figure is slender yet muscular, and wears a long flowing robe, which appears to be made from silk or maybe very thin ice, you cannot tell. You can see now that it is a female. She speaks in hollow tones, which seem to ring around the cavern. Meanwhile, the two ice beasts lie on the floor, seemingly uninterested. "Your presence here pleasures me. Mortals do not often tread within my chamber, especially those as charming, strong and beautiful as you. I am Seralind, the Ice God's eldest daughter. I give you three choices. You may leave now, with my blessing, stay and fight my Ice Beasts to prove your worth, or put yourself to the ultimate test and fight me. What is it to be? If you leave now with her blessing go to **48**. If you stay to fight the two huge Ice Beasts, go to **17**. If you fight Seralind go to **29**.

Paragraph 36

The icy tunnel works its way down into the bowels of the mountain for around seventy-five feet, after which it opens into a roughly spherical cavern. Long, thick icicles hang from the roof. From the cavern lead two tunnels, each one heading down further into the mountain. Suddenly, before you can decide which of the two tunnels to take, the cavern shakes and a deep rumbling can be heard above you. The icicles fall down shattering upon you and large chunks of rock and ice falls into the cavern. Roll 1 die and take the result in CN damage despite any armor protection you may have. After the collapse, you are horrified to see a Giant Ice Worm writhing around in the cavern, huge mandibles clacking together. It's massive purple compound eyes fix upon you and it attacks wildly. You must fight for your life. Its MR is 20 multiplied by your level number. If you kill it, you may take 1 die worth of sections of its unusual compound eyes, which will sell for 50 gold coins per piece. Assuming you survive this deadly cavern, take the left tunnel at **4** or the right tunnel at **31**.

Paragraph 37

You land with a crash and a splash upon the frozen surface of a subterranean lake. You take no damage, but you are now in dark, freezing water. The surface of the lake is frozen, and you will never find your way back to the hole you made when you fell into the water, especially as it is pitch black. You will soon perish from the freezing temperature and drowning is also a grim possibility. If you are wearing armor you must remove it immediately. Make a level 2 Saving Roll on DX to do this. If you fail, you drown, and then freeze. Close the book. If you make the saving roll Make a level 1 Saving Roll on CN. If you fail, the temperature of the water is your downfall, and you die instantly. If you make the roll, you have 3 Combat Turns to get out of the water. Each Turn try to make a level 2 Saving Roll on the average of LK and CN (round up). If you fail, roll 1-die and deduct it from CN to represent the damage to your body that the freezing water is doing. After you have had three tries at the saving roll with no success, you die. If you make the roll go to **7**.

Paragraph 38

I thought the description of the creature would have been warning enough! The vast creature devours you without noticing. **The End**.

Paragraph 39

The old man gasps, although how he can see through his eyes is a mystery to you. He smiles a toothy smile and clasps your hands in his, singing and swaying from side to side. You have met The Mountain Man, and he has cast the Bones of Fortune and the Gods have favored you! Whilst in this adventure you have **three** second-chances at any saving roll. If you fail one, you may, if you wish, roll again to try and make it. You may not have more than 2 chances at any one saving roll, as they must be used for three separate saving throws. Happily, the Mountain Man leads you to the rear of the cave and shows you a concealed tunnel, which he pushes you towards. It leads down to the bottom of the crevasse, thus saving you a difficult climb down! Go to **2**. You may also claim 100 AP for your encounter with this colorful character.

Paragraph 40

Seralind catches you unawares, and strikes your legs with her staff of ice, causing you great pain and toppling you to the floor. She then touches you on the head with the end of the staff and you are instantly turned to ice. You do not die however, and your soul travels to the realm of the Ice God. Make a saving roll on CH at level 2. If you fail, your adventure ends here. If you make it, the Ice God reincarnates you. You are returned home with an increased ST and CON of 10 each, but should you ever take any fire-based damage, it will do three times the damage it should, including magic. (E.g. a TTYF or Blasting Power that would normally do 12 points of damage would cause your reincarnated character 36 damage.) **The End.**

Paragraph 41

Make a level 2 Saving Roll on LK and then one on DX (two separate rolls). If you fail either, the floor gives way and you are sent falling down into the icy darkness beneath. Go to **37**. If you make the saving throws, you safely gather your LK rating in dice worth of gems. Then roll 1-die and consult the table below to discover what gems you have got. When you have finished here return to the main cavern you started from and take the right-hand tunnel at **31**.

Die Roll	Type of Gem	Value (GP per Gem)
1	Ice Diamond	10
2	Crystal of Ice	1
3	Freezing Topaz	2
4	Frosty Jade	3
5	Ice Pearl	4
6	Ice Emerald	15

Paragraph 42

The ice beneath your feet collapses and you are sent tumbling down into the icy darkness. It doesn't look good does it? Go to **37**.

Paragraph 43

One of the Frost Goblins is a Shaman, and he casts a spell that turns your weapon of choice to ice. It shatters as you deliver the first blow. Either choose another weapon or fight with bare hands! Return to **20** and begin combat. (DM's comment: always carry a spare...)

Paragraph 44

The Demon cast a spell that turns you to ice. **Your adventure ends here.**

Paragraph 45

You slide down through a smooth ice tunnel, in complete darkness. Soon, after a thrilling ride, you see daylight in the tunnel ahead and you are sent flying through the air, landing harmlessly amongst some bushes. The ride was worth 100 AP. Go to **23**.

Paragraph 46

Neither the figure in the throne or the ice beasts react as you choose an archway and walk through it, but they watch you as you go, the enigmatic figure in the throne smiling beautifully. Go to **15**.

Paragraph 47

Make a level 2 Saving Roll on CH. If you make it, the magical creatures like you, and bestow upon you a magical boon. Choose one of your Prime Attributes and roll 1 die + 1, adding the total to your chosen attribute. They then teleport you to **27**. If you fail the roll, there is something about you that they do not quite like. Go to **15**.

Paragraph 48

Seralind respects your decision and grants you a boon. Choose ST, LK or IQ and add the total of 2 dice – 1 point, to it permanently then go to **15**.

Paragraph 49

Seralind concedes defeat and you are victorious! However, the Ice God's daughter does not appear to be harmed in any way. As a reward, she increases each of your Prime Attributes (not SP) by 2, and adds one (1) die to the effectiveness of one of your weapons and either your shield or the armor you wear (your choice). You are allowed to enter Isahils Gem Cavern, which lies through one of the archways leading from the room. In here you may gather 1-die worth of gems, then roll on the table at 41 and roll 1D6 to find out which kind of gem you got (you are only allowed to take one kind of gem). When you are ready, Seralind creates an icy whirlwind and transports you home, thanking you for an exciting combat, and wishing you well in the future. She predicts that you will rise to great things. Finally, when you return home, you discover an annoying weakness to your body. You seem to be very sensitive to heat. As a result, you will now suffer double damage if ever you take hits to CN from fire-based attacks. Such is the cost of the Seralind's blessing! **The End.**

Paragraph 50

As you step forward to bravely attack the figure seated in the throne, it stands up tall, and holds out a hand towards you as if holding you back. You find movement suddenly difficult. Then it speaks to you in your native tongue, "I am Seralind, daughter of Siglamir the Ice God! You are a mortal standing before me in my chamber, the fabled Ice Cavern of Seralind! As Seralind stops speaking, you find yourself once more able to move. If still you attack go to **29**. If you decide not to attack after all, Seralind smiles and makes a gesture with her icy hands as you put down your weapons. Go to **15**.

The Encounter Table

- 1) Blue Imp. MR 25 x level number. Uses nasty little ice daggers that always do 1 CN damage per Combat Turn regardless of CPT.
- 2) Slush Beast. A huge mass of slushy ice, MR 25 x level number. Each Combat Turn make a level 1 Saving Roll on CN or suffer 1 CN loss because of *cold attack*.
- 3) Cold Drake. A poisonous lizard that lives in icy caves. MR 20 x level number. If damage to CN are taken the delver is infected with poison that will reduce ST by 1 for the next 1D6 paragraphs!

4) Ice Spider. MR 30 x Level Number.

5) Amber Worm. Mostly harmless but will attack if 1 or 6 is rolled on one die, when encountered. MR 15 x level number.

6) Yeti. There is **only one** of these per adventure. If re-rolled there will be no encounter. MR 40 x level number. Will carry 2-dice worth of gems (use table at paragraph 41 to determine type) as treasure and will always attack.

THE GAME MASTER'S GRIMOIRE

As we mentioned earlier, with the exception of the solitaire adventure, it is the game master that creates the game environment and stories that the player characters inhabit. We expect that T&T players and game masters are already familiar with these often challenging but always rewarding duties, but in the following pages we present some rules, suggestions and game tools that may assist in the task.

BUILDING THE PERFECT BEAST

Since the first edition of T&T, one of the stickier problems facing GMs has always been how to 'rate' the enemy. If the Monster Rating is too high, the player characters will get wiped out very quickly, too low and there is little challenge. Here we offer a few tips:

On average, a monster with a rating of 10 (2-dice + 5) will have a Combat Point Total of 12 per Combat Turn. The following table displays the average progression in CPT based on Monster Ratings.

MR	Average CPT	Minimum CPT	Maximum CPT
20	20.5	13	28
30	29	19	39
40	37.5	25	50
50	46	31	61
60	54.5	37	72
70	63	43	83
80	71.5	49	94
90	80	55	105
100	88.5	61	116

It's also important for the GM to have a good idea of the delver's average CPT; add up the total of all dice available from weapons, then multiply that total by 3.5. Thereafter, add the character's Combat Adds. If using **Combat Option 1**, you might like to consider the total of armor protection points available. For an even fight (and this may not necessarily be a good thing), try and match the net CPT of monsters and player characters.

Example: A lone rogue with no armor save for a battered buckler (2 points), and his only weapon a short sword is worth an average of 3-dice (10.5) plus 2 points of armor, plus his Combat Adds. Let's say he's an able lad with ST: 13, DX: 13 and LK: 17; his Combat Adds will be +7 bringing his net worth to 19.5, let's give him the benefit of the doubt and call it 20! Looking at the above chart, a single orc with an MR of 20 could definitely give our poor rogue a run for his money! If the orc rolled its maximum score (28) and our poor rogue rolled minimum (10, or 12 with his armor), the rogue would need a CN of 17 to survive the first Combat Turn. Ouch!



Looking at the average possible CPTs is the best way for the game master to create Monster Ratings likely to give the characters a reasonable challenge.

The following suggestions help to provide a rough guide to the ratings you should allocate relevant to the party's potential CPT.

- **Sword-Fodder:** -15 to +15 to MR (average CPT -15 to +15).
- **Even Fight:** +25 MR (average CPT +23). The delvers will need to be lucky, or pull out some direct damage to weaken it.
- **Tough Fight:** +30 MR (average CPT +29). This monster will be tough. It can be worn down, but direct damage and/or cunning are almost a must.
- **Epic Battle:** +40 MR (average of +38). This monster will savage the delvers. Direct damage will be needed to weaken it enough to finish it off.
- **Hopeless Battle:** +50 MR (average of +46). This monster will demolish the party in straight melee combat. Those without direct damage or major tricks up their sleeves may be in trouble.

Given that as a foe takes damage, the Monster Rating is reduced, consider the following options for beefing up the opposition:

- Give the monster an armor value, either an arbitrary number (the creature's tough skin) or a particular suit of armor (the orcs might wear studded leather armor worth 6 points of protection each Combat Turn). Natural armor probably wouldn't degrade with Spite damage but the orc's leather certainly would.
- Assign a CN value independent to the monster's MR. This means a creature's Combat Adds and dice do *not* drop as its MR is reduced. Add armor and the monster becomes as powerful as a player character.
- Monsters may be able to cast spells conditionally (every time they roll one or more '6') or normally (they have an AR score just like delvers and cast spells at the whim of the GM).
- The monster may have unique abilities that are always activated; perhaps the creature's skin in molten lead, attacks from metal weapons *increase* its MR and destroy the weapon!
- A nice treat for the GM is simply to have the monster capable of flying into a berserk rage (see the *Berserker* rules from the Player's Primer).
- The critter might have a ranged attack, which might be a crossbow or airborne spores. If so, the GM may assign a specific dice value to the attack or use the normal MR dice.

For examples of particular monsters with special rule-bending abilities, read through the GM Adventure included in this book: Of Gods And (Rat) Men.

Monster Rated Critters and Saving Rolls

Sometimes, a creature with an MR will be called upon to make a Saving Roll, it doesn't happen as often as you might imagine since enemies with ratings are often the foot-soldiers of more *detailed* foes. There are only three possible outcomes for Saving Rolls made by these underdeveloped enemies; this makes life a little easier for the game master. Simply roll 2-dice and interpret the results as follows:

1. The dice *do not* generate doubles *and* total less than 5 the Saving Roll is failed.
2. The dice *do not* generate doubles *but* total 5 or more: the monster makes any Saving Roll with a level equal to or less than its **MR divided by 10** (round down). If the level was greater than the monster's current number of Combat Dice, the Saving Roll failed.
3. The dice generate doubles; the monster makes the Saving Roll.

In the middle of a heated battle, just remember that a Monster Rated foe always makes its Saving Roll on doubles; always fails the roll if the dice total are less than 5; and might succeed if the result is anything else!

CHARACTER MOVEMENT RATES & GAME TIME

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.

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 market. Moreover, if dungeon-delving characters are looking for tripwires, secret passages, and other traps and tricks, their speed will be further reduced.

Basic Humanoid Speeds

Walking: 400 feet per Combat Turn (2 minutes of game-time)

Swimming: 100 feet per Combat Turn

Running: 1,200 feet per Combat Turn

Flying: 2,000 feet per Combat Turn

Double these figures if the characters are *not* looking for traps, secret doors, in normal lighting and generally not devoting the correct level of attentiveness with a view to staying alive.

- **Forest or rough ground** will cut speed by half; heavy forest or swamp will reduce it to 1/3. **Darkness** reduces speed by half; this is halved again if you have no torches. (For nocturnal monsters, such as night-gaunts and orcs, this is reversed; daylight, if it can be tolerated at all, halves speed.)
- **Flight** is slowed by darkness (or light if appropriate), but not by the nature of the ground below, except that forest, water, etc., prevent takeoff and landing.
- Aquatic creatures **swim** at walking speed.

When characters are fleeing from monsters, or vice versa, a SP Saving Roll is probably appropriate to determine whether the monsters can outrun the humans. The whole question of speed and movement is highly subjective. Game masters should strive for playability rather than realism, should the two considerations conflict.

Time

For ease of play, real-time is compressed during less exciting game events (the Full Turn) and stretched during times of heightened anxiety (the Combat Turn).

Full Turns in Tunnels and Trolls are 10 minutes in length: **Combat Turns** are 2 minutes in length.

Wizards and other spell-casters recover one AR point, per level, per 10 minutes, and may cast one spell per Combat Turn. It is easy for a wizard to tire himself out very quickly. Warriors may attack once, hand to hand or with missile weapons, per Combat Turn. Damage to a character's CN is recovered at *one point* per level, *per day* unless magic is used to speed the healing process.

SAVING ROLLS

This section offers a game master's introduction to Saving Rolls, the most important mechanic in the game; one that fires the imagination and stops play becoming a series of dice exchanges.

When instructed by the game master or the text of a solo adventure asks you to attempt a Saving Roll on a particular attribute, you roll 2 dice and add the relevant attribute to check your fate. The level of the Saving Roll (SR) indicates how difficult the task and associated roll will be.

Level	Total Required
1	20
2	25
3	30
4	35
5	40
+1	+5



In game master moderated play, it may be the player that requests a Saving Roll for the character; in fact it's entirely likely! Players are very inventive – and invention should be encouraged. When faced with difficult game situations, players will almost always suggest a solution requiring a Saving Roll. For example, the GM may announce that the roof the characters are traversing is beginning to collapse. One of the players may request an attempt to leap to a near-by roof or lasso a weather-vein and so on. *The Saving Roll dictates success or failure!*

Although players are encouraged to offer their suggestions, the *level* for each Saving Roll is selected by the game master. Saving Roll levels have nothing to do with character levels, dungeon levels or spell levels. They are simply an indicator of the difficulty of the task to be attempted. As you will see below, higher level Saving Rolls quickly become contingent on raw luck of the dice rather than the character's abilities. A rule of thumb is often useful in these situations:

- Assume a character generally has a reasonable chance of succeeding at a Saving Roll 3 levels below his own. Which means that in many cases, characters on the short but deadly journey from first-to-third level have a rocky road ahead of them!

Let's look at a rogue climbing an ivy covered wall in the dead of night; a fairly common adventurous activity. The GM is likely to assign a level one (1) Saving Roll to such an endeavor; the rogue is basically climbing a *Hollywood ladder*. Some GMs will feel strangely inclined to increase the Saving Roll level to match the attributes or of the character. Of course this undermines the character's increased abilities. If the GM rates the wall as difficulty level one (1) it should be rated that way whoever attempts the task.

Generally, the choice of attribute for a Saving Roll is obvious; vaulting a chasm, use DX; haggling your way to a bargain, use CH; holding a door closed: ST. However, if the GM is unsure which attribute to use as the basis for a Saving Roll, use LK (luck). Often the cornerstone of a successful adventuring career is good luck! Simply put the player must roll 2-dice and add the relevant attribute. If the total exceeds the Required Total, the brave adventurer has lived to fight another day.

Where a character fails a Saving Roll, the effects may be obvious. "I'll leap this 30 foot cavern and avoid the lava below. "Huzzah lads!" Seconds later: "Aaarrrrghh..." Sizzle. If the GM is at a loss to award a suitable penalty, have the character take damage equal to the number the Saving Roll was missed by.

The character may exceed all expectations and roll well beyond the required number. In these cases, a suitable reward is called for. Often this relates to the role-playing scenario, the villagers might sing your praises for a month, you may receive a magic token or special sword, and so on.

The following chart gives players and game masters alike, a rough idea of the levels of Saving Rolls, which might be assigned, to particular tasks

SR Level	Difficulty
1	<p>Simple: Even neophytes have a reasonable chance of success here and the first level Saving Roll remains a common occurrence throughout the character's career.</p> <p><i>Examples include:</i> climbing a tall tree; a blacksmith making a serviceable horseshoe or throwing a dart at a board in a friendly contest of skill.</p>
2	<p>Routine: This level of difficulty represents a real challenge for low-level characters. Success is not a given! <i>Examples include:</i> making a quality craft item; scaling a rough wall with pitons and rope or picking a well-made lock.</p>
3	<p>Tricky: Tricky Saving Rolls often arise at pivotal points in early adventures. Here, success is unlikely but still possible thanks to the possibility of rolling a double or two. <i>Some examples include:</i> scaling a natural cliff in good conditions but without equipment; creating an artwork likely to impress a skilled artisan or trying to pick a lock under duress (hanging from a rope while goblins are hurling abuse and spears in your direction).</p>
4	<p>Challenging: The player will be hoping to roll at least one double to succeed and failure may result in the character taking damage or even shuffling off this mortal coil. If given a choice, a sensible player may consider re-thinking a plan that calls for a <i>Challenging</i> Saving Roll. <i>Examples include:</i> attempting to talk your way out of an orc encampment by assuming the guise of a used spear salesman; trying to follow the tracks of a thief across paved streets at twilight or leaping across a 20-foot wide chasm.</p>
5	<p>Heroic: Matters of life and death are settled at this level. Failure invariably results in a tragic defeat, which may mean damage, death or humiliation for the character. Success is often the result of a series of improbably lucky dice rolls that causes those gathered at the gaming table to gasp in amazement, cheer, wonder where those dice came from and nip out to buy a Lottery ticket. <i>Examples could include:</i> inspiring a small village of 20 hobbits to mount a spirited defense against a marauding army of 1000 orcs; vaulting across a 30-foot river of lava (using your 'lucky' spear) or picking the lock on the queen's chastity belt with the sharp end of a feather!</p>
6	<p>Incredible: Saving Rolls of this level and higher are usually the last action the player takes before rolling up a new character. <i>Examples of Incredible actions include:</i> running into a dragon's mouth to punch it in the tonsils; climbing across the ceiling – clinging on by your fingernails or convincing the king that you are, in fact, his loving wife and that he should pay no attention to that thick growth of beard on your chin.</p>
7	<p>Fantasy: Anything is possible in T&T but these situations stretch the boundaries of reality. <i>Examples include:</i> licking the poison from a dagger and spitting it out (thereby avoiding its ill effects) whilst being stabbed with said dagger; hiding in the tooth cavity of a dragon after it thinks it's eaten you, or convincing the king that you are his long lost twin and then pointing out that since you were born 4 seconds before him, you are the rightful monarch!</p>

- 8 **Ridiculous:** When the GM tells you that your planned course of action is really, really stupid but that you can have a go if you really, really want. You should probably reconsider... *Examples include:* running across the ceiling, convincing the castellan that the king is your 'evil twin' and should be executed, allowing you to take your rightful place as Head of State; catching a bullet between your teeth or an ogre impersonating a leprechaun.
- 9 **Diabolic:** This level of Saving Roll is generally reserved for situations when the character is doomed beyond all hope but the GM throws the player a bone out of sympathy...

If the GM is not sure which attribute to use as the basis for a Saving Roll, use LK (luck). Often the cornerstone of a successful adventuring career is good luck! Simply put the player must roll 2-dice and add the relevant attribute (as dictated by the GM). If the total exceeds the Required Total, the brave adventurer has lived to fight another day.

Where a character fails a Saving Roll, the effects may be obvious. "I'll leap this 30 foot cavern and avoid the lava below huzzah lads!" Seconds later: "Aaarrrrghh...sizzle," If the GM is at a loss to award a suitable penalty, have the character take damage equal to the number the Saving Roll was missed by.

The character may exceed all expectations and roll well beyond the required number. In these cases, a suitable reward is called for. Often this relates to the role-playing scenario, the villagers might sing your praises for a month, you may receive a magic token or special sword, and so on.

Rolling the *Saving Roll* Bones

Having established the number required and your chance of success, roll 2-dice and add your character's appropriate attribute.

1. Even characters with incredibly high attributes are not assured of success: If the result is a 1 and a 2, *or* a 1 and a 3, you have automatically failed the Saving Roll no matter what the attribute score is!
2. If dice do not generate doubles add the number rolled to your character's attribute. This is your total.
3. If the dice are doubles (even double 1s), make a note of the total and roll the dice again. Keep rolling and adding the scores until you stop rolling doubles. For example, the player rolls 2 sixes (12) followed by 2 threes (6), followed by a two and a 1 (3). The dice total is 21 to which we add the character's attribute score.
4. If the total equals or exceeds the required number, the Saving Roll is 'made' and the desired action or effect is achieved.

As can be seen from the effect of rolling doubles, there's no upper limit to the player's dice roll. As a result even low-level characters with limited attribute scores can successfully makes high-level Saving Rolls.

CHARACTER DEVELOPMENT

Watching your characters grow and prosper can be one of the major pleasures of this game. Earlier, we noted how one accumulates Adventure Points. Earlier we noted how one accumulates Adventure Points.

All newly created characters begin play at **level 1**. As the character accumulates Adventure Points his level increases, as the level increases so do the character's attributes.

Upon reaching the second level of experience and each level thereafter, the character may either add two points to any Key attribute (see Character Types) or add one (1) point to any other attribute.

The following table shows the number of adventure points that a character must accumulate before reaching a specific level. For example, a warrior with 12,000 Adventure Points is sixth level; when he gains an additional 1,500 points, the warrior becomes seventh level.

Level	AP	Level	AP	Level	AP	Level	AP
1	0	6	10,000	11	32,500	16	67,500
2	1,000	7	13,500	12	38,500	17	76,000
3	2,500	8	17,500	13	45,000	18	85,000
4	4,500	9	22,000	14	52,000	19	94,500
5	7,000	10	27,000	15	59,500	20	104,500

Each level requires Adventure Points equal to the (level to be attained) x 500. Level 21 would take an additional 10,500 points, in addition to the not inconsiderable 104,500 points required to reach level 20.

Adventure Points are gained through, well... daring adventure! Since combat and Saving Rolls almost always accompany the action, the GM should use the following method for awarding experience points:

Each and every time a '6' is rolled whether it be for combat or Saving Rolls. The players should ask (or remind) the game master to place an Adventure Point chip in a nearby pot or mug (use standard poker chips).

At the end of the session, the GM should multiply the chips collected by 100 AP and distribute the total evenly between all characters.

***Example:** At the end of one busy session, there are 15 Adventure Point chips in the pot. The GM divides 1500 points between the four characters and each receives 375 points.*

Furthermore, any creatures defeated (either in battle or by cunning and wits) are worth a number of AP equal to their Monster Rating; again, this sum should be divided equally between those characters that had a hand in the critter's downfall. Defeated foes that have attributes rather than a Monster Rating are worth APs equal to the total of their ST, IQ and CN; multiplied by 2 if the creature possesses special abilities or the power to cast spells *or* multiplied by 4 if the enemy has spells and special abilities!

Bonus Adventure Points

The GM may build in certain events that are worth a few extra AP. For example, the characters may earn an extra 50-100 points for talking their way past a guard post rather than assaulting it. Or points might be gained for thoughtful or 'in character' role-play. This is a role-playing game after all!

Characters can only advance one level at a time. Players can't save their APs and shoot up 3 levels just because it suits them to do so. Points should be awarded regularly and level progression should be a fairly orderly event that players look forward to with some eager anticipation.

HIRELINGS

A dungeon delver may hire non-player characters to journey with him on dangerous missions.

The GM might wish to prepare a stable of possible candidates to that present themselves for employment. However, adventurous individuals are rare; most will be *professionals*, some *warriors* and *rogues* with a very few being *wizards*. Warrior-wizards will not generally present themselves as subordinates; they lead!

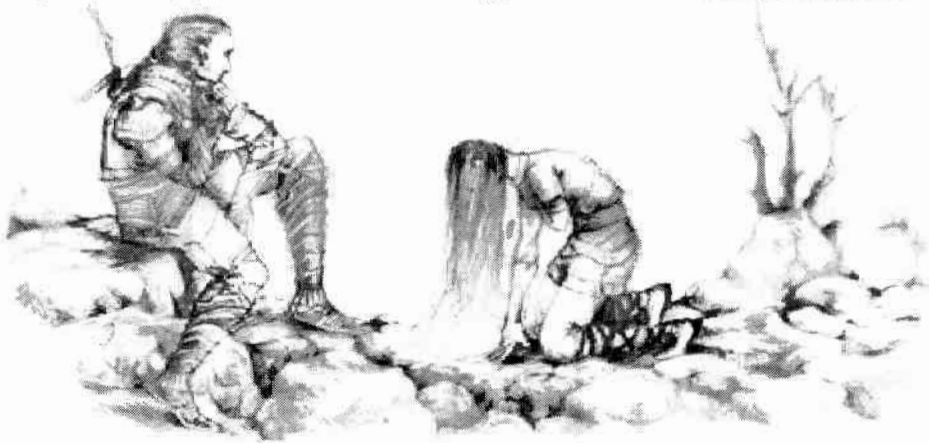
2-Dice Character Type

2-6	Professional
7-9	Warrior
10-11	Rogue
12	Wizard



The GM should choose the appropriate kindred for the hireling, remembering of course, that humans are the most common race and generate attributes randomly. Few adventurers wander around naked so suitable characters will have one or two weapons and a set of armor (and a shield if a warrior).

Hirelings usually demand 2 gp per month per attribute point (so a character with a score of 8 in all areas will require 128 gold per month) plus a half-share of all gold recovered from the mission.



RANDOM TREASURE GENERATION

(Many thanks to Mahrundl [Mark Evans] of The Trollbridge for his wonderful non-magical Random Treasure Generator)

In some solo adventures it is necessary to create a 'random' treasure. Certainly there are many game masters who are grateful for the opportunity to spark the imagination with a random collection of goodies to offer the delvers.

The following system is presented as a way of randomizing the contents of a found or guarded hoard of treasure. The GM may use the tables as offered or as inspiration for placing his own rewards.

To randomly generate a treasure, start by rolling 2-dice to determine the treasure's overall size.

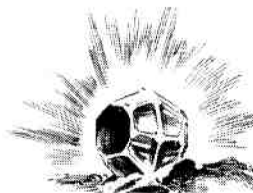
Roll	Treasure Size
2-4	Minimal
5-6	Small
7-8	Medium
9-10	Large
11	Huge
12	Massive

Once the treasure's size has been determined, roll up the base amounts of each type of coin and jewels and multiply the result by the treasure size, as indicated in the following table.

	Copper	Silver	Gold	Mithril	Jewels	Electrum	Platinum
Base dice	12	9	4	1	1	5	2
Minimal	1x	1x	0.5x	0x	0x	0.5x	0x
Small	10x	5x	1x	0x	0.5x	2x	0.5x
Medium	20x	10x	3x	1x	1x	5x	2x
Large	50x	20x	10x	2x	3x	15x	8x
Huge	100x	50x	30x	5x	6x	45x	20x
Massive	1000x	500x	300x	50x	60x	450x	250x

If desired, multiply the treasure size by the dungeon level number where it was found. However, be aware that this can produce truly vast amounts of loot when you roll a *Massive* treasure.

Example: a Massive treasure on the 4th level: Looking just at gold coins, 4-dice will, on average create a roll of 14. Multiplying that by 300 (for a Massive treasure), then by 4 for the level gives a total of 16,800 gp in that hoard, before we consider anything other than gold pieces.



Jewel Sizes

If you have rolled and discovered a jewel, roll 1 die to determine what size it is. The symbol x is a multiplication symbol; base values of gems (in gold pieces) are given with the gem names below.

1	Small	Base value x 5
2	Average	Base value x 10
3	Large	Base value x 20
4	Larger	Base value x 50
5	Huge	Base value x 100
6	Jeweled	Roll separately

Type of Gem

To determine the type of gem or jewel found in a treasure hoard, roll three dice, first designating one of the dice as *die 1*, another as *Die 2*, and the final one as *Die 3*. Dice of 3 different colors work really well.

Die 1	Die 2	Die 3	Name	Base Value
1	1-2	1-6	Rose Pink quartz	1
1	3-4	1-6	Smokey quartz	2
1	5-6	1-6	Green quartz	3
2	1-4	1-3	Coral	4
2	1-4	4-6	Amber	5
2	5-6	1-3	Citrine	6
2	5-6	4-6	Topaz	7
3	1-4	1-3	Garnet	8
3	1-4	4-6	Onyx	9
3	5-6	1-3	Alexandrite	10
3	5-6	4-6	Turquoise	11
4	1-3	1-3	Jasper	12

4	1-3	4-6	Amethyst	13
4	4-6	1-3	Lapis Lazuli	14
4	4-6	4-6	Cat's Eye	15
5	1-2	1-2	Mother of Pearl	16
5	1-2	3-4	Ivory	17
5	1-2	5-6	Sardonyx	18
5	3-4	1-2	Carnelian	19
5	3-4	3-4	Agate	20
5	3-4	5-6	Peridot	21
5	5-6	1-2	Aquamarine	22
5	5-6	3-4	Tiger's Eye	23
5	5-6	5-6	Tanzanite	24
6	1-2	1-2	Jade	25
6	1-2	3-4	Black Jade	30
6	1-2	5-6	Opal	32
6	3-4	1-2	Sea Opal	35
6	3-4	3-4	Black Opal	40
6	3-4	5-6	Pearl	45
6	5-6	1	Ruby	50
6	5-6	2	Fire Opal	60
6	5-6	3	Blue Sapphire	70
6	5-6	4	White Sapphire	90
6	5-6	5	Diamond	100
6	5-6	6	Emerald	120

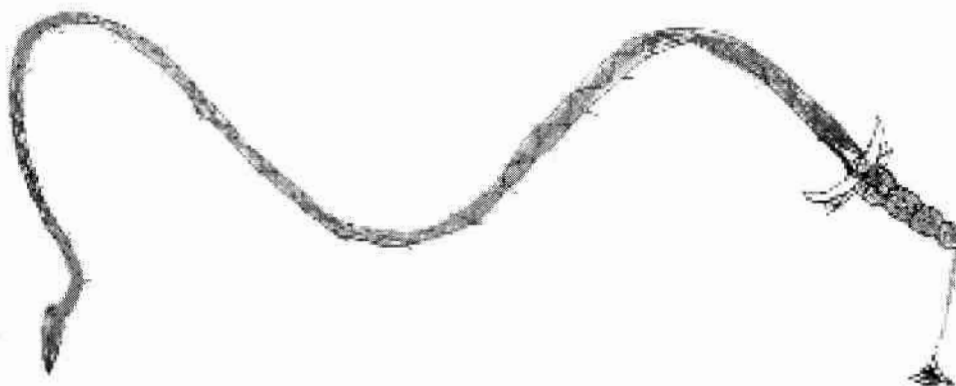
Jeweled items

For jeweled items, roll one (1) dice and multiply by 2. This is the number of jewels in the item; if there is not that many jewels present in the treasure use the number of jewels remaining.

Roll for each jewel type on the gem type table. If there are more jewels than you want to roll for, group them into 3s or 5s (or any other sized group you wish) and roll a type for each group.

To use the *Jeweled Item Table*, first roll 3-dice for the setting, then 3-dice to determine the type. It may also be necessary to roll 2-dice to determine the type of weapon or armor.

Since weapons will usually be made of some sort of metal, if the material is inappropriate you can either roll again or replace the rolled material with steel. Of course, there are non-metallic weapons, such as the sling and the bullwhip.



To determine which weapon from the weapon class is found, roll 4-dice and use the weapon with the closest ST rating. In the case of a tie, pick the heaviest weapon from the available options.

3 dice	Setting	3 dice	Type	2 dice	Weapon	2-dice	Armor
3	Bone	3	Head-gear	2	Spear	2	Cloth
4	Wood	4-5	Necklace	3-4	Hafted	3-4	Quilted
5	Leather	6-7	Bracelet	5-6	Dagger	5-7	Leather, hard
6	Amber	8-9	Ring	7-9	Sword	8-9	Mail, chain
7	Obsidian	10	Clothing	10	Spear	10-11	Lamellar
8-9	Iron	11	Knick-knack	11	Missile	12	Plate
10	Bronze	12-13	Weapon	12	Gunne		
11	Copper	14	Armor				
12-13	Silver	15	Footwear				
14-15	Gold	16	Belt				
16	Cloth	17	Pouch				
17	Stone	18	Tool				
18	Mithril						

MAGIC TREASURES

There are few things that satisfy greater than liberating a powerful magical item from the hoard of a nasty critter. Devising such rewards is the domain of the GM and often a very enjoyable element of the fantasy game. The following suggestions will hopefully make the task easier but are intended only as a primer – there are no limits to exactly what incredible power a magic item may be imbued with.

Magic items often define a role-playing campaign and finding the right balance between too generous and too stingy can be a fine art. For example; a campaign in which the characters customarily obtain items, which substantially increase primary attributes, reduce the impact of Adventure Points and levels. This is not necessarily a bad thing but the GM should be conscious of the decisions he makes when handing out such powerful game-changing goodies.

If using a random approach to magic items, the GM should roll 2-dice for each treasure; with the chance of one or more magic items appearing in a given hoard shown below. Add one to the roll for each dungeon level below the first on which the treasure is found. The concept of dungeon level is a fairly old-fashioned one but can easily apply in any game. Simply put, the ‘dungeon level’ indicates the difficulty of the mission, encounter or depth below the earth.



Chance	Treasure Size
12+	Minimal
11+	Small
9+	Medium
8+	Large
7+	Huge
6+	Massive

If the dice roll indicates the presence of a magic item roll one (1) additional die. The number rolled indicates the number of items found providing it does not exceed the dungeon level. For example, a hoard found on level two of a dungeon complex couldn't contain more than two magical items and the *maximum* number of magic items to be found anywhere is six.

Roll 2-dice to determine the type of item found.

Roll	Magic Item
2	Skill modifier
3-4	Consumable item with a spell-like power
5	Permanent item with a spell-like power
6-7	Shield
8-9	Armor
10	Weapon
11	Attribute modifier
12	Unique

Skill modifier: roll 1 die to determine the value that the item adds to a specific skill tag. For example, a magical set of lock picks might add +3 to a rogue's *Lock Picking* skill.

Consumable item with a spell-like power: examples include, but are not limited to, magic spell scrolls that are consumed when read or activated and potions that are literally *consumed*. The GM may choose an appropriate spell or roll 1 die for each dungeon level and consult the spell table for that particular level.

Permanent item with a spell-like power: examples include, but are not limited to, magic rings, wands, orbs and so on. The GM may choose an appropriate spell or roll 1 die for each dungeon level and consult the spell table for that particular level. Some spells won't always be suitable to be imbued in items but with a little imagination, the GM can create some interesting treasures. Such items are usually powered by their own curious means – roll 2-dice and multiply the total by the spell's cost to determine the number of arcane points it possesses. If the item has two or more spells of differing costs, use the highest spell cost to determine AR.

Examples: The 'Wand of Aaarrgh!' is an item of minor power with 60 AR points. It can cast the *Take That, You Fiend* spell once per Combat Turn and delivers 13 points of damage. However, the 'Wand of Aaaaaaarrrrgggh!' is of greater power as it was created by a 10th level magus; it has 600 AR and scores 130 points per Combat Turn.

Shield: magic shields often weigh less than their mundane counterparts and offer greater protection values.

Armor: magic armor often weigh less than their mundane counterparts and offer greater protection values.

Weapon: magic weapons generally enjoy increased dice or Combat Adds; the GM should take great care in introducing magic weapons since they (obviously) add power to the entire team and lead to an escalation in Monster Ratings that's hard to slow or reverse.

Attribute modifier: items that boost a character's prime attributes are popular among players but again, the GM must exercise caution. Not only do increased attributes (particularly ST, DX and LK) raise the power levels of the game, they can also undermine the value of Adventure Points. Resist the temptation to scatter treasures that increase any attribute by more than +2. A single +2 item equates to a new experience level and as the characters progress, levels become more difficult to attain.

Unique: these are the rarest of magical items and the GM should have fun coming up with powers that can't be emulated with existing spells. Unique items can also combine other categories; for example, a suit of magical armor that has an increased protection rating and boosts the wearer's ST by +1.



OF GODS AND (RAT) MEN

A sixth edition T&T game master moderated dungeon adventure for 4 beginning characters of any kindred or type.

This dungeon adventure could take place beneath any small, rural village. In the absence of the GM's own location, welcome to Millet's Crossing:

Soon after arriving in Millet's Crossing, a small logging village in the Olme River Valley, the characters are approached by Melmutt Dunderholme. The encounter will likely take place at Mel's inn – the Troll's Trove.

Mel will first offer them a mug of ale 'on the house' (fully expecting them to purchase more or even take lodgings at the Trove) after making a little small talk he will make them a proposition – it's clear to him and others in town that the armed and armored characters are a cut above the usual transients that visit the Crossing.

Mel will take the characters aside so as not to alert his locals and explain the following:

"Friends, of late, the Trove has suffered from some minor but nevertheless, annoying thefts. I know for a fact that none of the locals are involved. I recently visited Ellegar; she's an old woman that lives all alone deep in the woods. She read my tea leaves and told me that the Trove's problems lie beneath my very feet."

"As soon as she told me I knew what she meant. It's my understanding that the site on which the village now stands was once something else entirely. I don't know even the half of it but I think there's something in my cellar. Yesterday morning I went down to fetch a new keg and there was only 8 where the day before there'd been 9 kegs. In it's stead was a withered looking rat man, no taller than my belt."

"I have a little magic about me so I cast a spell on it; I call it 'My Unlucky Bees' since they sting something rotten. In any event, when the magic faded, the rat-thing was gone."

"Explore my cellars, put an end to this rat problem of mine and I'll give you my Snake Bite, a special knife given to me by Duke Elbow himself. Furthermore, if you get hurt down there, I can fix you good as new."

As the characters talk with Mel, they notice (no Saving Roll required) a rather ugly jade statuette of a rat on the shelf behind the bar. The rat is rearing up on its hind legs. If asked about the rat Mel will confess that he has no idea where it came from but that he has 2 others just like it that he found in his guest rooms.

The Reward: *Snake Bite* is a normal looking dirk with a keen blade inscribed with a delicate snake design and leather-bound wooden handle. The dagger's crossbar is of sturdy steel fashioned to look like a curving snake; a single silver coin is set into the lead pommel. Anyone wielding the dagger doubles their Combat Adds (so fighters with 'minus' adds actually get worse); with one exception, Wizards with 'negative' adds (negs?) have their 'adds' boosted to zero when attacking with Snake Bite. If the user attempts to wield a second weapon (even a shield with attack dice), Snake Bite's magic will not function (it is a jealous blade)!

Option: *The GM may use Snake Bite as a campaign device; the dagger might be an evil magic item that has not yet revealed its true power (Lord of the Rings anyone?); it might be entirely as described above or it might have valuable hidden powers that may benefit the character and the party in the future.*

Mel also knows the *Poor Baby* spell and has access to 6 healing potions each capable of restoring 8 lost CN points. Mel won't hand them out (in case someone in the village needs one) but will administer aid if wounded adventurers make it back to the surface.

Game master's note: *this adventure is designed for novice characters and novice players. However, experienced players may enjoy this small 'dungeon quest' and will surely acquire treasure and Adventure Points for their characters.*

Assuming the delvers take Mel up on his proposition (and they're hardly dungeon delvers if they don't), he will show them to the cellar door. Within is a small ledge then a stout ladder leading some 25-feet below. Mel will give the characters a lantern and flask of oil (good for 60 minutes each) whether they have such equipment or not. If they ask about more freebies he will refer them to *Widderwent's Storehouse* to purchase supplies.

If the characters do visit Widderwent's they will find 6 other jade rat statuettes on sale for a very reasonable 2 gp each. Widderwent can't remember where he got them from but isn't happy that they're not selling! Widderwent will happily sell the characters any equipment he has at half price for normal gear and full price for weapons. However, delvers must make level 1 Saving Rolls on LK to see if Widderwent has the item they require in stock. Metal armor requires a second level LK Saving Roll.

Game Master's Background

Many years ago, *Ortugu* the rat god arrived with his followers in this area. They set up shop below ground and recruited many humanoids to their cause. They were ultimately flushed out by the heroic (or hapless) hobbit, Nobdale Millet.

But gods don't die, they just fade away; Ortugu didn't wither away entirely and now seeks to re-assert his presence on the material plane. If Ortugu can get enough people to worship him (or even just believe in him), his power will return.

The first stage in his 'master plan' is to distribute his own idols to as many people as he can. He does this through a network of loyal ratlings operating out of the semi-abandoned rat temple below the Trove. The idols aren't particularly attractive but anyone who keeps one causes Ortugu's Monster Rating to increase by one point. If his MR reaches 1000 points, he will recover his 'god status' and once again become a power in the world, albeit a minor one.

By exploring the tunnels below the Trove, the characters may uncover Ortugu's plan and put a stop to it, for now, at least.

Exploring Below

The cellar (room 1) is lined with damp limestone flags; the ceiling is about 8 feet high. The areas beyond the secret door are generally dimly lit by candles resting in shallow alcoves at approximately shoulder height along most walls. The ceilings are most often vaulted and 12-feet high with heavy beams supporting the same grey slate tiles that line the walls and floors. Doors are of sturdy oak 8 by 5 feet.

A locked door can be battered down by those using a mace or axe (swords and daggers are of little value against wood). Wooden doors generally have an effective CN of 70 + 3-dice, breaking one down will almost certainly make a great deal of noise and is likely to attract interested parties. Iron and stone doors will not yield to normal weapons.

The use of Saving Rolls is suggested throughout the text; the GM may of course alter the levels of such rolls if he or she feels they make the mission too easy for veteran players. *Always* use appropriate character skills to enhance attribute Saving Rolls.

Room 1: The Trove's Cellar

At the bottom of the ladder, at waist height is a small ledge on which rests a brass candle holder and a small box of dwarf matches. The main cellar area contains wine and spirit racks stacked against the north wall and seven large kegs against the east wall. To the south stands a woodworking bench where Mel can fix his old barrels.

The centerpiece of the room is a broad and long oak table, which seems far too large to have been lowered down from the room above. Six high-backed chairs are gathered around the table, which is littered with wine bottles, and tasting glasses.

After the characters have been in the room just long enough to survey its contents, a narrow door, between two barrels in the east wall swings halfway open. A rat-like head on a small humanoid body is briefly seen before the critter mutters "Oh bugger!" and slams the door shut!

Now that the door is closed again, it is almost impossible to pick out from the stones in the wall but having seen it open once, the delvers can pry it open with any sharp object.

***Game master's note:** As strange as it may seem to experience players, gamers on their first dungeon expedition might never think to look for secret things and hidden doors. Hopefully now they will! Alternatively, the GM may insist on a more worldly group discovering the door themselves, if so this will take a level one Saving Roll on IQ or LK and take at least 10 minutes.*

Exits

The door is only 5-feet high and 3-feet wide so it will be difficult for larger characters to move quickly through. Characters 20% larger (or more) than the human norm must *fail* a ST SR (level 1) to *not* get stuck in the doorway! Characters that become stuck in the doorway can easily free themselves after one combat turn of struggling. However, if the first character through the door gets stuck he will be at the mercy of Snivler (see room 2) for one turn!

The characters may also return to the Trove, above.

Room 2: The Ratling Den

Assuming the delvers quickly follow the rat man through the secret door they will find him here, desperately wondering what to do about being spotted. If they wait even one turn, he will have gone for help.

This large room is the equal of Mel's cellar in size but much more impressive, the floor is tiled with black marble, the walls and ceiling with grey slate. A large burgundy rug takes pride of place in the centre of the room and a low table sits on the rug.

It smells particularly bad in this room; a mixture of damp fur, alcohol, acrid urine and faeces sum the odor up nicely. Snivler and his ratling kin frequent this room to enjoy the things they steal from the tavern. Their master doesn't know of their illicit activity and would not approve (since it doesn't want to be discovered).

Snivler, a not so cunning ratling

ST: 7 AR: 14 IQ: 7 LK: 9 CN: 11 DX: 16 CH: 12 SP: 15 Combat Adds: +4 AP

Award: 25

Level: 1 rogue (Total attack: 3+4, Total protection: 2)

Skills: Lock picking 2

Weapons: Short sword (3)

Amour: Leather bracers on the arms (2 hits total)

Spells: None – Snivler lacks the necessary INT to cast spells

Treasure: None



Snivler is almost 3-feet tall, covered with patchy grey fur. Like most ratlings he looks much like a giant rat standing on its hind legs. He wears scraps of human-style clothing and carries a sword at his side.

Snivler is between a rock and a hard place, his rat god master doesn't want ratlings being seen by humans but he must go for help and warn his pack!

If the characters are quick through the secret door they will find Snivler dithering about what to do, if they take longer, he will 'bite the arrow' and go tell his kin that the rat temple has been breached!

If attacked outright, he will surely be defeated and his passing will net the characters a nice sword and 25 Adventure Points. If they attempt to interrogate him, they won't get too far. He is so frightened that he can barely think straight; he will lie outrageously as follows:

1. "Me, a rat? I'm no such thing!"
2. "I'm here on my own, no other rats down here, not that I'm a rat."
3. "Never stole a thing from the tavern. Never even knew there was a tavern there."
4. "What secret door?"

And so on...

Even when threatened with death Snivler will not offer any assistance – after all, he risks compromising his god!

If the characters didn't attack the ratling, Snivler is now a prisoner, what the characters do with him may well set the tone for the rest of the adventure. How cold-blooded will the delvers be?

Do they kill him? Tie him up? Let him go free? Take him to Mel? If Snivler is tied up he will attempt to use his Roguery Talent to escape. Allow him 3 Saving Roll attempts, one each time the party enters a new room for the first time (not a passageway). Snivler must attempt the roll at the level of the character that tied him up.

Exits

A wide archway leads to a passageway to the east.

An alcove in the north wall houses a stout black door bound with iron. The door is locked but can be 'picked' by any character with a sharp knife (level 3 Saving Roll on DX) or proper lock picks (level 2 Saving Roll).

Room 3: The Trapped Tunnel

Several of the candles have burned down in this passage, and Ombur the rat-ogre has yet to replenish them.

At the points indicated on the map by the number '3' are two pit traps. The pit covers themselves look no different from the rest of the black marble floor. However, either side of the 10-foot square traps are 3 small depressions in the floor, each large enough to insert the tip of a staff or the butt of a spear.

If the traps are set (usually they are not but Ombur is testing them from room 5 so as the characters enter the dungeon, the traps are primed), any weight placed on the traps of 50 pounds or more will activate a swinging door in the floor dropping one or more characters (depending on how they're traveling down the passage) into the pit below.

Snivler doesn't know about the traps as he's not heavy enough to set them off (also, this area of the dungeon was largely for the use of human worshippers, ratlings rarely came here).

A character triggering the trap may make a level 2 Saving Roll on LK to avoid plunging into the darkness below, if one or more delvers are following closely behind, they might fall too! However, those following are allowed a level 1 Saving Roll on LK to avoid the drop.

A second way to avoid the trap is to fit a staff or spear into the centre depression either before or after the pit trap. As long as the middle depression is blocked, the trap is safe. To block both traps, two staves or poles are required.

Characters falling into either of the pits won't suffer any damage as they land in waist-deep brackish water (yes, it too stinks of urine). A trough of water runs the length of this passage but has no other useful exists and is therefore not marked on the map. A single bloated water-rat lives in the water passage – it is roughly the size of a Rottweiler and easily as vicious!



The Water Rat

MR: 24

AP Award: 24

Combat: 3+12

Due to the confined space and lack of light, only the delver(s) in the water pit can fight and defend against the water rat.

If a trap has been triggered, the delvers now have a 10-foot obstacle in their way (and Ombur will surely come to investigate). A level 2 Saving Roll on ST will allow a delver to leap across the pit but failing the roll (without suitable precautions – like roping yourself to a fellow delver) will land the hapless adventurer in the drink!

Getting out of the pit might pose problems too. The pit is only 12-feet deep however, so even if the characters haven't thought to bring rope, two delvers can work together to rescue a third.

Exits

The tunnel extends to the south, branches to the east and west and of course, returns north to room 2.

Room 4: Ombur's Den

The passage opens into a large store area. There are racks of candles on the north wall, pots of tallow, coils of thread for wicks and lots of matches. On a low table against the west wall can be found 2 pots of oil and a lantern (the pots of oil are each good for 2 hours of light). On a hook on the south wall is a 30-foot coil of hemp rope, leaning next to it are 4 sturdy 10-foot long poles.

On the floor before the table is a pile of blankets and old pillows. The area smells quite badly but no worse than room 2. Ombur is usually found in this room getting ready to replace old candles or just resting. He can also be encountered tidying up around the tunnels and doing minor bits of maintenance. As the characters enter the dungeon however, he is in room 5. Testing...

Exits

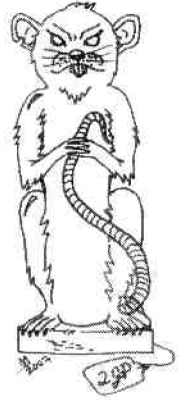
None, bar the passage through which the adventurers entered.

Room 5: Temple of the Rat God

This huge chamber with a 18-foot high vaulted ceiling differs considerably from the rest of the dungeon. The walls are covered with reeds and dried grasses, as is the ceiling. The decor gives the temple a 'nest-like' atmosphere.

***Game master's note:** There is a fair amount of combustible material in this room. If a battle breaks out here, it might be a nice dramatic touch for a stray spell or fallen candle to start a blaze! If the characters are able to use a blaze to their advantage, award an additional 50 AP bonus.*

The floor is covered with dozens of reed prayer mats but the dominant feature is a great marble dais on which rests a huge bronze statue of a rat (12-foot high), rearing on its hind legs, the rat has 2 coin-sized rubies for eyes (worth 200 gp each). At the base of the statue are dozens (over 100) of jade replicas of the bronze statue. Each jade statuette weighs about 5lbs. The jade might be worth 1 gp per pound but few would be interested in owning their very own rat god.



Investigating the statue reveals three pieces of useful information:

1. The right arm can be moved up or down by roughly 45 degrees. Raising the arm sets the traps in room 3, lowering the arm deactivates the traps.
2. At the base of the statue a single word is engraved in the marble dais: ORTUGU.
3. The stomach of the rat statue opens like the door to a giant bronze oven. Inside the characters will find a single jade idol, identical to those at the statue's feet. If the idol is removed and the door closed, beams of light shoot out from the statue's eyes (the light will be red if the rubies are still in place). When the door is opened, a fresh new jade idol will be sitting there, if it is removed and the door closed again, a new one will be created. There is no limit to the number of idols that can be generated in this fashion.

***Game master's note:** Inventive players may at some stage decide that the bronze statue of Ortugu needs to be destroyed. Working this out is worth 100 APs – without the statue, Ortugu can't create his magic idols! Destroying the statue may be much more difficult; it's huge and made of bronze. However, if the PCs present a compelling explanation of how they could destroy it – let it happen and award them each a further 100 APs.*

Ombur the rat-ogre is charged with maintaining the temple area for that time when human followers can be swayed to the will of the rat god once more. He is currently counting the idols (again) and realigning the prayer mats. If delvers avoid triggering the traps in room 3, they will be able to sneak up on Ombur with ease. If they choose to attack him, allow them one free round of attacks before Ombur can retaliate.

If, however, the delvers do set off one or both traps, Ombur will snatch up 5 idols and run to the entrance of this chamber. Once there, he will quickly assess the situation then begin lobbing the idols down the corridor. To avoid the airborne religious iconry each character must pass a level 2 Saving Roll on DX. Characters failing their Saving Roll must take the difference in hits.

Ombur the Rat-Ogre

Something of a punk-ratter, Ombur has numerous steel piercing in his lips, nose and ears including two large gold loop earrings (worth 25 gp for the pair). He is a huge beast, just over 6-feet high but broad and muscular. He has a short snout with tusk like teeth rather than the prominent front teeth of rats and ratlings. He is however, covered in short grey hair but chooses to conceal his modesty with a studded leather codpiece (2-points of protection).

MR: 40+8 for each PC or allied NPC present

AP Award: Equal to MR + 20 points

Combat: Based on MR

Armor: 2

Special: Ombur has been blessed by his god and while in the service of his ratty deity, Ombur cannot be effected by hostile magic. If Ombur should die in battle, he will slowly regenerate, at the rate of 5 MR per full turn (10 minutes) until he is 10 points more powerful than before he was defeated. He will then awaken and continue about his business as if nothing had happened. If he encounters the PCs again, he will attack without a second thought! Note that Ombur's regeneration will not become apparent until 10 minutes after is 'demise'.

Treasure: Gold earrings worth 25 gp. Ombur also carries a large iron key to the door of room 8 on a thick chain around his neck.

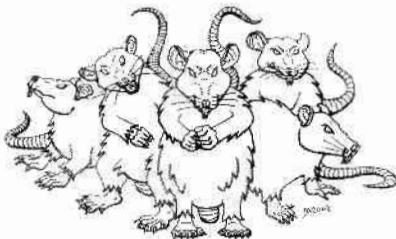
If Ombur does speak common tongue, we will never know since he does not talk with delvers; he kills them and feeds them to the water-rat or delivers them to the rat god.

Game master's note: Ombur is a 'flexible' GM character – he's designed to be as tough as need be to give the delvers a challenge. To achieve this, Ombur's Monster Rating is based on the number of characters in the party. If there are 4 heroes Ombur's MR will be 72, if there are 10 he'll have a rating of 120.

Room 6: The Stair to Nowhere

To the south a stone staircase rises to the ceiling but this entrance must've been bricked up many years ago.

Roll one (1) die on a roll of 1 or 2, there will be 3 ratlings cowering here. They are huddled together at the base of the stair waiting to see what happens. If approached they fight like, er, cornered rats!



Ratlings

MR: 10 each

AP Award: 30

Combat: 4+15 as a group

Amour: 6 (2 points of protection each – from their leather bracers)

Treasure: The little rat men carry 3-dice worth of sp between them.

Exits

A passage to the east leading to room 3

A stone door leading to room 7, it is slightly ajar.

An iron door leading to room 8, it is locked (make a level 2 Saving Roll on DX to open or level one (1) if you have appropriate tools).

A wooden door leading to room 9, it is unlocked.

Room 7: The Stone Room

Beyond the stone door is a bare limestone room with just a row of plain wooden benches against the south wall. In years gone by, the human devotees of the rat god would use this area to don their ceremonial robes in private prior to a ritual gathering.

If Snivler was able to flee the characters, the secret door lies open.

Exits

An open stone door to the west.

A secret door in the east wall. Make a level 4 Saving Roll on IQ to locate the opening mechanism (a loose stone on the floor).

Room 8: The Story Room

The room is shrouded in thick webs mostly obscuring the plain grey walls which are engraved with many detailed images including those of humanoids bowing before giant rats, the images seem to tell a story. Small ratling skeletons can also be seen hanging among the webs.

A giant spider has made its home in this room (once Ombur realized the beastie had arrived, he locked the door) it will pounce as soon as the door is opened.

Giant Spider

MR: 68

AP Award: 100

Combat: 7+34

Special: Any delver taking damage from the spider must make a level 1 Saving Roll on CN to avoid becoming poisoned. If poisoned, the character takes one hit automatically each turn he or she engages in combat or other strenuous activity (such as a Saving Roll based on a physical attribute). A further level one (1) Saving Roll on CN can be made after 5 Combat Turns (or 10 minutes of rest, a Full Turn) to shake off the poison.

Treasure: One of the dead ratlings has a purse containing 10 gp; while another has a small stoneware bottle containing a *Poor Baby* potion that will heal 10 points of damage.

If the wall engravings are examined further the delvers will be able to make out the history of the dungeon in a series pictures...

1. The first shows a ruined fort (the base of which looks very similar to the Troll's Trove).
2. A number of giant rats with ratlings in attendance feasting on humanoids.
3. An image of stern faced humans carrying torches. In the ground beneath the men, the giant rats huddle in the darkness.
4. A rat-ogre working tirelessly to build the complex.
5. The temple chamber full of worshiping humans.
6. What looks like a small child but on closer inspection appears to be a hobbit leading the humans to the surface (he's carrying a big bag of swag).

If the delvers stay to examine the engravings and learn of the dungeon's past award each of them 75 Adventure Points.

Exits

The door to the east.

If the delvers spend a full hour clearing the webs they will find a wooden trapdoor in the northwest corner of the room. The hatch is not locked, within is a deep dark pit, which leads to a water filled cavern. Ombur used to dispose of the temples detritus through the hatch until the arrival of the spider.

***Game master's note:** The trap door is a dead end, a long drop with nothing at the bottom. But it needn't be, GMs can add their own rooms and adventures in the areas below the dungeon if they wish but will need to make the hatch easier to find!*

Room 9: Hobnail the Hobgoblin

The room contains a number of overturned tables and chairs, a few animal skins are scattered across the floor and a large fat hobgoblin, squatting in the northeast corner next to one of Mel's stolen cider kegs.

Hobnail is an inhabitant of another dungeon or tunnel complex who was sent out on a foraging expedition some days ago. He chanced upon the ratlings 'emergency exit' (see room 18) in the woods and followed the smell of cider (and less savory ratty smells) to this room. He has so far gone undetected by the ratlings and intends to drink his fill before leaving. *He does like his cider.*

Hobnail the Hobgoblin

ST: 31 AR: 13 IQ: 9 LK: 9 CN: 16 DX: 13 CH: 11 SP: 10 Combat Adds: +20

AP Award: 56

Level: 3 Warrior (Total attack: 5+22, Total protection: 14)

Skills: Wilderness Survival 3, Games of Chance 1, and Defensive Tactics 2

Weapons: 2-handed broadsword 5+2, gladius 3+2 (back up weapon)

Armor: Scale mail (8); warrior bonus 6

Treasure: The *Amulet of the Mighty Arm* (a bronze disc on a leather cord, the disc carries an image of a short-haired impossibly muscular man – it is *Arnhold, God of Mightily Muscled Warriors*). The amulet adds 2 points of ST to any warrior that wears it around his or her neck. Rogues receive no benefit but all other character types suffer a *reduction* in ST of 2 points whilst wearing the amulet.

Hobnail also has a backpack containing a 20-foot length of rope, 4 iron pitons, a tin water flask, 6 wax candles and a box of 4 dwarf matches. At the bottom of his pack is a small wooden box containing 20 gp and a collection of 30 teeth from various donors.

As you can see, Hobnail would be a considerable challenge for a lone low-level delver but a group of three or more would make mincemeat out of him. The GM has (at least) three options with this encounter:

1. Let the delvers make mincemeat out of him – they might need an easy win to boost their confidence.
2. Hobnail is a 'hook' that may lead the characters to the GM's next adventure – in exchange for his life he may tell them about a new location or available mission.
3. Make Hobnail a canny fighter. He kicks over a table, which now acts as a shield – if more than 2 characters wish to join the attack against him, someone will have to make a level one (1) Saving Roll on ST to move the table – if they fail, they take the difference in hits. Either way only 2 characters can generate a combat total against Hobnail whilst the table is in place!

Exits

An unlocked door in the west wall.

Room 10: The Spent Spear Trap

Roll 1 die, on a roll of 1, 2 or 3 a random monster lurks in this passage (see the appropriate table at the end of this adventure to learn what creature challenges the delvers).

A 40-foot long **unlit** passageway ending in an unlocked wooden door. At the point marked '10', five iron spears extend across the corridor from small holes in the wall. The spears pin an ancient skeleton to the wall. The spears are 'spring loaded' so a level Saving Roll on ST is required to hold them back far enough to allow others to pass. Of course the character holding the spears will need someone to do the same favor for him.

The presence of this trap might give the characters cause for concern. Are there other similar traps in this or other corridors? How will they be detected? Who's got the 10-foot pole? However, there are no other similar traps but anticipation is 90% of the event, or so they say...

Exits

A door in the far south wall, it is unlocked.

An unlocked door in the east wall.

Room 11: The Bath Frog

A vile stench rolls out of this **unlit** room as soon as the door is opened. In the darkness beyond a wet slapping sound can be heard. When that quickly subsides, a croaky voice utters the following warning:

"Sod off! Find your own slop hole to wallow in."

Then there's a shallow 'splash.'

As the characters examine the room with their own light source they notice grimy blue tiles on the wall and ceiling. Strings of green mucus stretch across the floor and the smell gets worse.

Against the east wall is an ornamental bath or trough. It's quite large and would accommodate several bathers. As the delvers approach two huge frog-like eyes surface in the sickly black water, quickly followed by a huge frog-head the size of a large shield.

It opens its mouth as if to speak again but instead a thick, pink tongue darts out!

Randomly pick a character and have that character's player make a L2SR on SPD if the roll is failed a drawn weapon, shield or piece of armor (or other exposed item of equipment) is snatched away by the tongue. The character may make a level 3 Saving Roll on ST to hold on to the item but will be dragged across the room right in front of the trough if he succeeds. That character must then take any and all spite damage delivered by the frog in the first combat round.

Any items swiped are quickly dissolved in the frog's stomach juices. Even if the characters quickly hack the dead Monster Frog to bits they will only find unidentifiable chunks of fused metal (or whatever bits the frog 'tongued').

If the players start talking about what to do or try to talk to the beast, the tongue lashes out again – randomly select another character. However, as soon as they attack the frog, he retaliates!

Giant Bath Frog (even worse than *Soap On A Rope*)

MR: 68

AP Award: 100

Combat Dice: 7+34

Special: Each combat round the frog makes another 'tongue attack' in addition to its normal combat dice roll (follow the procedure outlined above for each special tongue attack).

If any of the delvers have the stomach to search in the trough they'll need to wade in up to the waist. Make a CN roll or lose 1 hit due to violent vomiting. Whether there's vomiting or not, the character in the bath will find a length of chain on the bottom. Pulling the chain, will release a 'plug' about 6-inches in diameter, causing the water to drain out and reveal a hidden doorway – roughly 4-feet high. The door leads to room 12.

Exits

A hidden door leading to room 12.

An unlocked door leading west.

Room 12: The Patrolled Passage

This tunnel is well lit with candles and torches placed throughout its length.

Roll 1 die, on a roll of 1 to 5, roll once for a random monster. On a roll of 6, roll twice. After the battle, roll 1 die to see if there is any treasure nearby; on a roll of 6 there will be. Roll on the Found Item table.

Exits

A hidden door in the north west passage leading to room 11.

An arched alcove in the north east passage leading to room 13.

An unlocked but closed door leading to room 14 in the south west passage.

A heavy stone door with a bass-relief of a giant rat in the south wall of the south east passage, it leads to room 15. There appears to be no way of opening the door...

Room 13: The Ratling Nest

A huge stone-domed room, it is **unlit**, very quiet and smells very badly of rats.

The outskirts of the room are choked with debris of all sorts; bits of wood, clumps of damp earth, broken chairs and tables, old bones, rotten bookshelves, old blankets and cushions etcetera; and the rubbish is piled several feet high.

This is the ratling's lair and they are lurking in the garbage piles, watching the PCs; waiting.

The centerpiece of the room is a huge stone slab cut with deep blood-gutters. It is heavily stained by recent sacrifices for the rat god. If the delvers were beginning to think that the ratlings were cute or at least mostly harmless, this should be the evidence that convicts them! Something can be seen resting on the slab; it might be a weapon or tool of some sort.

There are vast numbers of ratlings lurking in this room, if they all attacked at once, they would surely overwhelm the PCs. Although a mass attack would be realistic (and instinctively correct for rats), the game would end here.

So instead, the cowardly ratlings will initially attack in a group of six. As the first squad attacks the PCs, the other ratlings will rise up from their nest, chanting and cheering!

If the first group of six ratlings is quickly defeated the second wave will include 7 troops, then 8 and so on. If the battle is relatively even, the rat-attack numbers do not increase.

If the delvers successfully fend off 4 waves of attacks, the ratling hordes retreat to the safety of their nests, effectively calling off the attack. They will still chitter, screech and generally hurl abuse at the interlopers though!

Taking the High Ground

If at any time during the battle, one or more delvers leap atop the sacrificial 'slab' – which they can do with a successful level one (1) Saving Roll on DX, they will enjoy a substantial height advantage allowing them to increase their Combat Adds in combat by 25%.

***Game master's note:** Combat in T&T shouldn't be an exercise in rolling buckets of dice; although it can turn out that way, if you let it. Spice the battle up! Have two ratlings hurl a third at one of the characters, if the delver fails his SP Saving Roll he's hit by the flying ratling and takes the difference in damage! If the ratlings can do it, so can the PCs, let them pick up a ratling and hurl it back into the crowd with a ST Saving Roll. Characters may also be able to use skills such as Leadership or Intimidation to brow-beat the ratlings into submission. Let your imagination run wild!*

Ratlings

MR: 10 each

AP Award: Based on MR but grant AP bonuses for inventive combat play

Combat: Based on MR, initially 7+30

Armor: 0

Special: These ratlings fight with tooth and claw

There is one item of obvious value in the room (although the ratlings think all their junk is precious); the *Rat Paw Relic*. It rest atop the altar stone and is used for slitting the throats of sacrifices and opening the Guardian Rat Door. The relic is a length of bone ending in a little rat paw clutching a pitted grey river stone. The paw's index-finger is extended and a razor-sharp knife blade has been attached with twine.

Using the *Rat Paw Relic* to 'knock' on the Guardian's door will allow the characters to meet the rat god himself!

If the ratlings can somehow be controlled or subdued, a brief search of this room will allow one roll on the Found Item table.

Exits

An archway to the west leads to room 12.

At the Game Masters option there may be numerous tiny rat holes leading out of this room – obscured by the vast quantities of junk.

Room 14: The Abandoned Room

This dank smelly room is accessed by an unlocked wooden door. It was originally used as a store room but now contains nothing but a few empty crates and a pair of work benches.

If Snivler fled from his first encounter with the PCs or later, managed to escape, he will have headed straight for room 13, collected a paw-full of his trusted pack-rats and be waiting here to see if the delvers will come this way or be building up the courage to go looking for them.

If Snivler did not escape for any reason (such as being dead), roll one random monster to encounter the PCs here. After the battle, roll on the Found Item table to see if there is any loot to be had.

Exits

A secret door in the west wall leading to room 7.

A wooden door in the east wall which leads to room 12.

Room 15: The Rat God's Antechamber

15.1 Getting in

A heavy stone door bars the way to this room. The door has a detailed bass-relief image of a giant rat, rampant. There is only one way through the door (or 2 if you want to spend 2 to 3 hours smashing it down with pick and hammer). The *Rat Paw Relic* from room 13 must be used to tap once upon the door.

A tap from the relic will summon the Guardian Rat Spirit. The relief image upon the door, slowly twists and turns until it is fully animated, it then leaps into the passageway, as substantial as any delver. More so in fact!

The rat spirit is of a similar size to Ombur but rather than the half-rat half-ogre that is Ombur, the Guardian is a magnificent example of rodent-kind. Its snout is long and heavily whiskered, its ears broad and its body rippling with muscle. The fur and tail is snow white and its eyes ruby red. With a voice like a sly whisper it asks:

“Are thee worshipers of the one great rat god, good and true?”

If the answer is no, the Guardian will leap back to the door where he returns to his inanimate state. He can be summoned again at any time.

If the answer is yes, he continues.

“By what name is the one great rat god known to his followers? Answer me this and I shall know you speak the truth.”

The answer of course is ‘ORTUGU’ and should be pronounced OR-Too-Goo. Hopefully the players would have noted this from the statue of the rat god in room 5.

Game master's note: If you think it's time for another fight, let the Guardian be unimpressed with the delver's pronunciation of the rat god's name. If they need a break and did make a note of the name, let them through however they say it.

If the delvers name the god correctly, the Guardian merges with the door once more and it swings open.

If they get the name wrong or try to bluff their way through, the Guardian attacks, with lightning speed! If he is subsequently defeated, his body crumbles to dust at the delver's feet. A moment later a ghostly breeze gathers the dust and reassembles the relief design on the door, which then swings open.

The Guardian (guardian rat spirit)

MR: 78

AP Award: 100

Combat Dice: 8+39

Special: The Guardian is so incredibly fast that characters engaged in combat with him must make a level 1 Saving Roll on SP or suffer one additional point of spite damage each per combat turn.

15.2 Inside the Room

The room is decorated with wheat colored tiles and well lit by oil lanterns. The floor is a detailed mosaic showing the rat god's many forms; a field mouse chewing an ear of corn, a black and oily sewer rat floating in a dark stream, an armored rat man with a bloody sword and a bloated, disease plague rat.

***Game master's note:** Make a mental note of how the players respond to your descriptions of the rat god's forms. If any of the players react particularly to one image or another that is how the rat god will appear to them in room 16.*

Exits

A stone door in the north wall leading back to room 12.

A rough cut tunnel in the east wall (room 18).

Two identical bronze doors in the south wall leading to rooms 16 and 17. The doors are heavy and can only be opened by a combined ST of 30. No more than 3 delvers may work to open the door at once.

Room 16: The Chamber of the Rat God

This is a well-lit opulently appointed room. The wheat-tile and mosaic theme from room 15 continues here and is complemented by well-stuffed sofas, low tables bearing fruits, grain and raw meat. At the rear of the room, the rat god reclines on a long leather chez-lounge next to a large oak chest bound in iron. He is not entirely surprised that he has been discovered and not too happy about it either.

The players, and how they reacted to his various images, depicted in the mosaic, determine Ortugu's form. If there was no definitive reaction, the rat god assumes his favorite guise – the bloated plague rat; over six-foot long and something of a Jabba the Rat!

Ortugu currently has a Monster Rating of 469 (+1 for each idol the characters may have taken). Fortunately for the PCs he does not actually 'exist' on the mortal plane... Yet. If Ortugu can get enough people to believe in, or worship him (initially by taking possession of one of his jade idols) he will be able to manifest in the 'real world'. He needs at least 1000 MR points to manifest and each idol adopted adds one point to his Rating.

If the PCs attack the rat god, their weapons and spells have completely no effect (he's not really there, although it appears to the characters that they are attacking something real and solid) and he waves their blows away like annoying flies. However, if they talk to him he will reveal something of his plan while he takes the time to summon his rat champion.

"So, you have found me. Have you so little in your world that you must seek out the god of rats and defile his sacred places?"

"My power has waned since the coming of the short one but it will rise again."

"You will see the face of Ortugu in many places now, smiling back at you with jade fangs. As my image multiplies, my power grows. Soon my might will return to its peak and my rodent army shall be legion!"

He will enter into a brief discourse with the characters but as soon as he tires of them he will summon his Champion. He claps his paws and a mighty rat-warrior appears in the room.

"Kill the foul spawn of the over-worlders!" Shouts Ortugu and stabs a claw in the direction of the adventurers.

The champion is a huge rat monster towering 8-feet tall and covered in great slabs of muscle. He wears gladiator-style armor and carries a gladius in each paw. He attacks immediately.

Bloodsplat the Gladiator Rat

MR: 88

AP Award: 150

Combat Dice: 9+44

Armor: 4 points of protection from leather strapping and bronze plates

Special: Each point of spite damage suffered by the player characters *counts as double* – Bloodsplat is particularly ferocious.

During the battle, Ortugu will shout encouragement to his champion, throw insults at the delvers and clap his paws like a true sports fan! "Kill them Bloodsplat, kill them all!"

After the battle (assuming the delvers win), Ortugu's look of dismay will turn to horror as he starts to fade away. *Summoning* Bloodsplat reduced his MR by 88 points, dropping it below 400. He no longer has sufficient energy to remain on the mortal plane and vanishes with a cry of anguish!

With Ortugu gone, the ratlings will slowly return to their woodland homes or head for large cities where they can lurk quietly in nice smelly sewers. Ombur will remain however and await his god's return – which is inevitable unless the delvers ensure all of the jade idols are destroyed which is neigh-on impossible.

But for now, the rat god is defeated and their first mission is over. Mel is true to his word and will hand over Snake Bite to the party and offer them free board in the Duke's Room (where they may meet Helmet the Guardian troll).

Give each surviving character an extra 100 Adventure Points for completing the adventure.

The Treasure Chest!

Ortugu's mighty chest is of course locked *and* trapped! A level 1 Saving Roll on IQ reveals that there is some kind of trap on the lock; a *Detect Magic* spell will reveal that the trap is magical in nature. To safely defeat the trap a delver must make a level 4 Saving Roll on LK or DX (level 3 if lock pick tools are used).

If the roll fails a purple light shoots out from the chest and engulfs the thief. There is no apparent effect but within 6 to 12 hours the character will start to grow a hairless rat-tail! The tail can be disguised but if revealed will subtract 2 points from CH when dealing with non-ratlings but add 4 points if ratlings are present.

Once the trap is out of the way, a level 2 Saving Roll on DX or level 3 Saving Roll on LK will see the chest opened. Inside are many goodies that have been offered to the rat god over the years!

1. An ornamental black wooden box (worth 20 gp) containing 4 gauze-wrapped rubies of a similar size to those in the bronze statue and worth 100 gp each.
2. A black drawstring bag. It's a fabled Bag of Holding. Any item may be placed in the bag provided it weighs *less* than 20 lbs. There is no limit to what the bag can hold other than that one restriction. The bag and everything in it weighs only 0.5 lbs.
3. A leather satchel containing 3-dice x 100 gp.
4. A plain ivory *Ring of Health*, which adds one point to the wearer's CN.
5. Assorted gold and silver jewelry amounting to 250 gp.
6. A magic rapier that scores +2 Combat Adds when wielded by a Rogue (it's called the *Rogue Spike*).
7. A potion of Arcane Power. This clear glass bottle contains a fiery red liquid. If consumed, the imbiber's AR score permanently increases by 4 points.
8. A scroll case containing 3 *Learning Scrolls*. These valuable texts impart the knowledge of 3 second level spells to a wizard or warrior-wizard with the appropriate attributes to cast second level magic. One of the spells is Poor Baby – choose the other two randomly. Rogues may use the Learning Scrolls to cast the listed spell once – after which the scroll is destroyed. Other character types can't read or use the scrolls at all. Each scroll is worth 2000 gp – even the Wizards' Guild will buy them if only to take them out of circulation!

Exits

The bronze door to the north leading to room 15.

Room 17: The Chamber of the False God

Beyond the plain heavy bronze door lies a dank unlit dungeon cell. The odd shape of the room results in the formation of deep shadows as the delvers light the way. Rivulets of water run down the walls and moss patches can be seen here and there. From the far southeast corner can be heard a faint cry of: "*Help me...*" the voice sounds like a young, somewhat 'squeaky' human female.

As the characters approach they will see a tiny rat huddled in the corner. It raises a paw; it looks wounded. "*Help me.*"

If the PCs attack the tiny rat (shame on them), it vanishes and iron bars drop from the ceiling, near the door, blocking the exit. Characters near the door must make a level 1 Saving Roll on SP to avoid being hit by the bars and taking 2-dice worth of damage. The game master must decide whether the character is inside or outside of the room...

If the PCs get close enough to touch or speak to the rat it looks up with big baleful eyes then grins evilly: "Welcome to your doom, foolish mortals!"

Then the bars descend as described above and the rat vanishes!

At least some and possibly all of the delvers are now trapped in this room. It would take a combined ST of 200 or more to raise the bars now blocking the exit and it is impossible to tunnel out of the room or knock down a wall without construction (or destruction) equipment.

A search of the area will reveal a series of loose cube shaped stones in the south wall. The stones cannot be removed but can be rearranged by sliding them up and down or left and right. The face of several of the stones are marked with a letter of the common tongue alphabet as follows:

MELT UTEO

Of course, the stone cubes can be rearranged to read 'let me out'. A blank stone must be placed between each word and at the beginning and end of the phrase. Once this is done, the bars rise into the ceiling and the characters are free to leave. The rat god isn't too smart so his cunning puzzles are somewhat limited! However, anyone who participated in solving the puzzle should be rewarded with 50 Adventure Points.

***Game master's note:** This easy puzzle isn't intended to baffle the characters or the players, it's simply here as an example of the kind of things that new delvers may encounter in their adventuring careers. The puzzle can be presented to the players easily by preparing squares of paper with the appropriate letters printed on them before the game begins.*

Exits

The bronze door to the north leading to room 15.

Room 18: The Long Passage

Roll one die, on a roll of 1 or 2 randomly select a critter to be wandering down the tunnel, as the characters are about to explore. On a roll of 3, a piece of loot may be found with a successful level 2 Saving Roll on LK (allow each member of the party to attempt the Saving Roll). Use the Found Item table to determine exactly what the delvers have located.

A rough-hewn passage extends into the darkness. It runs for more than two miles before emerging in a damp hollow in the woods. This is how the ratlings move to and from their lair, delivering the idols to unsuspecting recipients.

Exits

The tunnel to the east leads to the woodlands beyond the village.

The west-end of the tunnel terminates at room 15.



Found Items

Roll 2-dice and consult the following table. Each item is unique and can only be found once. If a roll indicates the same item a second time (with the exception of number 7), then no item is located.

- 2 A discarded empty coin purse.
- 3 *A single, green leather boot of elf origin (it's the left boot), very nice but not much good on its own.
- 4 A broad-brimmed black hat with a peacock feather stuck in the hatband.
- 5 A battered medium shield bearing the image of a ram's head.
- 6 A heavy iron key. At the GM's discretion it may open a door in this dungeon or another location of his or her choosing.
- 7 A hand full of grimy gold coins scattered across the corridor or gathered into a dusty corner (roll 2-dice to determine the number of coins).
- 8 A well-crafted broadsword (+1 due to the skill with which it was made rather than any enchantment) with snake skin scabbard (worth 250 gp as a set)
- 9 A thick leather belt set with bronze studs and a very impressive lion's head motif on the buckle. This is the Belt of Courage. During any battle situation, the wearer must make a level 1 Saving Roll on LK to take actions that don't immediately relate to attacking the enemy. On the positive side, the magic belt grants a +1 bonus on any Saving Roll to avoid fear.
- 10 A dented iron ring set with a small emerald. It is one of the 8 'Mind Rings' and the wearer may add one point to IQ while the ring is worn.
- 11 A yellowed skeleton lies in a far corner with a javelin sticking out of its rib cage. The javelin is the much feared and greatly cursed 'Fool-maker'. When thrown it turns about in mid flight striking the thrower for normal damage. Ouch.
- 12 *A single, green leather boot of elf origin (it's the right boot), very nice but not much good on its own.

*If both boots can be located, the wearer will enjoy a +2 Saving Roll bonus on any stealth related activities.



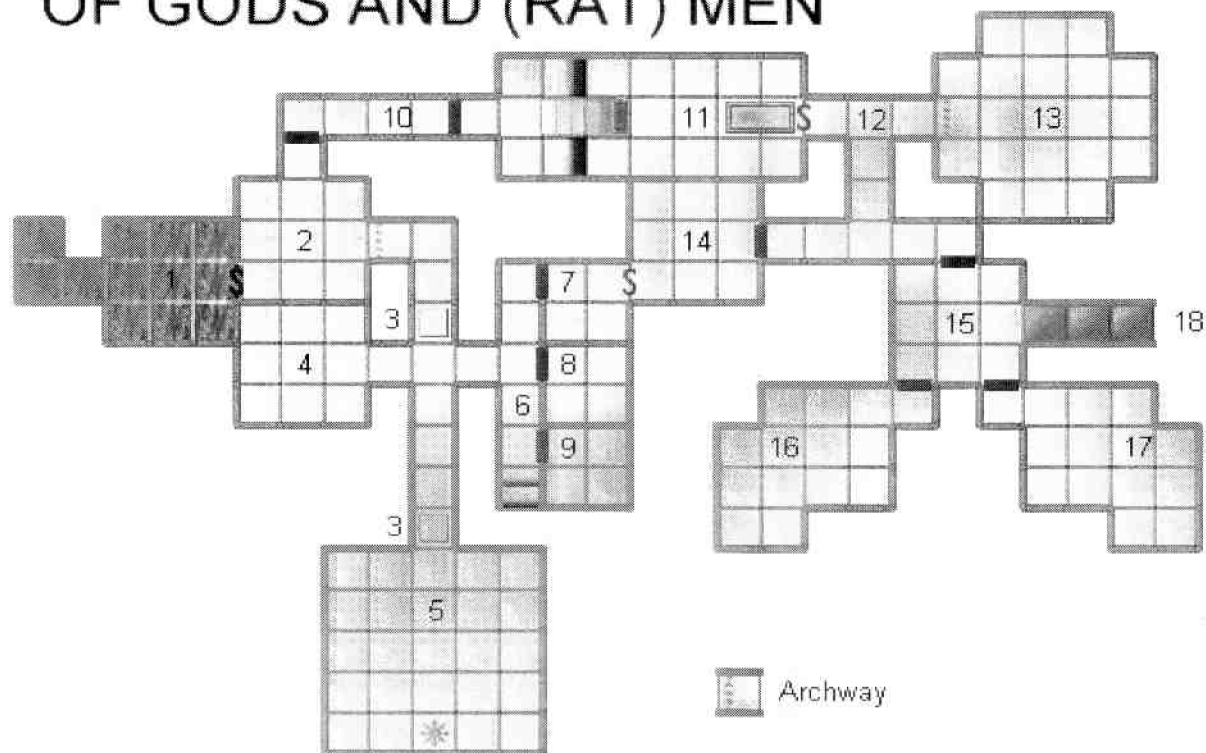
Encountered Monsters & Critters

Roll 2-dice and consult the following table. Each monster may only be encountered once. If a roll indicates the same entry a second time (with the exception of number 7), treat the result as 'no encounter.'

- 2 A fat centipede slithers out of the wall; it's as large as a human forearm. Anyone taking spite damage must make a level 1 Saving Roll on CN or lose a further 3 hits due to poison.
MR: 22 | Combat Dice: 3+11 | AP Award: 35
- 3 Pack rats. A swarm of rats pour out of holes in the walls and floors. They attack as a group.
MR: 30 | Combat Dice: 4+15 | AP Award: 30
- 4 An animated skeleton. This mindless thing creaks out of the shadows to attack. It was once sacrificed to the rat god and the rising power of Ortugu has brought it back from the earth.
MR: 42 | Combat Dice: 5+21 | AP Award: 42
- 5 Ratchet the goblin (he's been sent to look for Hobnail). He's actually large and quite ferocious for a goblin!
MR: 40 | Combat Dice: 5+20 | AP Award: 40
- 6 The delvers notice a near mummified ratling in the corridor. It's tightly wrapped in spider webbing. The body is desiccated and has no possession.
- 7 3 feisty ratlings attack from the shadows.
MR: 30 | Combat Dice: 4+15 | AP Award: 30
- 8* A flea infested ratling corpse. With the exception of an old leather purse containing 3 cp, all possessions have been picked from the body. Anyone searching the corpse must make a level 1 Saving Roll on CN to avoid contracting Corpse Itch (see below).
- 9 A loose block of stone falls from the ceiling. Randomly choose half of the delvers present and request a level 1 Saving Roll on SP to avoid the falling debris. Failure results in 2-dice of damage. It's not possible to tell whether someone set off a trap or this was a *natural* event.
- 10 Baby Bath Frog! A fat dog-sized frog hops around the corner. Each turn of combat it will use its tongue to steal one item from a random delver for each point of spite damage it generates. The targeted delver may make a level 2 Saving Roll on LK to avoid the loss.
MR: 52 | Combat Dice: 6+26 | AP Award: 80
- 11 Rat Pig. It's the size of a wild boar – as giant rats go, this one's a biggie.
MR: 60 | Combat Dice: 7+30 | AP Award: 60
- 12 A huge black bear has wandered into the dungeon from the woods above.
MR: 82 | Combat Dice: 9+41 | AP Award: 82

*Corpse Itch is a nasty rash that develops in the armpits and crotch. It causes extreme discomfort resulting in a penalty of -1 to any and all Saving Rolls for the duration of the disease. The standard duration is 20 days minus the infected persons normal CN score. The minimum possible duration is 1-day.

OF GODS AND (RAT) MEN

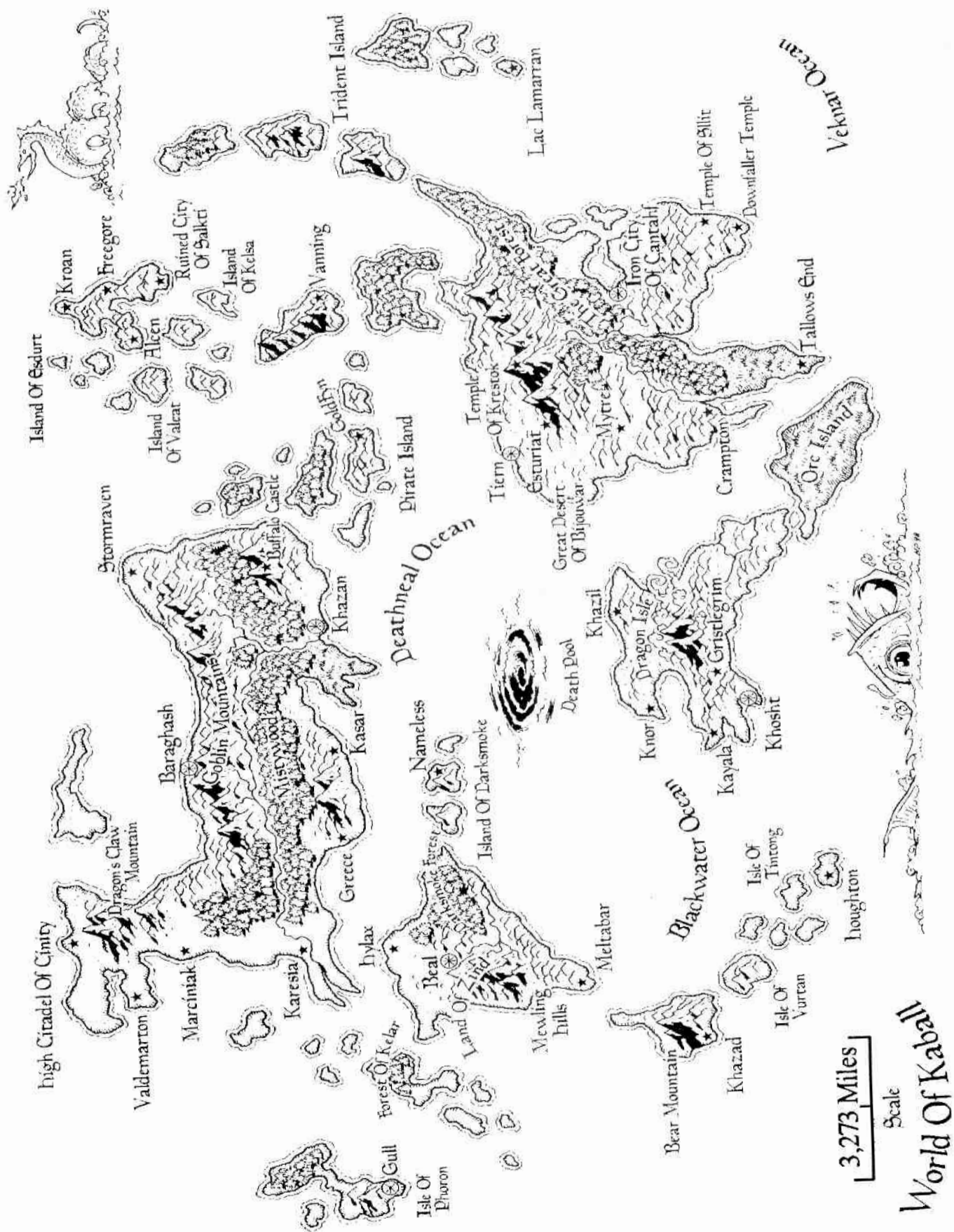


BUILDING A NEW WORLD

Where do the delvers live? Where do they spend their time when not burrowing below the earth looking for treasure or walking through an enchanted forest? Who are their friends and where did they grow up? All logical questions a player might ask of a Game Master.

When your characters have gone through a few dungeon trips and have developed a sense of *realness*, you may start asking yourself these and other questions. Some of the comments below refer to the world I have created, but do not assume you must play in this world, although it is offered here for your use. (If you want to come in, you're welcome in the World of Kaball—i.e., Trollworld. It has countless dimensional doorways for you to pass through.) But I cannot urge you strongly enough to exercise your wit and imagination (as well as your time, energy, dedication, etc.) in creating an environment of your own people, places and things within this World of Kaball. Many will tend to spring up without asking—like your biggest moneylender, who was a do-nothing dungeon delving character who one day struck it rich enough to retire and start lending (at high interest rates) and now his establishment has opened numerous branch offices in several of the larger cities in which our characters live. The same could be said about the characters' favorite tavern—like the Blue Frog Tavern.

The most ambitious may wish to build a city of their own (adding it somewhere on the map of Kaball). Khazan was the first city, and is by far the largest, but many other great cities—such as Khosht, Knor, and Gull—quickly followed. Most of the cities have not been mapped out with any detail, but forests and mountain ranges have been laid out (as you can see). A little more will be explained as you continue to read, detailing where you might find major settlements of elves, dwarves, hobbits and so forth for use in your campaign.



Building a city, you need residential areas for poor, middle-class, and the wealthy. There must be trade routes over land to surrounding areas, and extensive water supplies. A river provides an all-in-one trade route, water supply, and sewage system. If there is a port, there must be customs houses, wharves and warehouses; there must be inns and taverns for the travelers, and stables for their horses and other pack animals. There must be fresh food for the thousands of inhabitants of large cities, thus there must fisheries; holding pens and slaughterhouses for cattle, pigs, and fowl of all kinds; and outlying grain fields and orchards. Merchants must be present to sell these foods; and ironmongers and armorers, coopers and wheelwrights, jewelers and crockery-makers, cobblers, weavers, tailors and stonemasons to drive the commerce and settle the city. For the spiritual side, there may be anything from shrines and temples to opium dens and cheap miracle-workers. The most ancient cities had huge bazaars where strings of stall keepers could hawk their wares on a regular, if not daily, basis and also provide the patrons with a bit of entertainment. And there must also be governing forces—some legitimate ones take the form of nobles and reigning barons, and the less public, but sometimes equally powerful merchant guilds, wizards' guilds, and thieves' guilds. There will be the powers of enforcement—guards and sentries, and 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 their 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, so it is a hopeless, thankless task to try to draw every building and tell what and who is in it, as can be done in a dungeon for every one of its rooms. Drawing the "floor plan" *is* enjoyable, but should be done with consideration to residence, practicality, and economy. Still, remember that cities are somewhat organic in their nature, and ancient cities "grew" to be what they are in the present rather than having being "set up" as so. Roads may stop and start up again, twist in and out; nobles don't want beggars as their nearest neighbors; and the "bad side" of town might have not been always so. You will probably find it convenient to mark off sections of your city as "nobles' quarters," "beggars' quarters," "guard barracks" and such.

Capital Cities of the World

KHAZAN

This is an equal opportunity city where all races (regardless of size or kindred) that are in compliance with the laws are welcome within its great walls. Lerotra'hh doesn't consider anyone to be a serious threat to her reign. She employs an elite corps of agents to deal with problems throughout the Empire. Many of the City guards and Royal Palace guards are Trolls. Almost all of the Dragon Continent south of the Goblin Mountains, and all the cities stretching from Karesia to the distant Stormraven, fall under the Empire of Khazan. The Khazan Civil Authorities hold daily battles in the great Arena of Khazan, open for all visitors to attend.

Kindred Types: 80% Monsters (20% other races)

Governed By: Lerotra'hh the Death Goddess

City pop.: 1,200,000 million.

KHOSHT

Even though the Dwarven God Gristlegrim does not openly rule Khosht, as does Lerotra'hh in Khazan, his influence is felt throughout the city by his Dwarven followers, who run the city and are employed by the City Guard and its standing Army. The City of Khosht was rebuilt after a great fire in 1003 A.K., and it has now expanded to encompass both sides of the river, which cuts the city in half, opening into the Blackwater Ocean. Due to a very large port and the abundance of pirates (from places like Houghton and GoldFyn), the City of Khosht is always on a heightened state of alert. Having previously learned lessons about how easy a city can burn, most of Khosht is built from stone quarried from the nearby mountain.

Kindred Types: 70% Dwarves, 10% Gnomes, 20% (Human, Hobbit and other friendly races)

Governed By: The Dwarf God Gristlegrim

City pop: 900,000 thousand.

T&T 6th Edition *Role-Playing* *Game*

Character	_____	Height	_____	Hair	_____
Type	_____	Weight	_____	Eyes	_____
Kindred	_____	Age	_____	Build	_____
Nationality	_____	Gender	<input type="checkbox"/> M <input type="checkbox"/> F	Hand	<input type="checkbox"/> R <input type="checkbox"/> L

LEVEL	Attributes	ST	AR	IQ	LR	CN	DX	CH	SP
_____	Current	_____	_____	_____	_____	_____	_____	_____	_____
	(Original)	_____	_____	_____	_____	_____	_____	_____	_____
Combat Adds	Adds	_____	_____	_____	_____	_____	_____	_____	_____
	Key	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Languages Known	Weapons	ST	DX	Dice	Hands	Range	Lbs
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Other Abilities	Skills	Score	Armor & Shields	ST	Prot.	Lbs
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

AR Points Spent	Base Attack	Base Protection
_____	_____	_____
_____	_____	_____

Total Adventure Points	Damage Taken
_____	_____
_____	_____

Supplies	Lbs
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Capacity	Encumbrance
_____	_____
_____	_____
_____	_____
_____	_____

Coin		
Gold	Silver	Copper
_____	_____	_____
_____	_____	_____

Saving Rolls	
Level	Required
1	20+
2	25+
3	30+
4	35+
5	40+
+1	+5

Here's a list of just some of the changes that made it into the sixth edition of the game.

- Spell-casters no longer use strength to power their spells. A new attribute called Arcane serves that purpose.
- Non-human characters now roll different numbers of dice for certain attributes rather than applying a multiplier to the original score.
- Weight Units for weapons and equipment have been replaced with the more familiar unit, the pound.
- Some of the abilities associated with character types have changed; notably, warriors no longer receive twice the protection from armor. Instead they find themselves able to shrug off pain and suffering even without armor!
- The basic equipment list has been expanded. Can I sell you a used bagpipe?
- There are some additional spells. We believe these spells not only serve a valid game purpose but also enrich to possibilities for play.
- Missile combat has been greatly simplified and now fits more neatly into the Combat Turn. An archer can now attack an individual or a group and no Saving Roll is required.
- There is now less bookkeeping involved with the awarding of Adventure Points.
- Characters advance in levels more frequently but the increase in attribute scores is less dramatic.
- A simple skill system is suggested. Its use is optional; choosing to use it or discard it has no impact on any other game system.
- A detailed character sheet and complete GM moderated adventure is included to get you playing straight away.
- For the first time we've included a detailed 'world map' for your players to explore and, if truth be told, we're pretty proud of it!
- Finally, if you find yourself without a willing GM, we've included a complete solitaire adventure to allow you to flex your role-playing muscles in the privacy of your own home!