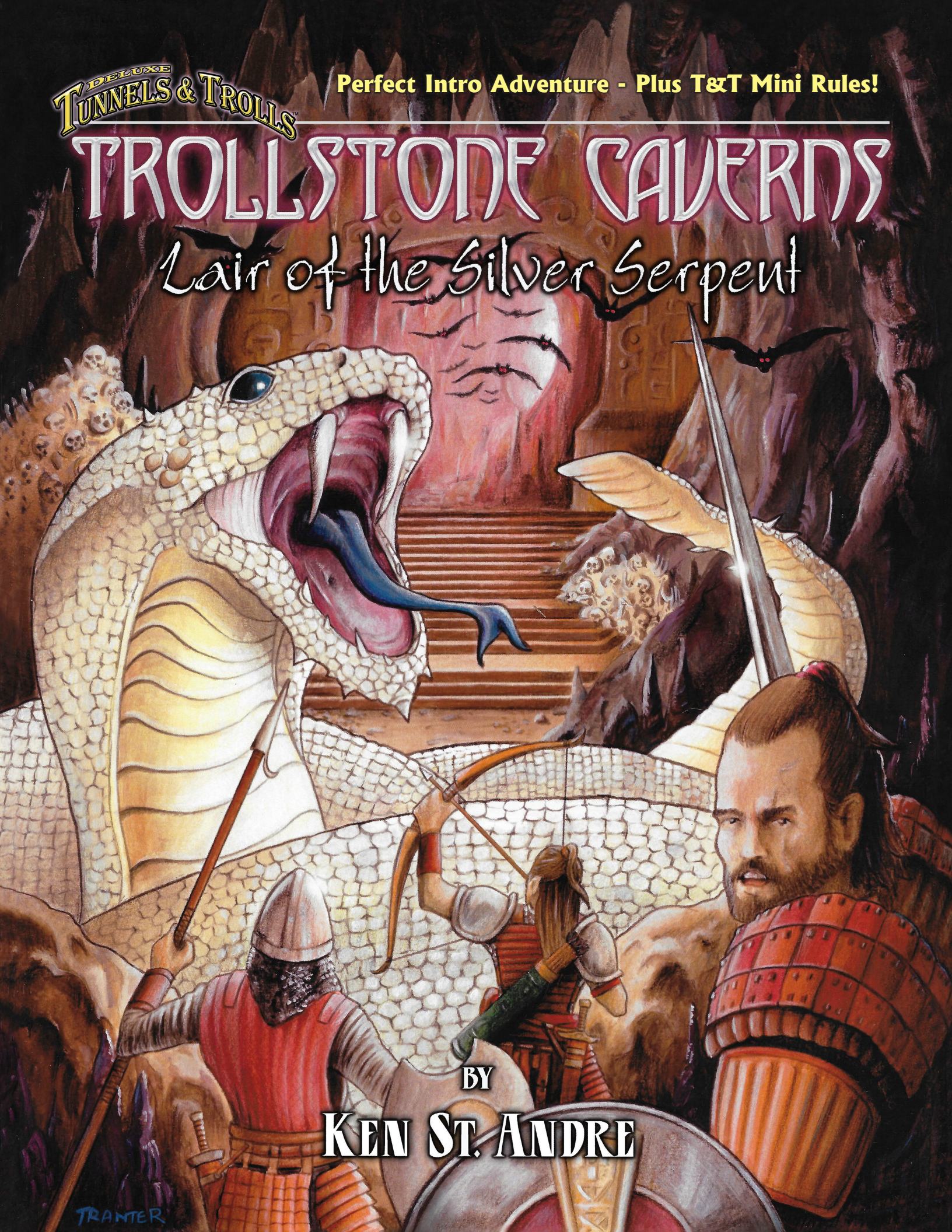


DELUXE
TUNNELS & TROLLS

Perfect Intro Adventure - Plus T&T Mini Rules!

TROLLSTONE CAVERNS

Lair of the Silver Serpent



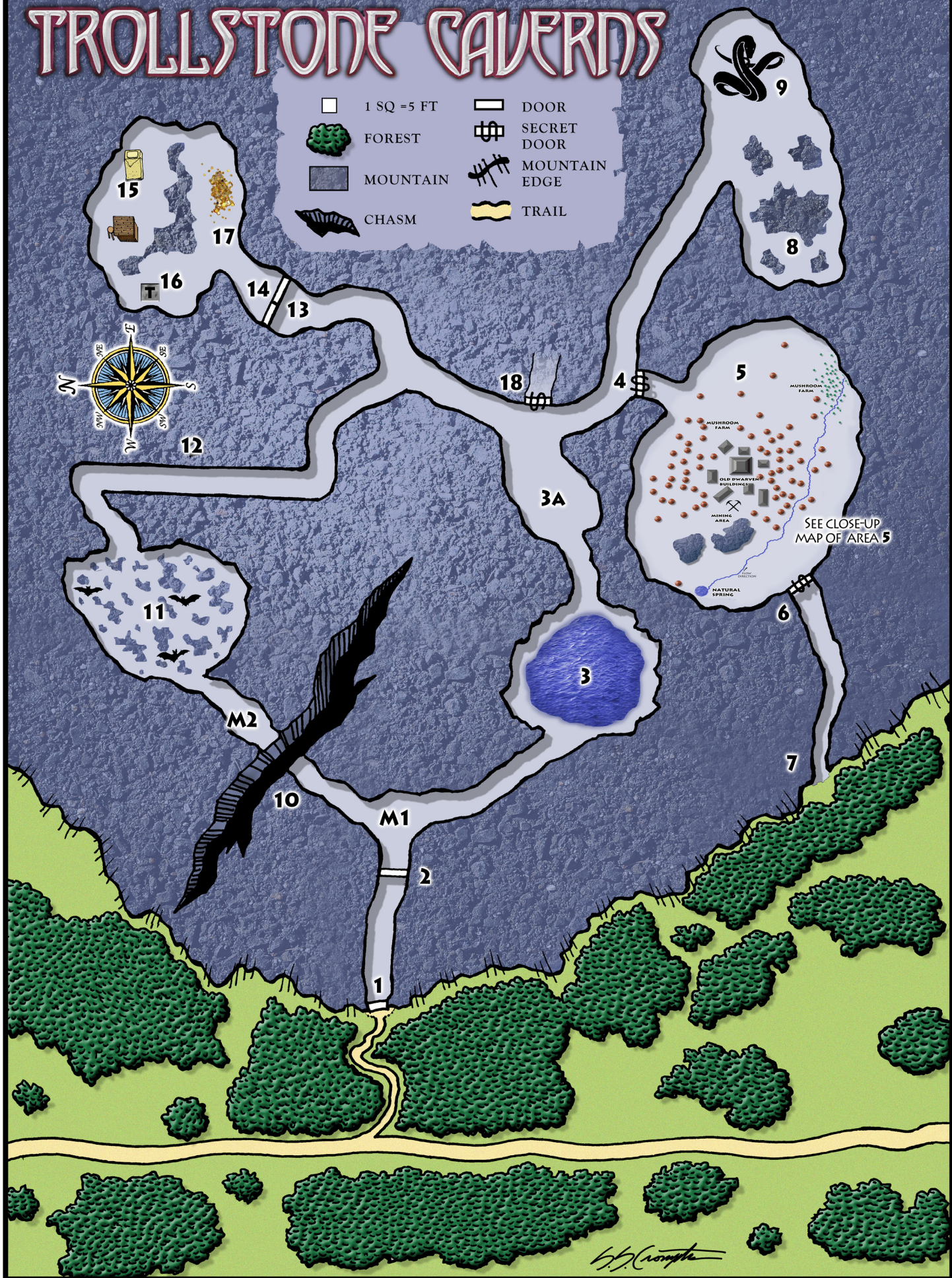
BY

KEN ST. ANDRE

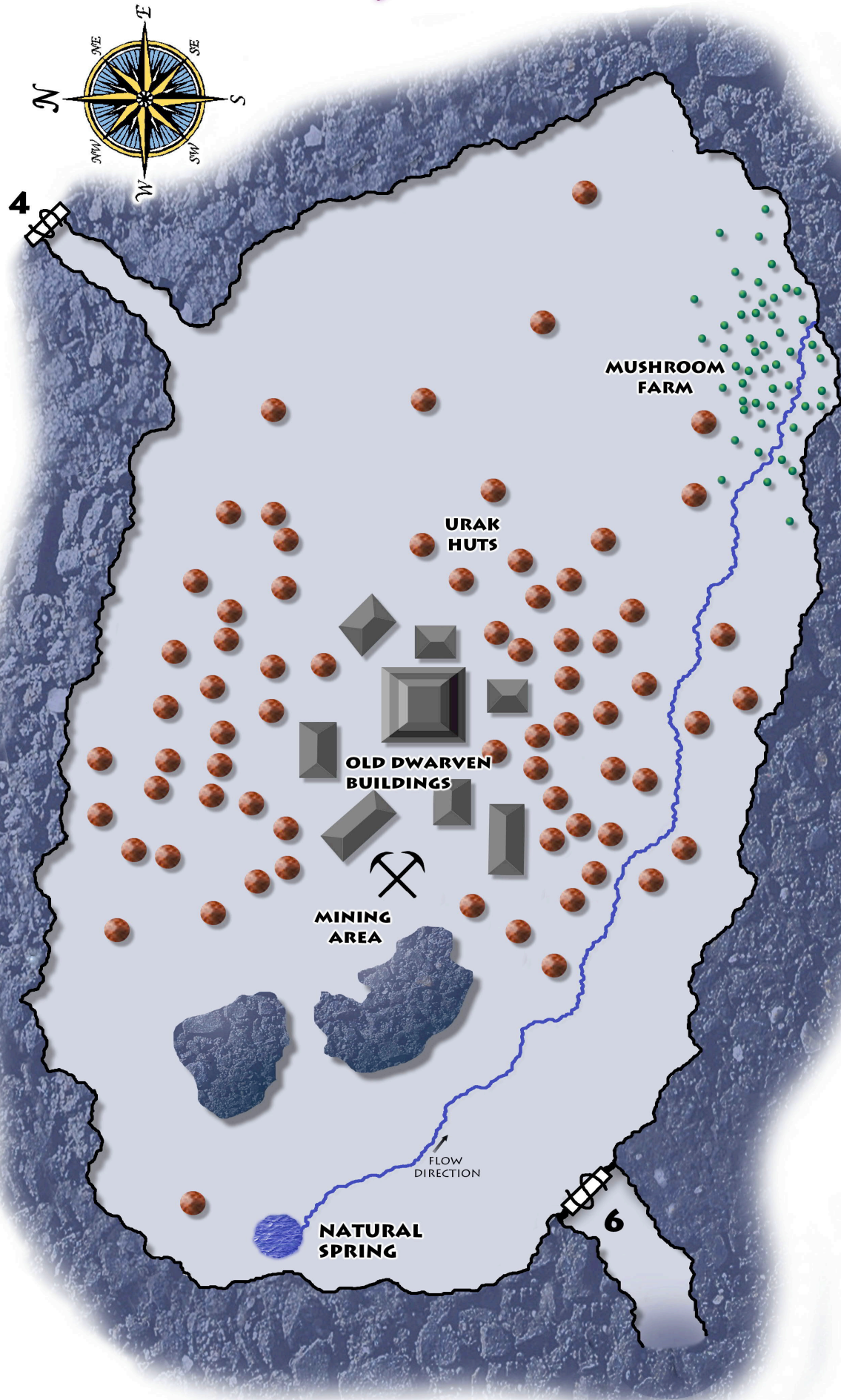
TRANter

TROLLSTONE CAVERNS

	1 SQ = 5 FT		DOOR
	FOREST		SECRET DOOR
	MOUNTAIN		MOUNTAIN EDGE
	CHASM		TRAIL



SCARLET WOLF VILLAGE CLOSE-UP



DELUXE
TUNNELS
& TROLLS

TROLLSTONE CAVERNS.

Lair of the Silver Serpent

PLUS THE **T&T**
MINI-RULES!

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Published by
Flying Buffalo Inc.
www.flyingbuffalo.com

DELUXE

Lair of the Silver Serpent

Revised and Expanded in 2019

A GM adventure for:



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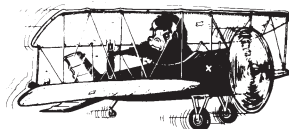
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*Written by Ken St Andre, with some additional editing by AR Holmes.
Revised and modified in 2019 for use with Deluxe Tunnels & Trolls.*

Proofing by Vincent Fruge & Steve Crompton

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Product #: FBI-8322
First Printing July 2019



Published by Flying Buffalo Inc.
P.O. Box 8467, Scottsdale, AZ 85252
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INTRODUCTION

By Ken St. Andre



This is my 3rd pass at *Trollstone Caverns*, the first was in 1978, the second in 2005, and the third in 2019. These are real caverns and actually the home of tribes of uruks and goblins who generally work together, although the uruks have the superior status. When adventurers enter these caves, they are literally doing a home invasion, and are no better than thieves.

This adventure was initially meant for 1st level and other beginning characters, and I assumed in those days that most adventurers would be human. It is still meant for parties consisting of the good kindreds only; namely humans, dwarves, elves, leprechauns, fairies, and hobbs. It is possible that uruks might join such a party, but do not allow any other monster kindreds in. 5th edition T & T was set around the year 1000 A.K.; deluxe T & T is set after the year 1200 and before 1300 A.K. The world has changed and evolved in 200 years. The kindreds are more integrated than they were in the past. Humans, dwarves, and uruks all get along with each other pretty well—they are all rapacious in nature. Leprechauns are almost universally despised. Elves, fairies and hobbs make a counter balance to the forces of humans, dwarves, and uruks—they are more pacifistic, but they are also considered to be more cunning and untrustworthy.

In the Empire of the Goddess (our setting) trolls, ogres, centaurs, minotaurs, skeleton men, goblins, and other so-called monster kindreds may enter and leave cities and towns freely and are treated like any other potential customer. That doesn't mean there

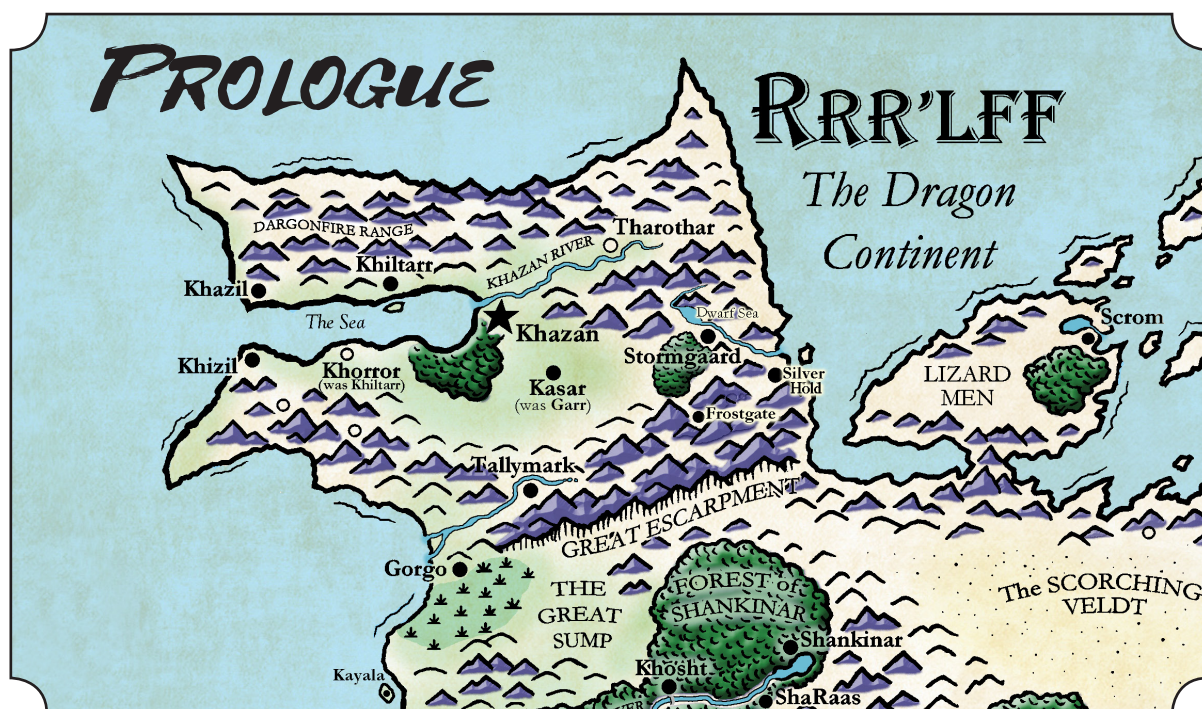
isn't still a lot of inter-kindred conflict out in the wilder parts of the world. There is a saying: what happens in the tunnels stays in the tunnels. Players may wish to bring higher level adventurers into the tunnels—if they do, please adjust the monster ratings of the creatures and foes that they meet. It's easy. If a player character is 3rd level, it should run into a 3rd level monster. To do that, simply multiply the monster rating by the level number. For example, an ordinary bloodbat has a monster rating of 20—level 3 bloodbats have monster ratings of 60. The big bloodbat on the guardian monster table has a rating of 56. If you pumped him up to 3rd level it would be 168 ($17D6 + 84$). However, be kind to your players. If you can see that 3rd level monsters are too tough for 3rd level characters, then go ahead and use just 1st and 2nd level monsters against them.

Roleplaying and Negotiation: the players have a much better chance of peacefully acquiring serpent venom if they have an uruk or two in the party—their chances for peace are hindered by having elves, hobbs, or leprechauns in the party. Fairies are still considered to be snacks.

Maps: I have asked Steve Crompton to make some better maps for different sections of the adventure.

So welcome to the Deluxe Lair of the Silver Serpent.

Ken St. Andre



About 200 miles north of Khosht, a great escarpment rises and separates the southern half of the Dragon continent from the northern half. According to legend, the great wizard Khazan and his helper Khara Khang created the road that cuts its way through the cliff and up to the higher countryside in 443 A.K.—a job that took even wizards several weeks to accomplish. The escarpment is just a part of the mighty range of mountains known as the Reduruk Range. (It used to be called the Red Orc Range, but the language has changed over time.)

Somewhere near the top of the escarpment is a small path that branches off from the Great Khazan Road and leads into forested hills, finally ending at a cave mouth in the mountainside. Inside is the fabled Trollstone Caverns, home lair of the legendary Silver Serpent, and also for a large clan of Uruks—the Scarlet Wolf Clan (or in Urukkish: Kerblutt Warrag.) To these caverns you have come in search of adventure, loot, or possibly even the venom of the Silver Serpent.

Note to the Game Master: The Lair of the Silver Serpent has been redesigned to use Deluxe T&T rules. One of the differences concerns saving rolls. Humans get a second chance on any saving roll they

fail. Remember that each saving roll is worth the number rolled times the level of difficulty in adventure points, and that you want to keep track of adventure points because you can spend them to raise your attributes permanently. But humans can only count the higher of the two rolls, and if they make the saving roll on the first try, or have a catastrophic failure (roll of 1, 2) then they do not get a second try. Another notable change is the addition of Talents. Your character should have at least one talent per level. Talents only come into play when the player asks to use one on a saving roll against an attribute with a value of 10 or greater. The basic rule is that use of a talent adds +3 to the dice roll. Section 6.0 in the dT&T rules discusses Talents in detail. The adventure will not tell you when Talents could apply to a situation, so players think about it. It is up to you as G.M. to keep the players on track and honest in their play.

Backstory: (the use of this is optional but might explain why the party is invading Trollstone Caverns in the first place). While it is possible that adventurers might come upon Trollstone Caverns by accident, it is much more likely that they came with a purpose in mind. Over the years the news has gotten around that Silver Serpents inhabit this cave system, and Sil-

ver Serpent venom is highly prized by alchemists and pharmacists. Not only is it very deadly, but it can also be turned into a kind of universal healing potion by those who know how. At the end of this key is a description of Barakka the Alchemist, who is always in the market for venom. You may use him as the motivating force for uniting the party and sending them up the Great Khazan Road to the Trollstone Caverns. Or, they might have met Mingoh the Mad, a crazy wizard who wants them to bring back the fabled Trollstone for his collection of all things trollish. You could learn about Mingoh in my Capture the Troll adventure available from Trollhalla Press on drivethrurpg.com. Mingoh would cheerfully pay 10,000 gold pieces for the Trollstone if he could get it, but he's not the kind of wizard that would ever put himself in danger by going into a hole in the ground.

GUARDIAN MONSTER TABLE

When delvers reach the spots marked **M1** and **M2**, they will meet a party of guardian monsters, and also every 6th game turn within the caverns they will run into guards. All the monsters within the caverns know each other, and are on the same side, so it is not unusual to meet a mixed party. The number of foes encountered will always be equal to the number of delvers in the party plus 1D6 extra. The animals are trained servants of the Uruks and Goblins; roll 2D6 once for each monster in the party.

Dice Roll	Monster
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2	Silver Serpentling — a small silver serpent only 8 to 10 feet long and a foot or so in diameter. Monster Rating: 150. WIZ: 15. Poisonous: if the serpent scores hits on his foe, the foe is poisoned. Make a L2SR on CON each combat turn and if the roll is missed, take that many points additional damage from poison. The venom is considered valuable, as are the fangs and the hard silvery hide of the silver serpents. Serpent hide is natural armor that will turn 3 hits of damage.
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3 Cave Shadow — a black-furred, red-eyed beast much like a wolverine. Its fangs and claws make it very dangerous. Monster Rating: 70. WIZ: 7. The pelt is worth 100 gold pieces if in good condition.

4 Bloodbat — a large vampire bat with a wingspan of four feet. It dives and rakes wounds on its foe with filthy claws (delayed poison damage), and if the foe falls, it perches on its body and drinks its blood. MR. 56. WIZ: 5. Bloodbats dive and weave so much in their flying attack that it requires a L2SR on DEX to hit one in combat.

5 Uruk warrior — MR 38 WIZ: 10. Armed with uruk scimitar (4d6) and uruk dagger (2d6). Wears serpentling armor that takes 3 hits doubled. Carries pouch of treasure: roll twice on dungeon treasure generator table.

6 Uruk hunter — MR 32. WIZ: 10. Armed with uruk bow (4d6) and uruk dagger (2d6). They are very good shots, and don't miss unless target successfully dodges. No armor. Carries pouch of treasure: roll once on dungeon treasure generator.

7 Goblin slave warrior — MR 25. WIZ: 7. Armed with copper headed spear. (2d6+3) Carried food in sack. Roll once on food generator.

8 Uruk war maiden — MR 29. WIZ: 15 INT 9 + 1d6. Armed with uruk meat cleaver (3d6) Casts L1 TTYF before entering battle. Carries treasure pouch: roll twice on dungeon treasure generator table.

9 Death Phrog — MR 42. WIZ 4. Large domesticated amphibians with albino skins, teeth, and talons. These are the special pets and steeds of the goblins.

10 Warg (Dire Wolf) — MR 56. WIZ: 6. Large domesticated wolves trained for battle. These are the special pets and steeds of the uruks

11 Mahrund the Ogre — MR 80. (9d6 + 40) WIZ: 8. 12 feet tall, filthy, shaggy, smelly

ogre armed with a large club in each hand. There is only one ogre in Trollstone Caverns. If he is in the party of monsters, stop rolling new monsters. If he is slain, replace him with Quoghmyre the Troll next time he's rolled. Carries treasure pouch with 6 jewels in it. (one of each kind—ogres love jewels)

12 Quoghmyre the Troll — MR 140. (15d6 +70). 18 feet tall, frequently goes on all fours like a gorilla when tunnels aren't high enough—even then he's 9 feet tall. Q is a stone troll and his rocky hide can take 10 points of damage before he is actually hurt. If he is in the party of monsters, stop rolling new monsters. If he is slain, replace him with Mahrund the Ogre next time he's rolled. Q is the undisputed king of Trollstone Caverns. Carries treasure pouch with 6 random items in it.

TREASURE GENERATOR

Roll 2d6 to see what each treasure item may be.

2 Small clay container of silver serpent venom—1 dose, acts as a poison that does 10 hits of damage every 2 minutes for 1d6 minutes.

3 Magical obsidian jewel. Carrying it increases STR by 1d6.

4 Wolf bone charm. Carrying it gives person power to command wolves and wargs and have them obey. If there are any wargs in the monster party, the leader of the party always has one of these charms with him.

5 Roll once on jewel generator below

6 2d6 gold pieces

7 3d6 silver pieces

8 Food item. Roll 1d6 on food generator.

9 Charm of ogre protection. No ogre will ever attack anyone carrying this charm.

10 Charm of troll protection. No stone troll will ever attack anyone carrying this charm.

11 Stone of invisibility. When held in the hand the stone casts a Hidey Hole spell using the WIZ of the holder affecting only the person holding the stone.

12 Healing potion made from silver serpent venom. This potion will heal 2d6 point of injury or poison damage.

FOOD GENERATOR

Roll 1d6.

1 Mushroom cake.

2 Beetle juice in a jar.

3 One live frog

4 Burnt meat (*who knows what it was?*)

5 Mineral water (*add 1 to CON for 1 day after drinking*)

6 Pouch of eyeballs (*birds, rats, frogs, any little thing*)

QUICK JEWEL GENERATOR

Roll 1d6.

Value

1 Obsidian 1d6 x 10 g.p.

2 Quartz crystal 1d6 x 10 g.p.

3 Opal 1d6 x 50 g.p.

4 Emerald 1d6 x 100 g.p.

5 Ruby 2d6 x 100 g.p. (DARO)

6 Diamond 3d6 x 100 g.p. (TARO)

KEY TO THE DUNGEON

Ambush in the Woods: There is a path that leads from the Great Khazan Road through the woods and to the main entrance of Trollstone Caverns. Players must describe their actions—whether they follow the path exactly as it twists through the forest or whether they get off the path and move through the woods parallel to it. If they follow the path, they will reach a point about half a mile from the road, and half a mile from the cave where Uruk hunters have set up an ambush. There is a volley of arrows from the undergrowth. L2SRs on Luck for all party members to avoid being hit by arrows. The ambush consists of 6 uruk hunters as detailed in the monster chart above. Their bowshots do $4d6 + 16$ damage if they hit. They are hidden in brush and behind trees to sides of trail.

If the party moved through the woods instead of on the trail, there is an excellent chance they will discover the ambushers and avoid the ambush. Check to see if anyone has any forest-related talents.

If the uruk hunters are discovered, or rushed by the ambushed party, they will break off and run away through the woods, making their way to secret entrance 7. A good enough tracker could follow them and so discover the secret way into the caverns. (This would probably require some kind of Hunting/Tracking/Woodlore talent to even have a chance of success. With such an ability and a L2SR, the hunters could be followed.)

If the delvers fail to break up the ambush, or escape from it somehow, they will be hit with more rounds of arrows. The uruks will not rush in to close quarters where they fight with their daggers and personal adds until they outnumber standing party members at least 2 to 1. Many a poorly planned expedition to the Trollstone Caverns ends right here at the front door.

The Cave Mouth: The path slopes downwards for a ways and enters a boggy part of the forest. Reeds, bamboo, and water plants start to appear beside the



trail. The ground gets mushier and muddier as it goes. Finally it ends at a large pond/puddle. On the far side is a huge open cavern sloping up into a mountainside. The water isn't very deep—perhaps 2 to 3 feet in most places. The bottom is soft and muddy. All sorts of water creatures infest the puddle; frogs as big as dogs, water snakes, dragonflies the size of crows, etc. If the characters wade through the pond they must make a L1SR on LK to avoid being bitten by poison watersnakes. (Armor can't protect from snakebite) Damage is 1d6 plus another 1d6 continuing poison damage every hour of game time. If the players search the sides of the pond, they will find a makeshift raft that would carry 4 people across at one time.

Once they get into the cavern mouth it might be a good time to discuss marching orders, contingency plans, etc. They see a great deal of organic trash in and near the entrance, showing the cavern is well used. There are broken pots, bones, bits of cloth, pieces of rope, shattered rocks, etc. There is also a crudely carved statue of a troll with three-fingered hand raised as if to forbid entrance. The cavern rises a bit toward the rear and turns into an improved passageway going deeper into the mountain.

1 The Entrance: The path into the mountain is ten feet wide, nearly 20 feet high in places, and fairly straight—more of a tunnel than a cavern. It gets dark fast as you leave the entrance area, and it

does curve a bit and angle upwards slightly. About 10 yards past the entrance, the path is blocked by a bamboo gate that fills the area. If anyone approaches the gate, a voice will call out in Common: “Halt! Friend or Foe?” If the answer given is “Friend,” you have the chance to parley with Nahraht, a wizened old Uruk trader. He tells the delvers they must leave their weapons behind if they wish to enter the caverns peacefully. He has some shelves where they can be stored just inside the gate. Someone can even stay behind and guard them if the delvers wish, but they can’t bring weapons into the home caverns of the Kerblutt Warrag.

It is, of course, a simple trick to separate the delvers from their weapons. Roleplay Nahraht as craftily as possible. He will promise to lead them to the village, help them get silver serpent venom, sell them magic jewels—whatever they want to hear as long as they leave their weapons behind. If they answer “Foe!” then they will hear a gong being struck, followed immediately by the sound of someone running away yelling for help. (Note: once the adventurers get past the bamboo gate they should see a large bronze gong and a stone-headed hammer (3D6) hanging from the ceiling on a silver chain.) Surely the whole cavern is aware they’re coming now...

If the delvers agree to leave their weapons behind, Nahraht will open the gate for them, and put the weapons on shelves carved out of the cavern wall to one side. Unless the delvers inspect the shelves intensely, they won’t notice that the section of shelving is rigged to rotate and hide the weapons once the delvers have departed. It is a locking mechanism and can only be re-opened by Knock-Knock spells.

If the delvers just barge through, the gate won’t be hard to destroy or knock aside. It is only held in place by some grooves in the rock on both sides. Beyond the gate the tunnel slopes up and south a bit to reach point 2—the Iron Door.

2 The Iron Door: The cavern is blocked by a huge iron door—it’s just closing as Nahraht runs through it. There are torches guttering on either side

of the door, and the door is unusual. It has a large painted eye and a hole in it that looks like a mouth, complete with urukish fangs. Below the mouth is an iron arm shaped out of the iron of the door from elbow to hand in an upright position. It looks something like a door handle or lever. The eye blinks and watches the delvers. The door is, of course, locked from the other side, and no amount of Knock-Knock spells will get through it.

The mouth will chant in Urukish if anyone approaches the door:

**“Strakk glee glindrim
urr uruksmagk nikz utorr.”**

(This door yields to gold or force, nothing else!)

In fact, a single gold coin dropped through the mouth will unlock the door and let delvers enter. Note that the GM should do the chant in a deep urukish voice and not translate it unless someone in the party speaks uruk.

If they wish to try the test of strength, a delver must grip the stone arm and force it backwards until it lies flat. This calls for a L2SR on STR. This will also open the door and force the mouth to spew out 3d6 (TARO) gold pieces the first time it is done.



The door looks just the same on the back side, and has the same requirements for opening. Despite the uruk attitude, it looks like dwarven work. There is a block of stone obviously used as a door-stop to keep the thing open on the inner side of the door.

M1 The passageway splits and goes off left and right. Standing just out of sight down the right hand tunnel is a guardian group of monsters. Use the Guardian Monster Table to determine what kind of group is waiting there.

If the delvers are in company with Nahraht, the guardians will spring out and take them captive. They will be taken to the village at point 5 on the map. There they will be offered a chance to ransom themselves, or if they belong to any monster kindred to join the tribe, or to be enslaved, or to be slain horribly.

If Nahraht is not with the delvers at this point the Guardian Monsters will attack. Let's see how the delvers can do when outnumbered in battle!

If the delvers appear to be winning the battle, the monsters will run off down the corridor to left or right. Those going to the chasm will know where to find the secret hand and footholds that will take them safely to the bottom.

M2 One Guardian Monster lurks in darkness here to attack anyone who either jumps the chasm or climbs up out of it. (Roll on the Guardian Monster Table to see what it is.) The monster will attack the first one to come across, and if it wins it will prevent others from coming over, too.

3 The Pool of Darkness: The tunnel slopes downward and ends at a large pool or puddle about 90 feet in diameter. The water is black and poisonous. If anyone drinks it, or snorts it up the nose, roll 2d6 (DARO) to see how much damage they take. The water is also acidic and corrosive and will damage any metal immersed in it. If metal armor or weapons get wet, roll 1d6 to see how many adds or hits of protection they lose. (ex-

ample: sword worth 3d6+3 gets wet, you roll a 6 on 1d6. It would lose 6 adds of damage, becoming 3d6-3) (scale armor taking 9 hits of damage for you gets drenched. Roll 1d6 and get a 3, armor is weakened and only takes 6 hits)

The water around the edge of the pool is only 1 to 2 feet deep, and anyone skirting the edge can avoid most danger, but it is slippery. L1SR on DEX to see if delver falls down in shallow water. L2SR on INT to see if he keeps from ingesting any water when he falls. Catastrophic SR failure would splash water into the character's eyes. Water in the eyes will blind the delver for 1 hour of game time. (Describe blindness as extreme blurriness of objects — not absolute darkness) The whole center of the pool is a sink-hole 10 feet deep, and very slippery. Anyone walking through the middle will fall in and be completely soaked.

The Treacherous Path — delvers following fleeing monsters will see them running through the pool without even slowing down and barely getting their feet wet. There is a narrow path leading across the pool near the center — this ridge of stone is only 3 inches below the surface. Near the center there is a gap in the path designed to trip anyone and pitch them into the sinkhole. The monsters know where the gap is and leap over it. Since the water is black and lighting conditions are poor, the delvers won't be able to duplicate that feat.

3A Wandering Monsters Await: Monsters will hear the sounds of the adventurers struggling in the water and they will often wait here to attack once the wet and tired adventurers emerge. Roll for a wandering monster or two for an encounter here.

4 Secret Door to Kerblutt Warrag Dwolrg: (Scarlet Wolf Village). The door is concealed in the darkest stretch of the tunnel between the pool and the Silver Chamber. It consists of canvas disguised to look like rock walls, but it can easily slide aside to let creatures in or out of point 5. If delvers are searching the walls for secret doors, they need only make a L1SR on INT or LK to find it. If they aren't

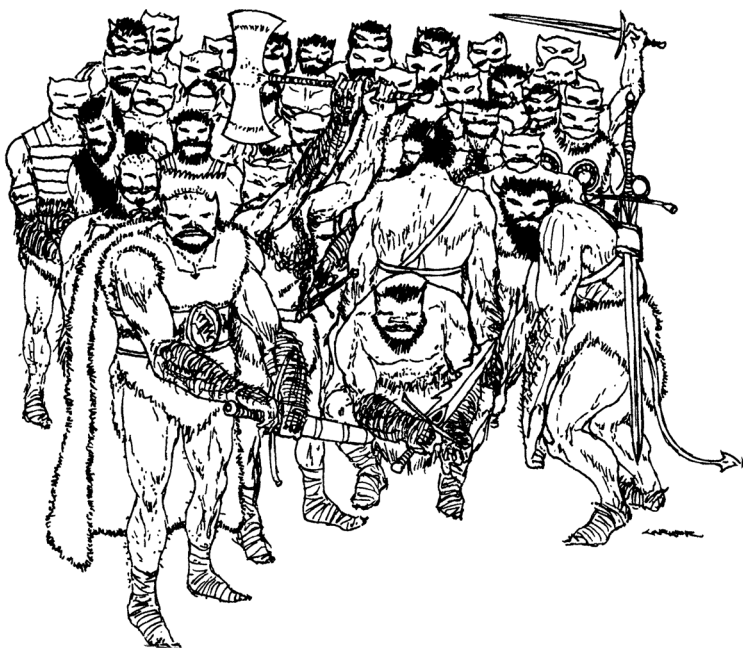
searching, they need a L3SR on Luck. Once found, the door is easy enough to open — pushing on it will do the trick.

5 Kerblutt Warrag Dwolrg — Scarlet Wolf Village (Warren): This is the main dwelling place of the uruk clan living inside Trollstone Caverns. It is a huge, roughly circular cavern with the floor leveled out and the stalactites removed. This was once, long ago, a Dwarven mining camp, and there are still a few rectangular buildings of rough hewn rock in the center. On top of the central building is a huge rocky throne where Quoghmyre presides when he is present. The inside of that building serves as a prison for any captured foes. To the north and south of the throne/prison room are dozens of crude huts made of mud and branches brought in from outside the caverns. The uruks live in the huts — warriors on the north side of town and women and children on the south side of town. The tribe consists of about 200 adults — about 120 males and 80 females. There are about 20 children, but they can be mostly ignored—which is what their parents mostly do. (See separate GM map for a detailed floor plan of this cavern)

Goblins also live in these caves, but not here. They live in the chasm in another part of the cave system.

If delvers enter here in any way other than prisoners the whole village will mobilize to fight them. On the first combat turn, add 1d6 monsters from the Guardian Monster Table. Neither the Troll nor the Ogre will appear. Each following combat turn add another 1d6 creatures scrambling to defend their home. Keep this up for 10 combat turns, or until the delvers are defeated — whichever comes first. After 10 combat turns, any tribe members not actively fighting will flee through the secret exit to the outside.

Treasure here consists of whatever is found on the combatants. Searching the huts is futile — the uruks do not keep their real treasures here in the village. In fact, the villagers don't really have any treasures other than what they may have acquired individually.

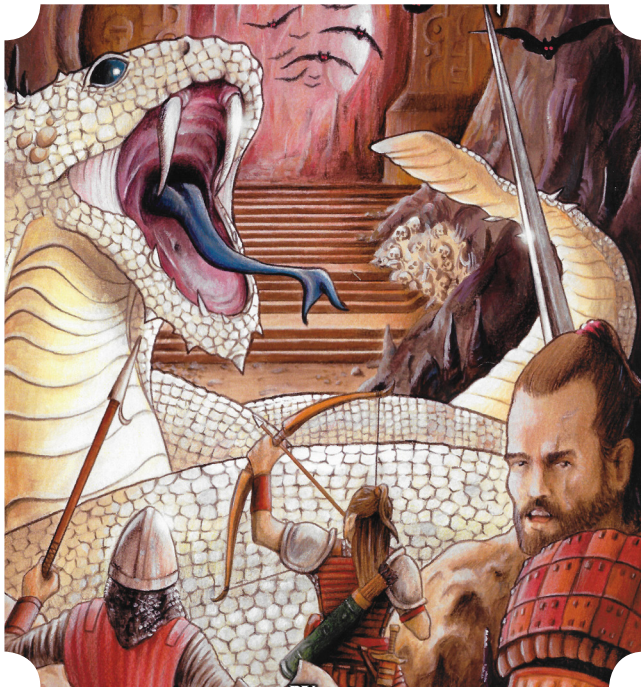


If delvers enter the village as prisoners, they will be thrown into the prison room in the center of the village and heavily guarded. Quoghmyre will come, and their fate will be decided. If they somehow escape, then mobilize the villagers in defense as described above. In any other situations, the GM will have to roleplay through what happens here in the village.

6 Back Door: There is a secret door here next to the spring. From the outside it leads into the village at point 5. From the inside it leads into a long tunnel leading to the southern woods beyond the bog at the front entrance. The door is easy to find from the inside, and it can be barred and locked on the inside. There is usually an older child or two and perhaps a war maiden there to guard the door. On the outside the door is very well concealed by a curtain of cave algae that covers it up. Make a L3SR on Luck or INT, or an Oh-There-It-Is spell to find it.

7 Secret Exit to Trollstone Caverns: This is a narrow fissure in the rock just big enough for an uruk or a goblin to squeeze through it. The mountainside here has many such narrow fissures, and all the rest are dead-ends. It is also partially obscured by a patch of bearberry bushes growing in front of it. L2SR on Luck to find it if searching for it. Otherwise, it won't be found from the outside.

Between point 7 and point 6 is a long dark tunnel, twisting from side to side and up and down. At one point delvers would have to scale a slippery rock face to get to the tunnel continuation — up if going in, down if going out. The uruks have a hidden rope ladder at the top. L2SR on DEX to climb the wall without falling and hurting oneself.



8 The Lair of the Silver Serpent: This large cave is the home of the Silver Serpent the delvers are seeking. Although it roams throughout the caverns, except in the uruk village, it will generally be here when delvers arrive. The silver serpent is huge — 50 feet long and about 5 feet in diameter — and its jaws can open as wide as 10 feet. It is a magical creature, and its main nutrient is silver ore, although it will eat anything it can catch. It has a monster rating of 333, but don't use that to fight. Just use it as CON for attacking it. Anyone fighting the Silver Serpent must make CON saving rolls each combat turn, as the beast expels freezing cold venom that hangs in the air. Damage comes only in missing the SR. Take poison damage equal to the number missed by times the combat round number. (Example: if delver Corencio missed his SR by 3 points on the third round, he would take 9 points of poison damage.) (Note: to succeed in their mission, players

don't have to slay the Silver Serpent, they need only return with a sample of its venom.) Anyone fighting the Silver Serpent must make a progressively higher CON saving roll each combat turn to avoid succumbing to the poison. (L1, L2, L3, etc.). The snake has a metallic silvery skin (worth a fortune if you could get the whole thing or a large piece of it) that takes 7 hits before any damage gets through. (Fighters subtract 7 from their combat totals against it.) The serpent fights by lashing out with its head in lightning-swift strikes or by exhaling its venom into the air. It is attracted to magic and will strike at the delver with the highest WIZ rating in range.

To avoid being hit, make a L2SR on SPD to dodge successfully. (A Dodge talent would be useful here.) A strike will do 10d6 impact damage regardless of armor. The serpent has a WIZ rating of 33, and anyone with a WIZ of less than 33 that tries to cast magic at it will get a BAD FEELING. (When you get a Bad Feeling about something involving magic, it means your magic will have no effect on the object causing the bad feeling.) The Silver Serpent is vulnerable to flame, going into convulsions if attacked by fire. When that happens have everyone in the room make a L3SR on either DEX, SPD, or LK to avoid being hit by whipping serpent body and taking 7D6 impact damage — armor does help protect from this). Convulsions will only last 1 combat turn, but will reoccur every time fire is used against the serpent unless it is killed outright.

9 The Silver Pile: This part of the cave is filled with a jumble of rock, most of which contains veins of silver running through it. Uruk and goblin miners bring silver ore here from other locations in the cavern in order to keep the Silver Serpent at home as much as possible. Living beings are also sacrificed to the serpent here from time to time.

The ore pile is also infested with Silver Serpentlings — the baby serpents described in the guardian monster table. Roll 2D6 (DARO) to see how many of them come out to fight if anyone gets too close to the ore pile.

10 Scrapheap Chasm: This is a fissure within the mountain about 20 feet wide and 50 feet deep. Sometime in the past an earthquake aided by erosion tore this little gouge out of the mountain. It completely bisects the path. At the bottom of the chasm is a narrow, slow moving stream that runs the length of the fissure. This watercourse is full of small fish, eels, serpents, stonetoads and other small lifeforms, none of which are dangerous except the poisonous snakes, and all making good eating for the goblin clutch that lives here. Large death frogs also live here. About 70 goblins live in small cavelets that line the banks of the stream. The leader of the goblins is a larger, stronger, nastier hobgoblin rogue named Boo-Zurr (MR 40 WIZ 10 INT 13. Knows TTYF spell) These goblins are slaves and flunkies to the uruks who live to the south of them, and they must mine silver from the ancient diggings at the southeastern end of the crevice. Long ago dwarves mined silver here, but the dwarves are gone. Silver is of little use to the goblins and uruks who live here, but it is food for the Silver Serpent, and occasionally they trade some of it for necessities from beyond the caverns.

A careful search will reveal handholds cut into the rock where the tunnel up above intersects the chasm. L2SR on DEX to descend without falling, L1SR DEX to climb back out.

Goblin fighters (see the guardian monster table) might attack a lone delver who entered the cavern, but they would all run away from any force of two or more. There is no treasure here other than a plentiful supply of goblin foodstuff and the chance to mine for silver near the southeast end of the chasm.

Instead of climbing down into the chasm, characters may elect to try jumping across it. There is a narrow point barely 15 feet wide where the path intersects it. Success in jumping the chasm depends on how much weight the jumper is carrying.

If weight carried is less than $\frac{1}{4}$ weight possible, the jumper only needs a L1SR on STR to make it successfully.

If weight carried is between $\frac{1}{4}$ and $\frac{1}{2}$ weight possible, the jumper needs a L2SR on STR.

If weight carried is between $\frac{1}{2}$ and $\frac{3}{4}$ weight possible, the jumper needs a L3SR on STR.

If weight carried is between $\frac{3}{4}$ and full weight possible, the jumper needs a L4SR on STR.

Failure to make the jump may be fatal. Reduce the CON of the fallen delver to negative 5. If he/she doesn't receive healing within 10 minutes of game time, the fallen person will die.



11 Bloodbat Cave: The tunnel opens up into another grotto, this one very rough with lots of stalagmites and stalactites cluttering it up. Nearly 200 feet above is a narrow fissure in the rock through which beams of sunlight sometimes strike, and at the top is a whole colony of Bloodbats (MR 20 each). Bloodbats love fresh blood and will attack anyone who tries to go through their cave. Each delver should roll 1d6 to see how many Bloodbats come after him personally. Bloodbats on the wing are very hard to hit, and delvers must make either L2SR on DEX or L4SR on Luck to hit and do any damage in combat. Bloodbats fear fire and will not attack anyone carrying a torch. This cave, although dim, generally has enough natural light in it for people to see what they are doing without using torches. Because the trail through Bloodbat Cave is so un-

even and twisty, it will take at least 10 minutes to reach the other side—meaning 5 rounds of combat with Bloodbats.

12 The Corridor of Traps: Both Uruks and Goblins know which gems to push to disarm the corridor when they want to walk through it. At each end of the corridor is a plinth with 7 pieces of quartz set into the rock. There were once runes by each stone, but they have been worn away until they are unreadable. Pressing any 3 of the stones down together will disarm the corridor and make it safe to walk through. Doing anything else will re-arm it. The plinths are only about 2 feet high and 1-foot square and could easily be overlooked by people fleeing from Bloodbats.

This is a long straight corridor 170 feet long. It slopes upward at about a 30-degree angle from the entrance to Bloodbat Cave. If the traps are not disarmed, then spring-loaded javelins with razor-sharp obsidian heads will shoot randomly out of walls, floors, and ceilings, as delvers try to get through the hall. Each delver trying to run the gauntlet must make L1, L2, and L3 saving rolls on Luck. To miss a saving roll is to be hit by as many javelins as you missed by, each of which does 2d6+3 points of damage. (Armor will definitely help here.) Even if you make your saving

rolls, there will be javelins flying around you as you try to run the gauntlet. If a delver should make all 3 saving rolls (or miss some and survive), but stop in the hallway before reaching the end, then he will have to make the 3 saving rolls again to get safely away, although he would be safe as long as he didn't move.

(Note: this is an ancient dwarven trap—the uruks maintain it and reload it as necessary.) Each javelin is about 3 feet long and weighs 20 weight units with 15 of that being the obsidian. The obsidian heads are nicely shaped and could be worth up to 5 gp each to a weapons dealer. Characters who wish to gather javelins or points may roll 3d6 to see how many unbroken ones they are able to retrieve after getting out of the trap.

13 Pedestal of the Sphinx: A living winged Sphinx—head and upper torso of a lovely woman, body of a lion, wings of an eagle (MR = 200 (i.e. 21D6 + 100) and WIZ of 20) perches atop a 10-foot tall marble pillar. Her front paws are also hands with great talons on them, each equivalent to a poisoned dirk. She wears a necklace of rough-cut blood



rubies that rest enticingly on firm womanly breasts. At the foot of the pillar are some sort of humanoid remains—hard to tell now whether it was uruk, goblin, or human. On a shelf beside her is a block of obsidian, carved to look something like a crouching troll. This is the Trollstone, the magical key to the Troll's treasure room. Behind her is a huge granite door, and in the center of the stone is a niche that would exactly fit the Trollstone.

The Sphinx looks at the delvers hungrily and asks if they have come to pay her tribute? (Tribute, of course, being someone to eat.) If the delvers say yes, the Sphinx will pounce upon the speaker in a surprise attack that should kill just about anyone. This may develop into a battle. If they say no, then she offers them the classic Sphinx challenge. Answer a riddle and she will give the speaker the key to the treasure—fail and your life is forfeit. Answering the riddle correctly only gets one person in.

(Note to Game Master: You can use my riddles or insert your own. The riddles should have a timeless quality to them, so you couldn't use What has 18 legs and catches flies?—a baseball team. Here are ten simple riddles.

1. What is my name?
A: *Sphinx.*
2. What has a bed but never lies in it?
A: *A river.*
3. Why do dragons sleep by day?
A: *Because they fight knights.*
4. Why did the ogre cross the road?
A: *Because it was too long to walk around.*
5. What should you do if you meet a large rock troll?
A: *Anything he tells you to.*
6. What are elves good for?
A: *Light snacks.*
7. What is the root of all evil?
A: *The love of money.*
8. I have a tail, and I have a head, but i have no body. I am NOT a snake. What am I?
A: *A coin*
9. What kind of music do stone trolls prefer?
A: *Rock and roll.*
10. How do you stop a charging uruk?
Two answers: *Take away his credit, or Kill him!*

If a party that seems too strong for her to beat attacks the Sphinx, she will fly up to the ceiling some 40 feet above and quickly escape through a shaft in the stone above the pillar.

If a delver answers a riddle correctly, she will give him the Trollstone. If he immediately uses it on the door, he and only he will be able to enter the treasure room. If he tries to keep it, the Sphinx will speak a magic word, and it will teleport back to its niche in the wall.

If the Sphinx flees, she takes the Trollstone with her, and that room remains sealed.

Hidden in the stone pillar is a cavity with magical heart-like gems in it—Sphinx eggs. They look like bloody red hearts carved from rubies and have a size rating of 1d6. Each gem is worth 1000 times its size rating. A new gem appears each time someone fails to answer the Sphinx's riddle—the transformed heart of the person who failed the riddle test. (If such a person escapes being eaten by the sphinx, he will not die, but will just be heartless.) Each jewel has an enchantment on it. If gained and activated by the touch of blood, the jewel will increase one of the character's attributes by the character's level in points. (Example: Corencio, a level 2 warrior gets a Sphinx egg, and puts some of his own blood on it. He gets 2 points added to the attribute of his choice.) The magic effect works only once per jewel. But even when the jewel has lost its magic, it is still a fabulous heart-shaped jewel worth its size times 1000 in gold pieces.

The Game Master should make it extremely difficult for players to kill the Sphinx. If she thinks she is in danger, she runs away. Despite her fair face and way of speaking, she is a bloodthirsty monster of the most dangerous kind. If she can slay or victimize the delvers, she certainly will.

14 Trollstone Door: This is a massive granite door that seals the tunnel. This door never opens from the outside. If the Trollstone is placed in the niche in the door made to fit it, the person who does that teleports just inside the door. (Exception:

Quoghmyre the Troll can open this door from inside or out any time he wants to. The Sphinx doesn't give the Troll a hard time, and he frequently brings her something to eat when he is outside of his lair.)

15 Troll's Cavern: This is the treasure room and main lair of Quoghmyre the Troll. He is a Stone Troll with a monster rating of 140 (15d6 + 70). If the delvers have met Quogh somewhere else in the cavern, he will not be at home in this room. If they haven't met him yet, he will be inside waiting for them.

The uruks also keep most of their tribal treasure in this room. At any given time roll 2d6 (DARO) and multiply by 100 to determine how many copper, silver, and gold pieces are inside the room.

In the back of the room are three roughly hewn blocks of stone that look like a chair, a bed, and a table. That is exactly what Quoghmyre uses them for. Searching them may locate Quogh's treasure, which is separate from the tribe's.

Trolls don't care much about such metals as silver and gold, but they do like gems. Hidden in his furniture, are 3D6 of ordinary jewels (use random jewel generator to see what he has, or GM, make up a bunch of gems in advance.)

Quoghmyre speaks Trollish and Uruk—no Common Tongue. If spoken to in one of those languages, he can be reasoned with, tricked, or engaged in a game of chance. His prized possession is a pair of troll dice—cubes of stone a foot square weighing about 40 pounds each which he uses in a primitive gambling game (high roll wins) A delver who could talk to him could get him into a game. Otherwise, I'm afraid it's time for some bloody carnage!

The delvers' best chance is to get as many of them inside the room as quickly as they can if they intend to fight the troll.

16 Secret Trapdoor: This is a secret trapdoor in the floor that leads to level two of Trollstone Caverns. (You, the new owner of this module) get to design that level. It also leads to point 18 on the key, which is the way out of Quoghmyre's Cave. L1SR on Luck or INT if searching for a way out will find the trapdoor. Strength 25 or greater needed to open it.

17 The Deepest Point: There is a sign on the wall here saying in Common Tongue:

Congratulations! You have reached the deepest point in this level of the Trollstone Caverns. You are hereby awarded 1000 ap for your daring. As a further bonus, you may choose to be transformed into a Troll if you wish. Simply ask the GM to apply trollish multipliers to your attributes and put your hand on the wall. (STR x 3, CON x 3, CHR x 4, HT x 2, WT x 4—you grow a stony skin good for 6 hits of armor protection; you regenerate 1/10 of your current CON once every combat turn in battle.) The sign glows with an eerie green glow and emanates magic.

18 Secret Door: L4SR on Luck to find it from the outside. Behind the door is a shaft 10 feet in diameter that goes down to the second level. About halfway down there is a side tunnel that leads to point 16 in the Troll's Lair. Of course, the second level doesn't exist unless you create it, but I'll give you a hint as to what would be on my second level. (Do you wonder about all the Dwarven stuff on level one? Level 2 is the real Dwarven mining area, and it is rich in gold, silver, and gems. Outlaw dwarves including a dwarven wizard still live here—in uneasy partnership with both the uruks of level one, and a balrukh. And there may be a way down to an even deeper level inhabited mostly by demons...)

This ends Level One of Trollstone Caverns –
'The Lair of the Silver Serpent'.



EPILOGUE

If the delvers make it back out of the Trollstone Caverns, they may wish to return to Khosht to see Barakka the Alchemist who sent them on the quest.

If they have the real Silver Serpent venom, he will pay them 10,000 gold pieces. If they have venom from the silver serpentlings, he will offer 5000 gold pieces. My test group brought back the wrong venom, but grew angry when the alchemist wouldn't pay. They killed him and looted his mansion. I let them get away with it, but made them outlaws in Khosht. You might want to provide the alchemist with some guards. If you do: Use this template:

A GUARD

(warriors all) STR 22 CON 18 DEX 18 SPD 10
INT 11 LCK 12 CHR 14 WIZ 12.

Armor: Full leather (takes 6 hits doubled)

Weapon: Hand and a half swords. (5D6) Combat adds: 16.

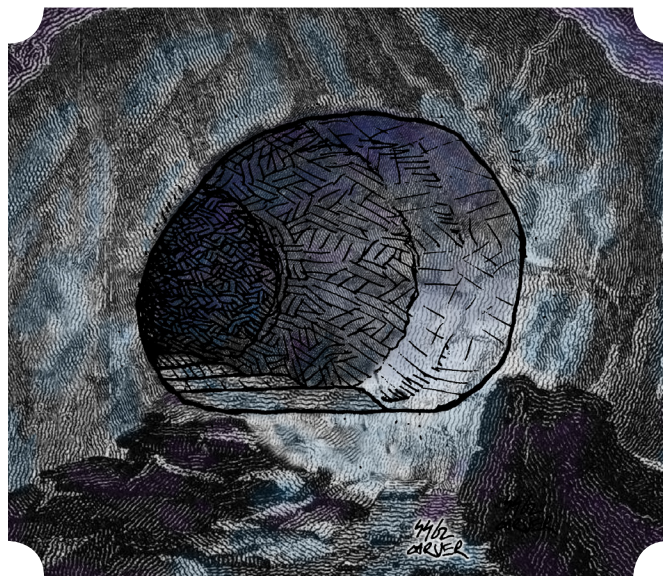
Number appearing: 2d6 (DARO)

BARAKKA the ALCHEMIST

Type: Specialist in alchemy.

STR 8 CON 9 DEX 17 SPD 12 INT 22 WIZ
17 LCK 9 CHR 7.

Barakka is an old man with white hair and beard, a feeble body, usually wearing a stained purple robe and sandals. He carries a belt dagger (2d6). He knows everything about potions of different types and has an amazing ability to make them, but knows no other magic. He is somewhat arrogant and impatient with common adventurers.



TUNNELS & TROLLSTM

MINI-RULES



T&T: AN INTRODUCTION

Tunnels & Trolls is one of the **easiest** Role-Playing Games to play. Once you know how, you can roll up a character in less than 10 minutes. T&T is best known for all its solo adventures that **ONE** person can play. And like any RPG, you can play it with a group of your friends. We also have a couple of GM (*Game Master*) adventures in this book you can run.

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

You need a Character sheet

On page 11 and 12 are pre-rolled *player characters* (PCs) that you can use for playing. There is also a blank character sheets on page 13, so you can create your own characters. In T&T, characters may be any gender or kindred, and the basic character is presumed to be an adult Human. But you can also be an elf, fairy or dwarf. Below is what all the info on the character sheet means.

Rolling up a character

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

Super Rare: TRIPLES

When rolling all three dice, if you roll triples (3 dice with the same number) add their total up and roll again. Then add that roll total to the triples you just rolled.

This will make for a more powerful attribute, but it doesn't happen too often.

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

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

Choose your Kindred (Human, Elf, fairy or Dwarf)

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

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

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

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

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

Characters also have physical characteristics such as height, weight, hair color, age, etc. You may choose these without rolling dice, as long as the choice seems reasonable to the game master. Use the pre-rolled character sheet on page 20 as a guide to the general height and weight of the kindreds you chose. It doesn't matter whether a character's skin or hair is black, white, red, or green - choose whatever you would like them to have. *Player characters* (PCs) are run by the players. *Non-player characters* (NPCs) are run by the GM.

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

Pick your Character Class

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

Warriors are superb physical combatants, proficient with most weapons, able to use armor better than other character types, and totally **unable** to cast magical spells. Warriors get an extra six-sided dice (D6) for combat with each level they attain. Thus a sword worth 3D6 in combat to most first level characters is worth 4D6 to a first level warrior. (*Character levels are discussed on page 14.*)



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



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



How to do Combat

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

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

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

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

What are Combat Adds ?

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



adds are added to the weapon scores. Combat adds are derived from the attributes that make a character better in combat. **Strength**, because the harder you hit, the more damage you do; **Dexterity**, be-

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

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

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

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

Fighting Against Monsters

Instead of attributes, monsters often have a simple *Monster Rating (MR)*. MR shows the amount of damage the monster can take before being defeated, and how well it fights. See the table for how many dice (D6) the monster rolls in combat. Its combat adds are equal to half of its MR; these are reduced as dam

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

age suffered reduces the monster's MR. (But combat dice are **not** reduced as the monster suffers damage.) Monsters who only have monster ratings also have weapons and adds. If I tell you that you are attacked by a lion, you know what the lion's weapons are: teeth and claws. So if the lion has a monster rating of 40 then we know its weapons (teeth and claws) are worth 5D6 and it has 20 combat adds. (*see chart on previous page.*)

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

Surprise Attacks

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



Protective Armor

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

Equipping Your Character

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

WEAPONS

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

ARMOR

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

GENERAL SUPPLIES

Adventuring Item	Cost
Dry clothing and pack	5 gp
1 day's provisions (<i>food, drink, "matches"</i>)	6 gp
5 ordinary torches (<i>each lasts ten turns</i>)	1 gp
Small hammer & iron spikes	18 gp
20 feet of heavy twine (<i>rope</i>)	2 gp
Adventurers Pack	
Includes chalk, cloth sacks, 3 torches	
5 matches, 20 feet of rope & waterskin	9 gp

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

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



Is Your Character Ready?

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

What is a Saving Roll?

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

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

thing that could be very difficult for the average human as the target number is 25. 3rd level is something that should be impossible for the average human as the target number is 30. The target number goes up by 5 for each

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

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

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

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

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

Saving Rolls & Adventure Points (A.P.)

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

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

Use Adventure Points to increase your attributes



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

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

Your Character's Highest Attribute Determines their Level

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

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

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

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

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

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

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

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

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

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

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

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

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

Mini T&T SPELLBOOK



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

Detect Magic

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

Description: Detects the presence of magic being

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

It's Elementary

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

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

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

Knock Knock

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

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

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

Take that, you Fiend

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

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

LEVEL 2:

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

Boom Bomb

Level:2 **Cost:** 7 WIZ

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

Range to cast: 5'

Range of effect: 2 foot blast radius per level.

Power up per level: Damage X 2

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

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

Gateyes

Level: 2 **Cost:** 6 WIZ

Duration: 30 minutes (or 15 combat turns)

Range to cast: 10'

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

Power up per level: Duration X 2.

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

Poor Baby

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

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

Power up per level: N/A

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

Vorpal Blade

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

Range to cast: 10'

Range of effect: Affects entire weapon

Power up per level: Duration X 2

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

LEVEL 3:

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

Dis - Spell

Level: 3 **Cost:** 11 WIZ

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

Range of effect: 10' radius from Target Point

Power up per level: Nullifies higher level magic

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

Fly Me

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

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

Power up per level: Duration X 2

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

LEVEL 4:

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

Rock - A - Bye

Level: 4 **Cost:** 11 WIZ

Duration: 1d6 x 10 minutes

Range to cast: 30'

Range of effect: Affects single target

Power up per level: Adds 1d6 duration per level

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

The Free Wizard's Spell

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

Using a Magic Staff

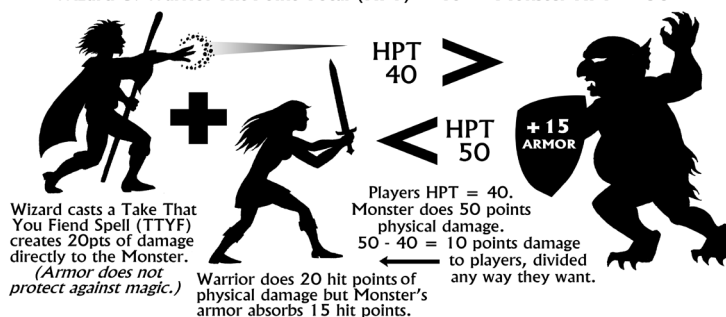
Focus objects—such as magical staffs or wands help make it easier for Wizards to cast a spell. Wizards can have them and use them. Rogues **can't** use them for casting magic, but can use staffs as physical weapons.

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

Magic in Combat

COMBAT ROUND EXAMPLE: WIZARD & WARRIOR vs. MONSTER

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



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

Recovery of Energy/WIZ expended:

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

Running T&T as Game Master

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

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

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

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

See next page for a treasure generator.

Mini T&T Treasure Generator

By Ken St. Andre



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

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

COINS

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

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

JEWEL SIZES

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

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

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

TYPE OF GEMS

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

Die Roll	Gem Name	Base Value	Die Roll	Gem Name	Base Value
3	Quartz	1gp	11	Fire-opal	9gp
4	Topaz	2gp	12	Aquamarine	10gp
5	Garnet	3gp	13	Jade	11gp
6	Turquoise	4gp	14	Serpentine	12gp
7	Amethyst	5gp	15	Pearl	13gp
8	Ivory	6gp	16	Ruby	14gp
9	Emerald	7gp	17	Sapphire	15gp
10	Opal	8gp	18	Diamond	20gp

JEWELLED ITEMS

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

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

JEWELLED WEAPONS

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

WEAPON TYPE

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

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

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

PRE-ROLLED CHARACTERS YOU CAN USE

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

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

PRIME ATTRIBUTES

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

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

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

WT: POSSIBLE: 1000 WT: CARRIED: 300

LALLA THE ELF



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

Adventure
 Points
25

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

PRIME ATTRIBUTES

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

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

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

WT: POSSIBLE: 2200 WT: CARRIED: 1000

BRAKSEN



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

Adventure
 Points
10

PRE-ROLLED CHARACTERS YOU CAN USE

The information on these character sheets and the stats listed here are explained in the Mini rules page 1-9. Additional details on weapons and spells can be found in the Deluxe Tunnels & Trolls rulebook. As Gamemaster you should give these characters to other players so they can explore Trollstone Caverns while you run it.

NAME: CASSIO KINDRED: HUMAN
 LEVEL: 3 CHARACTER TYPE: ROGUE
 GENDER: M HEIGHT: 5'10" WEIGHT: 153LB
 AGE: 24 HAIR: BLONDE MONEY: 214GP

PRIME ATTRIBUTES

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

STR: 11 CON: 30 DEX: 23 SPD: 14
 LK: 14 IQ: 15 WIZ: 12 CHA: 10

Personal Combat Adds: +15
 You get one combat add for every point that each of these attributes is over 12: STR, LK, DEX, & SPD.

WT: POSSIBLE: 1100 WT: CARRIED: 400

CASSIO



WEAPONS & ARMOR:

SABRE SWORD 4D+6
LEATHER JERKIN: 1 HIT
GREAVES: 1 HIT EACH
GUANTLETS: 1 HIT EACH

Adventure Points
14

NAME: IRIS KINDRED: FAIRY
 LEVEL: 2 CHARACTER TYPE: WIZARD
 GENDER: F HEIGHT: 6 INCHES WEIGHT: 1 LB
 AGE: 92 HAIR: GREEN MONEY: 13GP

PRIME ATTRIBUTES

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

STR: 3 CON: 4 DEX: 16 SPD: 10
 LK: 18 IQ: 16 WIZ: 26 CHA: 18

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

WT: POSSIBLE: 30 WT: CARRIED: 10

IRIS THE FAIRY



SPELLS: CAN DO ALL 1ST
& 2ND LEVEL SPELLS.
HAS SPECIAL MAGIC
WAND THAT ALSO
SHAPESHIFTS & HAS
SLEEP SPELL IN IT.

Adventure Points
8

Create your own T&T CHARACTERS

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

NAME: _____ KINDRED: _____

LEVEL: _____ CHARACTER TYPE: _____

GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES

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

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

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

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

WT: POSSIBLE: _____ WT: CARRIED: _____

Adventure
Points

WEAPONS & ARMOR:

NAME: _____ KINDRED: _____

LEVEL: _____ CHARACTER TYPE: _____

GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES

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

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

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

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

WT: POSSIBLE: _____ WT: CARRIED: _____

Adventure
Points

SPELLS: _____

DELUXE TUNNELS & TROLLS

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

Coins of Trollworld



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

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

SOLITAIRE ADVENTURES

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

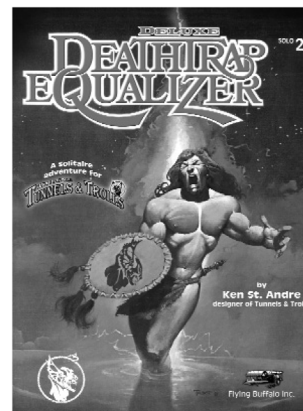
Deluxe Buffalo Castle



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

Deluxe Deathtrap Equalizer

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



Deluxe City of Terrors

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



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

Other solos for dT&T

Deluxe Goblin Lake	36pgs.....	\$8.95
Deluxe Agent of Death	64pgs.....	\$11.95
Deluxe Adventurers Compendium	88pgs.....	\$14.95
Deluxe Naked Doom	32pgs.....	\$8.95

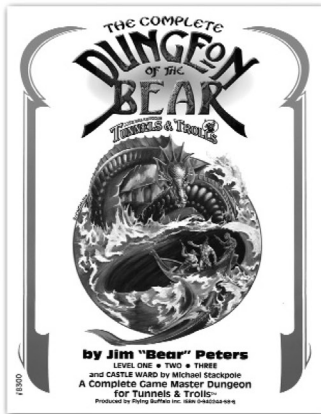
And more solos for Classic T&T

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

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

(See inside cover to see a gallery of T&T solos covers.)

Deluxe Dungeon of the Bear

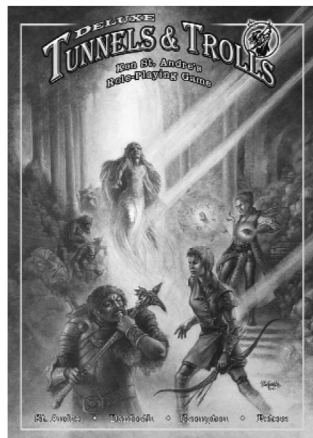


GM Adventure

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

Deluxe T&T Hardcover Rulebook

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



7-12 6-sided die (not pictured)

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

Demonhead Dice

Black "Demon" Dice:
Lustrous Black "Demon" Dice: 3 dice for \$10.00

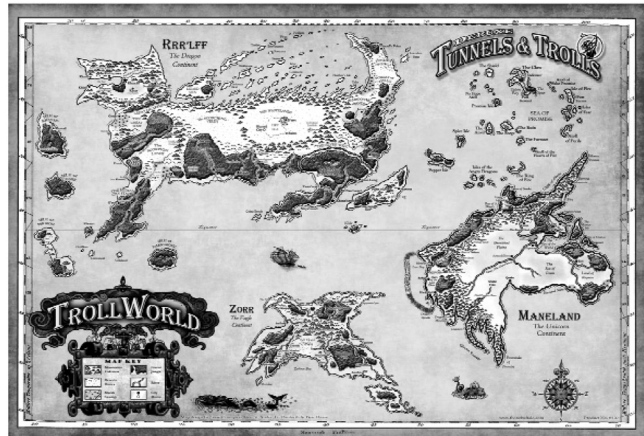


Nyhaa Missed my Vital Spots Dice



Purple Nyah Dice:
Orange Nyah Dice:
3 dice for \$10.00

Large Color Map of Trollworld



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

dT&T GM Screen



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

dT&T Magnet Set

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



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TROLLSTONE CAVERNS

LAIR OF THE SILVER SERPENT

A GM ADVENTURE FOR DT&T AND TUNNELS & TROLLS

Your adventure begins on a small path that branches from the Great Khazan Road and leads at a cave mouth in the mountainside. Inside is the fabled Trollstone Caverns, home lair of the legendary Silver Serpent, and also for a large clan of Uruks—the Scarlet Wolf Clan. To these caverns you have come in search of adventure, loot, or possibly even the venom of the Silver Serpent, a very valuable item among the mages in Khazan, certainly worth the effort - if you can survive!

This adventure is meant for 1st level and other beginning characters. It is meant for parties consisting of the good kindreds only; namely humans, dwarves, elves, leprechauns, fairies, and hobbs. It is possible that uruks might join such a party, but do not allow any other monster kindreds in.



PUBLISHED BY FLYING BUFFALO