

TUNNELS & TROLLS™

BEGINNER'S BUNDLE

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Tomb of Kharis - GM Adventure

Buffalo Island - Solo Adventure

How to design Your Adventures

Pre-Rolled Characters

Character Record Sheets

GM/Player Charts & More!



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CHRIS LARSON



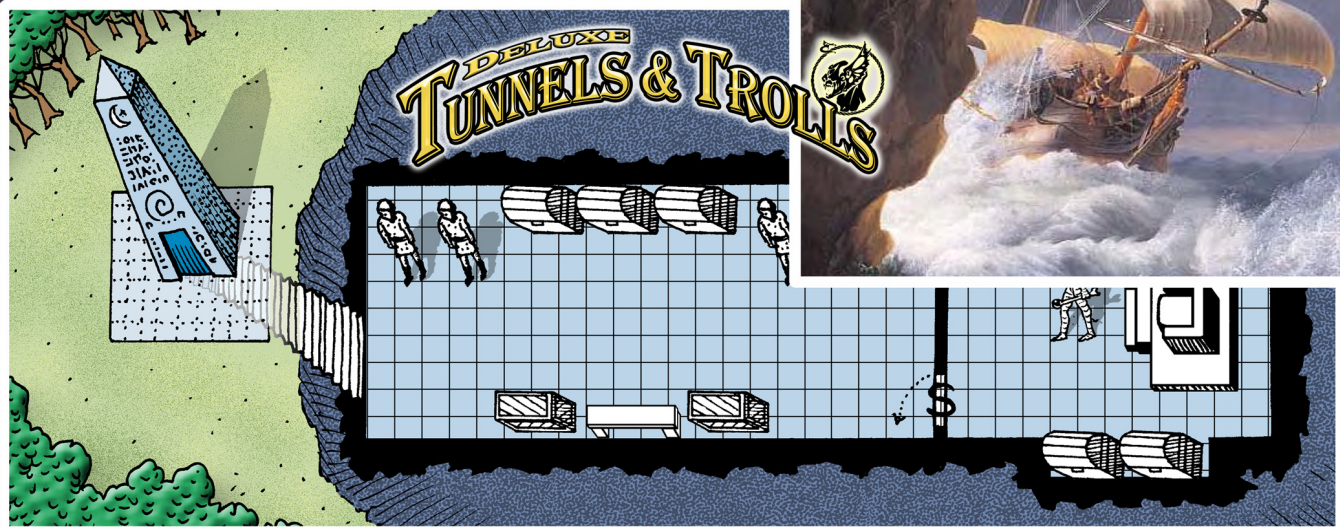
Tunnels & Trolls Beginner's Bundle

Not sure where to start with Tunnels & Trolls? This special Beginner's Bundle includes an introduction to the world's 2nd oldest rpg, including a T&T Basics article, the T&T Mini-Rules, pre-rolled characters, special charts to help players and Game Masters while playing.

PLUS we are including a new T&T solo, *Journey to Buffalo Island*, and a GM adventure *Tomb of Kharis*. Plus a map of Trollworld, where you can set your own adventures and a few other helpful extras.

So get your 6-sided dice, take a visit to Trollworld, and prepare to learn how to play Tunnels & Trolls; one of the easiest to learn and most flexible role-playing games ever!

And all in Color!



TUNNELS & TROLLS™

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T&T Mini-Rules
Tomb of Kharis - GM Adventure
Buffalo Island - Solitaire Adventure
How to Create your own Adventures
GM & Player Charts
Character Record Sheets & More

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Flying Buffalo





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Written by Stefan Jones

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A Solitaire Adventure for Tunnels & Trolls

Written by Stefan Jones

Playtesters: Jon Hancock, Shannon Ferguson & S. John Ross

Tomb of Kharis - pg. 19

A Gamemaster Adventure for Tunnels & Trolls

Written by James L. Walker & Steve Crompton

Tunnels & Trolls Mini-Rules - pg. 28

Short Form rules for Tunnels & Trolls

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TUNNELS & TROLLS: A BASIC INTRODUCTION

by Stefan Jones

T&T is the second-ever-published fantasy role playing game system. It's a great way to introduce people to role-playing due to its emphasis on having enjoyable adventures, plus you don't need a lot of expensive equipment (*pencils, index cards, and some ordinary six-sided dice will about do it!*), and you can explain the game in a few minutes.

A few minutes? **Really?**

Really. I'll teach you, and then you try it. Grab some ordinary dice (*3-5 dice ideally*), a pencil, eraser, and scratch paper. Got 'em? Let's go . . .

THE BASICS

In games like T&T, the players take on the role of imaginary characters engaged in an adventure in a fantasy-world setting. All but one of the players control PC, short for "player characters." They are the heroes (or, at least, the protagonists) of the adventure. The skills and abilities of a character are rated by a several attributes, such as Strength, Intelligence, Dexterity and Luck. These are determined by dice rolls when the character is created. Let us create such a character right now and name her Mahryn. (There is no reason for characters to be either male or female in this game--the player chooses, and could even be gender neutral if so desired.) I'm not going to roll all the dice for you -- I will just list her attributes.

Name: Mahryn **Gender:** Female
Class: Warrior **Kindred:** Human **Level:** 1
STR: 14, **CON:** 13, **DEX:** 13, **SPD:** 11
INT: 12, **WIZ:** 9, **LK:** 14 **CHR:** 9.

Combat adds: +5.

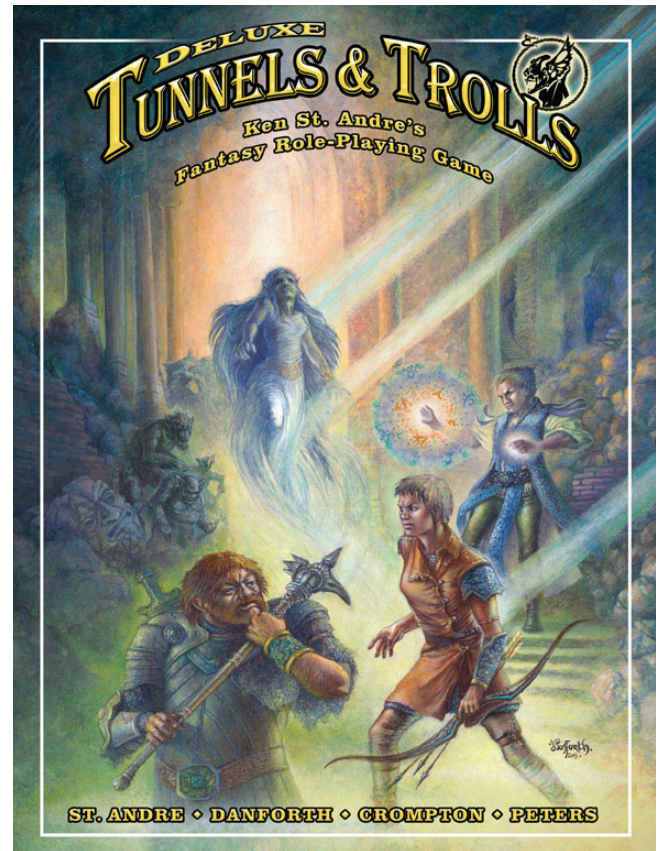
Weapon: Iron-bound quarterstaff worth 4D6 in combat.
Dagger worth 2D6 + 3.

Armor: None. Other equipment: functional clothing.

Gold Pieces (Money): 5. A.P: 217.

Talent: Forest survival +3.

For a beginning character Mahryn is slightly better than average, but is nothing exceptional. A skillful player will role-play Mahryn into the legendary heroine she should become. An unskillful player will get her killed.



Cover to the Deluxe T&T Rulebook, the latest version of the game. The classic 5th edition of T&T is also still played by many fans. Both versions of T&T are very compatible with each other.

These imaginary characters also have imaginary weapons and equipment, which are purchased with a starting allowance of imaginary gold coins. Each character also has a talent – something she is good at. In this case, Mahryn the warrior has learned how to stay alive in the woods.

In *Tunnels & Trolls*, PCs can be skilled warriors; wizards versed in arcane arts, or rogues who dabble in both sorcery and swordplay but aren't masters of either.

Characters can improve with time. Defeating foes, solving puzzles, and attempting feats earns a character adventure points – "AP" – that can be traded in to increase attributes or buy new talents. When a character's highest attribute reaches a certain point, they advance in level (an overall

measure of experience). Mahryn has accumulated 217 a.p. during this adventure, but hasn't used them yet.

One player takes on the role of the Game Master (GM). He or she creates a setting for the adventure, controls the actions of monsters and non-player characters (NPC), and describes the action in an entertaining fashion. The players tell the GM what their PCs do, and he or she uses the game's mechanics (see below) and sound judgment to determine the results. A GM is expected to be tough but fair, providing an enjoyable challenge for the players.

COMBAT

There are two basic mechanics in T&T, combat and saving rolls. Let's start with combat.

T&T battles aren't blow-by-blow tactical affairs. A round (turn) of combat represents up to two minutes of swinging weapons, parrying, feinting, leaping about, and assorted activities. In each round, the two sides (which can be one creature apiece, or whole military units) each generate a combat point total, and compare them. The side with the lower total takes hits (which can represent bloody wounds, contusions, burns, frostbite or magical damage) equal to the difference between the totals. (In the rare case that the totals are equal, the round is a draw; move on to the next.)

Hits, also known as damage points, are divided up between the characters or monsters on the losing side. Hits suffered by a creature come off the Constitution attribute of a character, or the monster rating of a monster. When these reach zero, the creature is out of action; either really dead or unconscious and barely clinging to life. Unless one side decides to run for it, combat continues until one side or another has been defeated.

How do combatants come up with their combat point total? Characters carry weapons whose deadliness is rated by the number of combat dice of points they might generate. (Bare-handed characters usually roll just one combat die!) Characters often have personal adds, based on their attributes, which increase the total. Trained warriors get a bonus combat die for their weapon for each level of experience they have obtained.

Monsters have a monster rating (MR) which determines their combat dice (divide starting rating by ten, round down, add one) and combat adds (half of their current rating). As its MR decreases, a monster's combat adds decrease, but its combat dice remain the same.

Players roll combat dice for their characters; the Game Master rolls for monsters and characters under his or her

command. Then the totals are compared.

Let's try it out! Here's a combat situation:

Mahryn the warrior has infiltrated the fortress of Ranhar the Implacable. She is running down a narrow stone causeway that crosses a reservoir with cold, dark waters full of hungry piranha. Off to her right is a dam, beyond which is the fortress's multi-purpose courtyard, where Ranhar's uruk legion is drilling. Ahead of her, at the end of the causeway, is a short tower. At the head of a ladder mounted in its walls is a lever which controls a sluice gate. Pull that lever, and the courtyard will be flooded with water and hungry fish, dashing Ranhar's plan to invade the fair lands to the north.

Unfortunately, there's a guard on duty; a very sturdy uruk (known as orcs in some settings) with orders not to let anybody near that lever. The uruk has a monster rating of 40. He gets five combat dice and twenty combat adds.

Mahryn has a quarterstaff which has four combat dice; thanks to her high Strength, Luck, and Dexterity attributes, she has five personal adds. Because she is a trained first-level warrior, she gets a bonus combat die. I'll run through the first round:

Mahryn's player rolls her five combat dice. They come up 6,5,1,6,4, for a total of 22. This and her five personal adds total 27.

The GM rolls the Uruk guard's five combat dice. They come up 6,1,2,4,4, for a total of 17. His adds are 20, so the result is 37.

The guard wins the round. Mahryn takes $37 - 27 = 10$ points of wounds. Her Constitution of 13 means she can take 10 hits. Three more points will finish her off. Not good!

You know enough to run through the rest of this combat, or start over if you wish. Give it a try!

If Mahryn vanquishes the Uruk by chopping his monster rating to zero, she can pull the lever, drown Ranhar's shock troops, and save the day. If her Constitution is reduced to zero, she is either callously dumped into the reservoir or, if she is lucky, brought unconscious to a dungeon.

SAVING ROLLS

The combat situation detailed above is pretty one-sided. The Uruk guard has better personal adds, and can absorb more punishment. He will almost certainly win unless Mahryn rolls very well. But the warrior is a skilled and nimble hero who has other options! She could try intimidating or trick-

ing the guard using her wits and the power of her personality . . . but Mahryn has a low Charisma score, and doesn't feel confident about wordplay. She is strong and nimble, though, and could use her quarterstaff to pole vault right over the guard!

Whether feats like this succeed or fail are handled by T&T's other mechanic, saving rolls (or "SR").

The GM chooses the following when a saving roll:

- The attribute to be tested. If a character tries to break down a door, Strength might be tested. Intelligence might be tested for the character to figure out a puzzle or decipher a magic scroll written in an arcane language. Charisma is appropriate if the character is trying to charm, intimidate, or lead another.

- Every saving roll has a target number. The higher the target number, the more difficult the saving roll. Traditionally, saving rolls are rated by their level. A 1st level saving roll has a target number of 20, a 2nd level SR a target number 25, 30 for third level, and so on.

- The consequences for failure and success.

To make the roll, the player rolls two dice. Doubles add and roll over. (Keep adding and rolling again as long as doubles come up; it is possible for the result of rolling of two dice to total far more than twelve!) Add the final dice roll result to the attribute being tested. If the sum equals or exceeds the target number, the saving roll succeeds.

Let's see how the GM decides to handle Mahryn's pole vaulting attempt. He decides that the dexterity attribute is the most appropriate for judging this feat. He sets two target numbers:

If the roll is 20-24, the warrior's vault comes a bit short; she lands on the other side of the guard, where she can try to run for the ladder (perhaps requiring a saving roll on Speed to arrive there ahead of the guard).

If the roll equals 25 or more, Mahryn's will soar right over the guard's head and onto the ladder, within reach of the lever.

On a failure (a roll of 19 or lower), Mahryn sprawls at the foot of the Uruk. She must fight him, and the GM decrees that on her first round, her combat total is halved as she scrambles to her feet. - Try it out!

Did Mahryn make it to the lever? If she did, what does she do about that angry guard? The player controlling the war-

rior can come up with an exit plan (e.g., climb to the top of the tower, wedge the quarterstaff in a drain pipe, and climb along it to the top of the dam), or suggest a special combat strategy to give her an edge over the Uruk (e.g., bait the guard into climbing the ladder, and use the advantage of height to get a bonus to her combat total). It is up to the GM to fairly manage the situation.

The full combat system has rules for armor (which absorb some damage dealt to the losing side), handling missile weapons (which can be fired from a distance, but need a saving roll to hit), "spite damage" which lets the losing side score a few points on even armored foes, and of course a wizard's magic spells, which can act like a weapon or have a special effect, like causing monsters to flee or fall asleep.

DELUXE TUNNELS & TROLLS

WHAT'S NEXT?

So now you know the basics on Tunnels & Trolls. You can use the above examples, or some of your own, to teach a group of players, and even start a game.

Intrigued? Want to learn more? Be sure to check out the Tunnels & Trolls Mini Rules in the back of this booklet on page 28. You can even use one of the pre-rolled characters in the Journey to Buffalo Island solitaire adventure that begins on the page 9.

PLAYING IN A SOLO ADVENTURE

On the next page is a short T&T solitaire adventure. A solitaire is like reading a fantasy story, only the player character you have created is the main character in the tale.

If you haven't played a solo adventure before, here's how it works. Each numbered section (traditionally called "paragraphs," even though there's often more than one paragraph there!) describes a situation, and gives you directions and choices. Sometimes you'll have to fight a monster to determine which paragraph you go to next; sometimes where you are directed is determined by the result of a die roll or saving roll. Sometimes you simply get to choose what you want your character to do. (The *T&T mini-rules* at the back of this book will tell you how to resolve combat and how to make saving rolls.) By the way, in a solo adventure it's not fair to peek ahead or randomly read through the sections! This will just ruin any surprises.





TROLLS & TROLLS

MANELAND The Unicorn Continent

ZORR The Eagle Continent

RRR'LFF The Dragon Continent

MAP KEY

	Forest		River		City
	Jungle		Marsh		Ruins
	Mountains		Swamp		
	Volcanos				
	Deserts				
	Dunes				

Map design by Steve Crompton, Ken St. Andre, Liz Danforth & Bear Peters

Maassstab 1:100,000

Product No. 8570

Journey to Buffalo Island

By Stefan Jones

Introduction

Buffalo Island is a solitaire adventure for Tunnels & Trolls. It is designed for beginning Warrior characters; Rogues can play too, but won't be able to use any magic spells they've learned. Humans, Half-Uruks, Dwarves, Elves, Half-Elves, and Hobbs are welcome.

You can create your character with the Deluxe Tunnels & Trolls rules, or by using the mini-rules in this booklet.

The Adventure Begins

Your ocean voyage to Maneland started well. Fair weather and favorable winds made for good progress, and after a few days you got your sea legs.

Things went bad quickly. "Red Sky at Morning, Sailor Take Warning" indeed! The storm swept out of the vast Eastern ocean with astonishing speed, driving the stout merchant ship before it. You watched in horror as two seasoned crewmen were swept overboard, and felt your hopes sink as the first mate was smashed by a wildly swinging boom. For two days you clung to your bunk below decks, emerging only to empty your quaking stomach over the rail.

The winds ebbed a bit on the third morning, and there was further cause for hope. "Land!" shouted a sailor from the crow's nest, "East-northeast!"

Instead of a safe harbor, the ship found shoals and unpredictable currents. The shore, rocky and steep, seemed more menacing than welcoming. You were at the rail when the vessel hit the reef. Flung overboard, you swam away from the ship, lest you be crushed between the hull and the jagged rocks. You found a tiny islet, barely three yards across, to rest on while you watched your ride crushed and flounder. The few crew and passengers who emerged from the sinking hull were swept out to sea by an ill current. Soon, the only sign of the ship are the tops of two masts.

After calming yourself, and finding a piece of wreckage to cling to, you make your way to the island, and an uncertain fate.

Turn to 1.



1. The sun emerges as you arrive at a small, rocky beach between towering headlands. You find a stream of fresh water trickling from further inland. After refreshing yourself you rest for a bit and take stock. While uninjured, you have nothing but your sodden clothing; you lack even sandals, having kicked them off in your desperate attempt to flee the sinking ship. While water doesn't seem to be a problem, you will soon need food and shelter.

You do find a sturdy belaying pin, no doubt debris from the ship. If you haven't found a better weapon, you can use it as a club. It gets 2d6 combat dice, and requires Strength of 8 and Dexterity 4.

What now? If you risk a swim out to the wrecked ship to see if you can find anything that might help you survive, turn to **24**. If you explore inland, go to **11**.

2. Make TWO saving rolls to see if your infiltration attempt went unnoticed: A L1SR-IQ (to see if you timed your dash to the huts correctly) and a L1SR-SPD (to see if you can get out of sight in time). If you make both rolls, you make it to a hut unnoticed. Turn to **12**.

If just one roll succeeds, you grab some dried fish and a water gourd (this sustenance restores 2 points of lost Strength), but you must then turn to **7**.

If you fail both rolls, you are surprised by the guards. Turn to **16**, but your combat total is halved on the first turn!

3. You spend some time skirting the edge of the swamp, looking for a ruin that isn't rooted in the flooded morass. Eventually you find a mostly-intact causeway leading toward a dilapidated tower.

Make a L1SR on the average of your Intelligence and Dexterity.

If rolled a 3, turn to **49**.

On an ordinary failure, turn to **40**.

If you passed the roll, turn to **26**.

4. The goblins who inhabit the island find your battered body. They are forbidden by ancient custom from killing those who tried to climb their holy mountain. They put you to work in their village, repairing fishing nets, weaving baskets and tending the urns where clam beer is brewed.

The ordeal raises your Constitution by 2, and you learn fluent goblin. Eventually you are ransomed off to a passing merchant vessel, which takes you to the nearby continent known as Maneland. Congrats - this adventure has ended and you have survived.

5. The only feature of the rear pit is a bench. The front pit is almost entirely taken up with the bulk of the statue, but you manage to squirm your way in and look around. You find a small hole in the floor. If you happened to have picked up a walking stick along the way, turn to **28**.

If you pry the onyx eyes and golden horns from the statue, go to **37**.

Otherwise, you leave the garden and make the difficult journey back to the shoreline; turn to **51**.

6. You overextend yourself. During one of your dives you become tangled in a cargo net, and don't have the stamina to pull free. Your corpse joins those trapped in the wrecked ship! Maybe your next character will fare better...

7. You spring a booby-trap as you "toss" the goblin-chieftain's hut. A hail of darts fly at you. You take 1d6 points of wounds to your Constitution. The trap also triggers a clockwork mechanism which hammers on a gong. You take whatever items you've looted and head for the hills. Go to **39**.



8. You've been dragged beneath the surface of the swamp. You fight the next round normally, but if you don't defeat the creature then and there you begin to drown. Your combat total in the next round is halved; if you haven't killed the creature in that round, you run out of breath and become the creature's evening meal.

If you survive, turn to **31**.

9. There is a platform atop the crag. It offers an incredible view of the inside of the caldera (there's a garden down there!) and of the ocean stretching off to the west. You are admiring the majesty of it all when you see a ship, halfway to the horizon. Could this be your ride home?

There's a bundle of dried wood in a brazier bolted to the edge of the platform. If you have a way of setting a fire, turn to **32**. Otherwise, you resume your trip to the temple; go to **55**.

10. You find, in the floor of the pit where the bull-man statue sat, a small hole with a spiral groove worked into its metal walls. You thread the iron tip of the walking stick into the hole. As it tightens a miraculous change comes over the statue of the "bird," transforming into a strange vehicle built of canvas, wood, and iron. The paddles on its front begin turning rapidly, making a terrifying racket. The "bird" begins rolling along the garden path.

If you jump from the pit now and flee this strange place, turn to **51**. If you hang tight and see what happens next, turn to **33**.

11. Above the rocky beach is a small meadow. To the north the land slopes upwards to a line of hills; towering above them is the cone of an extinct volcano. You see what might be ruins along the rim.

To the west is the edge of a sheer cliff; the waves crash against the tumble of rocks at its base. The meadow continues to the east. You see, preserved in a patch of dried mud, small footprints leading that way.

To head to the hills, turn to **39**. To follow the footprints, go to **34**.

12. You find the goblins' communal kitchen. Set on a crude stove is a slowly simmering cauldron of savory seafood gumbo. Famished, you grab a filthy

bowl from a pile in the corner, scoop up a portion of stew, and dig in. It's delicious! You recover up to three points of Strength lost to fatigue, and recover one point of Constitution lost to wounds.

You can continue searching. Make an open-ended saving roll against Luck. Roll two dice; doubles add and roll over. Add your Luck to the total.

On a roll of three, turn to **7**.

If the total was between 4 and 19 you find nothing of note; fearing the goblins may soon return, you head for the hills. Go to **39**.

If the total was at 20 or higher, write down the total and turn to **30**.

13. You spend some time plotting a route up the slope. When you are satisfied, you begin your climb.

First, try to make a L2SR against the average of your Strength and Dexterity (round up). Certain equipment will give you a bonus:

Add 5 to the roll if you have a mountain climbing kit.

Add 2 to the roll if you found a peculiar walking stick.

Add 2 to the roll if you have boots or sandals.

You can try to make the roll as many times as you wish, but each time you fail you take a tumble and suffer 1d6 wounds to your Constitution.

If you make the roll, turn to **36**. If your Constitution is reduced to 0 or below, turn to **4**.

14. You enter the great temple, proceeding cautiously in case you run into another caretaker. It is a magnificent place, with elaborate chapels, statuary, and murals depicting heroic deeds and historic events.

There is nothing in the way of treasure here, but you do find a parchment map to the Tomb of Kharis (which is located on the continent of Maneland.) A spiral staircase leading down into the caldera. You descend to a well-tended garden with neatly clipped lawns, flower beds, and well tended trees.

In the middle of it all is a marble statue of a peculiar avian creature. It has four wings, an odd-looking tail, and instead of a head, what appears to be a pair of paddles.

Carved out of the creature's back are two pits. In one

Continued on next page

of them is a statue of one of the bull-headed humanoid figures. This one is especially large and ornate. Its eyes are glossy black onyx, its horns gleaming gold.

If you head right for the statue to pry these valuables from its head, turn to **37**.

15. If you search the pits first, turn to **5**.

You swim to the wreck, and using a mast as a temporary base, make several dives down to the deck. Your efforts pay off. You find your choice of one of these weapons:

Weapon	Combat Dice	Required Strength	Required Dexterity
Med. Dagger	2d6+2	3	3
Fish Spear	3	7	10
Med. Sword	4	12	12

There is a cost, though: The effort temporarily drains another point of Strength.

To chance another round of diving, turn to **38**. If you make your way back to shore and head



Illustration 192789348 © Crudelitas | Dreamstime.com

16. inland, Go to **11**. You are facing three young goblin bravos armed with fish spears. They have monster ratings of 8, 8, and 10 respectively. At full power, the group has 4d6 combat dice and 13 combat adds. As they suffer wounds, their combat dice remain the same but their adds decrease to one-half of the current monster rating.

If you ambushed the guards, first reduce the monster ratings of your targets by the damage your boulders caused.

These aren't especially brave warriors. If you reduce the MR of a guard to 1 or 2 without killing him, he runs for the inlet and swims for safety. If kill or drive away two guards, the third will flee.

If you defeat the goblins, give yourself 26 AP. Turn to **39** to head into the hills, or go to **12** to search the village.

If your Constitution is reduced to 0, you are either killed or held as a prisoner until the goblins can sell you to a passing slave-galley. Either way, your adventuring career is over!

17. You begin wading toward the ruined tower. The swamp isn't as deep as you feared, and here and there are grassy hummocks to rest on. As you are about to reach a raised plaza when you hear a gurgling sound behind you. You turn just in time to see a hideous, tentacled swamp-creature heave itself out of the depths and launch itself towards you. Go to **40**.

18. You place the basket of fruit you purchased from the mysterious trading post on the railing. A sudden breeze sweeps through the shrine, and the ground rumbles.

"YOUR OFFERING HAS BEEN NOTED, FAITHFUL ONE!" roars an unearthly voice.

You feel a tingle. Your Luck has been raised by two points!

You also feel an urge to explore the large temple. Head there now by turning to **41**.

19. This is an atypically wily troll! You must make both a L1SR-CHR and a L1SR-INT to outwit him.

If you make both rolls, you best the guardian in a battle of wits and charm. He lets you pass; turn to **14**. If you made just one of the rolls, you pose a particularly tough riddle that temporarily boggles him, then sends him into a rage. You must fight him, but on the first two rounds of combat his combat total is halved because he is still trying to think of an answer to the riddle. Go to **46**.

If you miss both rolls, you have no choice but to fight him at full strength; go to **46**.

20. The sack contains: A mountain climbing kit, including a coil of rope, pitons, and a pick (which can be used as a 3d6 weapon, if you have a Strength of 5 and the Dexterity of 8 necessary to wield it).

A small jar of magic salve. When applied on a wound, it cures one point of Constitution damage.

A magic tinderbox. Its embers stay lit even when submerged. It can ignite even wet kindling. It can be used four times.

You take all of your accumulated treasures and return to the beach.

After taking a breather you head inland; go to **11**.

21. You find, under a cabinet, a shaft leading downwards. It leads to a tunnel which emerges outside the goblin village. Apparently the chief was uneasy about his reign and wanted an escape route. It leads to **44**.

22. You find a bag with three magic smoke bombs. If you are ever in a combat where you face three or more foes, you can toss one of the bombs. The noise and smoke distract your opponents; only half (round down) can fight you at a time. The effect lasts until the end of the combat. (You must still fight all of the foes, but facing fewer of them at a time gives you a big edge!)

After pocketing your prize, make a L1SR-LK. If you fail, you leave the swamp and head for the cliff face. Go to **13**. If you make the roll, you find a secret path leading south and east. Turn to **44**.

23. “Ahhh!” shouts the troll. “Is, is that?” the hulking creature dives for you and grabs the scroll of adventure stories from your back pocket.

“Damn, I haven’t had anything new to read in ages!” he murmurs contentedly. Barely acknowledging you, he sits on the stairways and begins reading.

You may venture on to **14**.

24. You swim back to the islet where you rested after escaping the ship. The tide is coming in, and the effort takes its toll; your Strength is temporarily reduced by 1. (You’ll be told when you have a chance to restore the lost Strength points.)

Now that the waters are calmer, you can see the bulk of the wrecked ship beneath the clear blue waters. You

are confident that you could swim down to the deck and cracked-open hull and retrieve items of value. It will test your stamina, though, and there’s always the chance of getting caught in the wreckage!

If you return to shore and make your way inland, go to **11**. If you dive down to the wreck, turn to **47**.



25. You can toss three large rocks before closing with the goblin guards:

One at Medium range. You need make a L3SR-DEX to hit.

One at Close range. You need a L2SR-DEX to hit.

One at Point Blank range. You need a L1SR-DEX to hit.

A large rock does 2d6 damage to its target when it hits. You can aim the boulder on one of the guards, or spread them around.

Record the damage from the hits you’ve scored and turn to **16**.

26. You notice, as you make your way along the causeway, that a trail of bubbles and ripples is keeping pace in the murky water nearby. You drop to the cold marble of the walkway, hold still, and wait. Eventually a tentacle tipped with a hideous blue eye emerges from the morass and peers over the edge of the causeway. You strike out, lopping off the eye.

The creature below gives a hideous gurgling shriek, and heaves itself out of the water towards you. There is no way to get away, but your surprise attack gives you an advantage in the battle to come.

Turn to **40**, but on each round of combat you get a 25% bonus to your combat total.

27. You expected to find ruins atop the mountain, but the buildings and statuary appear barely touched by the ages. You wander through the plazas and pavilions, and guess that the temple complex is devoted to an ancient religion. There are many statues of the bull-headed creature; perhaps he was a guardian figure in the lost faith's pantheon?

Other figures depict a motley collection of people in outlandish costumes; perhaps these were the religion's sages and paladins?

You find a shrine overlooking the eastern rim. It has a flag flying above it. If you enter, turn to **50**. If you'd rather head for what appears to be a major temple, turn to **41**.

28. You thread the iron tip of the walking stick into the hole. As it tightens a miraculous change comes over the statue of the "bird" and the bull-headed figure. They begin to glow, and take on a semblance of life. The great creature turns to face you and wink.

The words "WHERE TO?" rustle through your head. You can't help but think of home, or its closest equivalent to a wandering adventurer!

As the "bird" lifts you from the ground with a roar you scramble for the rear "pit," sit down and brace yourself. Under the mysterious guidance of the bovine giant it flies you to your destination. The flying ship's bovine pilot salutes you as you disembark, then flies off to parts unknown.

Award yourself 100 AP. Your adventure is at an end!

29. You find a buckler, a small but sturdy wooden shield. It absorbs three points of damage when you lose a combat round. (You will need a Strength of 3 and a Dexterity of 8 to use it.) If you make your way back to shore and head inland, go to **11**. To make one more dive, to what you recall was the ship's safe room, turn to **52**.

30. You find, in a hut belonging to the tribe's witch-doctor, a gourd containing a healing potion. Quaffing it cures 6 points of Constitution damage. You can use it now or save it for later.

If your saving roll total was 25 or higher, you find something else. Go to **53**. Otherwise head for the hills by turning to **39**.

31. Defeating the swamp creature earns you 30 AP. After resting up you investigate the ruins.

You quickly find a very odd walking stick. The wooden shaft is wrapped with leather on one end, and has an iron tip with a spiral groove on the other.

You find something else, too. Roll a die, and go to the indicated section.

1-2) go to **54**. 3-4) go to **22**. 5-6) go to **45**.

32. You use the matches or tinderbox to light the brazier. It burns far hotter and creates a lot more smoke than you expected. Purple smoke, surely something that couldn't be mistaken for an eruption!

You anxiously observe the ship. To your delight, it changes course, heading toward a gap in the reefs.

You have a choice: Continue to the temple by turning to **55**, go while the going is good (turn to **51**).



33. The four-winged canvas bird rolls down a garden path, gathering speed. It takes to the air just before it hits the wall of the caldera. You discover, almost too late, that the "walking stick" gives you some control over the strange vehicle's path.

Try to make a L2SR-IQ and a L2SR-LK.

If you miss both, you plow the bird right into a mountain, and die instantly.

If you miss one roll, you manage to guide the bird out of caldera and over the sea, where a sudden breeze knocks you off kilter. Unable to correct course, you crash into a shallow lagoon. Miraculously unhurt, you swim to **51**.

If you make both rolls, you safely pilot the air ship over the sea and back to familiar lands. Upon landing the ship turns back into stone, never to fly again. You do find a buyer for the curiosity; you earn 50 gp per point of Charisma. Award yourself 200 AP for audacity, and close the book!

34. At the meadow's end is an abrupt, overgrown slope. Below is a hidden cove. A dozen or so very small huts line a sheltered inlet. You take cover behind a boulder when you see the inhabitants: goblins! You watch as the feisty amphibians begin their day. One group, armed with fish spears and nets, take to outriggers and head out to sea. A larger group, mostly of young and very old goblins, hoist baskets and file into the jungle. The only residents remaining: A trio of young warriors armed with spears. They make a slow circuit of the village, pausing frequently to rest in the shade.

While there aren't any boats left to steal, the settlement could have food and gear that could make your stay on the island more comfortable.

If you sneak into the village while the patrol is on the far side, turn to **2**.

If you ambush the patrol by hurling jagged volcanic boulders at the young warriors before closing in for the kill, go to **25**.

If you charge, whooping a war cry in hopes of demoralizing the trio, go to **48**.

If you decide the village is just too risky, turn to **39** to head into the hills.

35. You leave the hills and soon reach the jungle. The undergrowth is dense, and the forest canopy nearly continuous. It is a struggle to keep the ancient towers in sight. Eventually you come to the edge of a great swamp. The vegetation is thinner here, and you can see one of the ruins across a stretch of murky water dotted with beds of reeds.

If you enter the swamp and head for the tower, turn to **17**. If you instead skirt the wetlands in hoping to find something of interest that doesn't require you to get your feet wet, go to **3**.

36. You've made it halfway up the mountain, and realize its more of a climb than you expected. Things get trickier from now on! You have one chance to make a L3SR against the average of your Strength and Dexterity. Apply these equipment bonuses:

Add 10 to the dice roll if you have a mountain climbing kit.

Add 2 to the roll if you found a peculiar walking stick.

Add 2 to the roll if you have boots or sandals.

If you miss the roll, you take a long, painful tumble down the side of the mountain. go to **4**.

If you make the roll, you reached the structures that line the rim of the volcano! Turn to **27**.



37. You scramble along the wings of the statue, climb atop its body, and begin prying an enormous black gem from its socket under the bull-statue's massive brow. To your dismay, the gem moves beneath your fingers. You tumble to the plaza below as the statue comes to life! It clambers out of its hole and leaps to the ground. The impact makes the entire floor of the caldera shake.

The temple's final guardian looks at you balefully, then charges. You have no way of outrunning it. You draw your weapon and prepare for the fight of your life.

The animated statue has an MR of 50 (6d6 + 25). If it does you in, one of the temple's trollish caretakers grinds you into fertilizer for the garden. Sorry hero!

In the unlikely event that you defeat the creature, award yourself 50 AP. The statue's eyes and horns are worth a total of 480 gp.

Do you happen to have an unusual walking stick? If so, turn to **10**. If not, you rest a bit, then head back to the temple and down the mountain; turn to **51**.

38. Getting to unexplored parts of the ship is going to be harder. Make a L2SR-CON. If you rolled a 3 on the dice, turn to **6**. On an ordinary failure, your efforts are defeated by surging currents that batter you against the splintered hull; you take a point of wounds (reduce Constitution by one until healed) and suffer another point of temporary Strength loss. You let the tide carry you to shore; turn to **11**. On a success, go to **29**.

39. You find a path that leads you through the hills. It takes you between rows of weathered stone figures; the burly humanoid bodies are topped with the head of a shaggy, bull-like creature. You pass a few modest ruins, but they contain nothing of note. Eventually you reach the base of the extinct volcano. From here you can clearly see a cluster of gleaming marble buildings around the rim of the caldera. The climb up the mountain looks difficult, but not impossible.

To the east of the volcano is a plateau covered with dense jungle; piercing the canopy are several stone towers.

If you give mountain climbing a try, go to **13**.

If you head east to investigate the jungle ruins, turn to **35**.

40. You are under attack from a many-tentacled swamp creature with a monster rating of 24. (If this is your first combat, that means it gets 3d6 combat dice and starts with 12 combat adds; the number of dice rolled don't decrease as it takes damage, but its current adds adjust to half of the current monster rating.)

At the end of each round you must make a L1SR on SPD or DEX (your choice). If you fail, it wraps a tentacle around your leg; go to **8**.

If your Constitution drops to 0 or less, you become the creature's evening meal.

If you survive, turn to **31**.



41. You start up the path to the temple that straddles the highest point of the rim. On the way up you notice a stairway that mounts a crag overlooking the ocean. If you check it out, go to **9**. Otherwise continue to the temple by turning to **55**.

42. The troll is surprisingly nimble, but you have a good chance of making it into the temple and out of sight before he has a chance to split you with his huge rusty sword.

Try to make a L2SR DEX or SPD (your choice). If you are a hobb, you get a +5 bonus to the roll because you have the option of running right between his legs!

If you miss the roll, you catch a glancing blow that does 4 points of damage directly to your Constitution. Then you must face him in combat. Turn to **46**.

If you make the roll, you dazzle the troll with your footwork and zip straight through the gates of the temple. You find a place to hide out until he gives up looking for you. go to **14**.

43. The chest contains coins and small gems worth 150 gp.

You take all of your accumulated treasures and return to the beach. After taking a breather you head inland; turn to **11**.

44. You find a clearing in the jungle. It is oddly tranquil here; colorful birds flit about, and a fragrant breeze brings relief from the heat.

At the center of the clearing is a sturdy stockade hung with flags bearing strange characters and sigils. The gates to the enclosure are open. Inside is a pavilion constructed of bamboo; it is sheltered from sun and rains by a roof of thatched palm fronds. Within is a maze of tables and shelves, all crammed with exotic goods. You've stumbled onto a trading post of some sort!

As you inspect the wares a kindly-looking proprietor

Continued on next page

appears; he has a fringe of white beard and wears shorts, a colorful shirt, and wire-rimmed spectacles.

You find the following items of interest:

Basket of fruit: 2 gp.

Small shield - 5 gp (3 points of armor protection; requires Strength 3, Dexterity 8)

Mountain climbing kit - 20 gp

Boots, available for any size creature - 10 gp

Tin of matches - 5 gp

Healing potion - 20 gp (cures 6 points of wounds to Constitution)

There is also a bamboo rack containing scrolls. "Adventure tales!" says the proprietor as you look over the scrolls, "Full of inspiration and moral guidance." Each scroll sells for 8 gp, 95 cp; how peculiar! If you pick one up, make a note of it.

The shop keep will gladly take in payment gems and other items you've found during this adventure.

When you are done making purchases, you take advantage of the proprietor's offer to nap on a bale of hay in a corner of the compound. This lets you recover any lost Strength. You wake determined to explore the ruins atop the mountain. Turn to **39** if you came here from the goblin village, or go to **13** if you came here from the swamp ruins.

45. You find a bog man; a corpse transformed by the swamp's acidic waters into a purple-skinned, bug-eyed shrunken homunculus. The hideous expression makes it an excellent side-show attraction. If you get back to civilization, you can show off the curiosity, earning gold pieces equal to 40 times your Charisma before it falls apart.

Alternatively, if you are a rogue you can use the bog man to bribe a wizard into teaching you magic spells. The total level of the spells equals four. (You could thus get four first-level spells, a first level spell and a third level spell, or two second level spells.)

After pocketing your prize, make a L1SR-LK. If you fail, you leave the swamp and head for the cliff face. Go to **13**. If you make the roll, you find a secret path leading south and east. Turn to **44**.

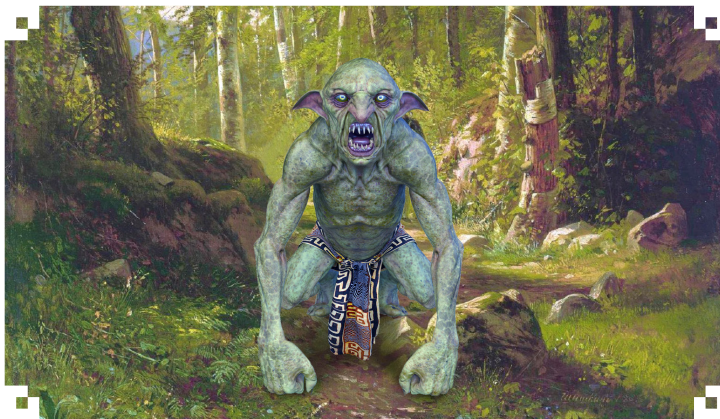
46. You are in combat with a rock troll determined to keep you from entering the temple. He has a monster rating of 40; that's 5d6 combat dice and 20 adds! Unlike most monsters, he doesn't lose adds as he takes damage.

If your Constitution is reduced to 0 or less, the troll takes your battered form and deposits it on a slide that runs down the far side of the mountain. Turn to **4**.

If you defeat the troll, you earn 40 AP. Turn to **14**.

47. As you swim to the wreck a pair of child's sandals drift by. If you are a Hobb, you can use these!

Now, make a L1SR-CON (If you haven't made a saving roll before: roll two dice, doubles add and roll over; add your Constitution attribute to the final total. If it is 20 or over, you pass!) On a success, turn to **15**. If you miss the roll, you are caught in the tide and swept back to shore; you do not have the heart to try again. turn to **11**.



48. You charge down the slope just as the goblins walk by. Weapon raised above your head, you roar and hurl the few goblin cuss words you know. They definitely look shocked, but is it enough to make a difference? Make a L2SR-CHR:

If you rolled a "3," your idea of goblin profanity translates to "your father is handsome and your mother speaks with words!" Even you feel let down by this poor performance. Turn to **16**, but reduce your combat total on the first round by a third.

On an ordinary miss (total below 25), your invective is heard as "clam beer sucks but I understand that your resources are limited!" This is something that goblin youth were just griping about, and they're puzzled that you'd point it out while running at them waving a weapon. You engage them in a fair fight; go to **16**.

If you make the roll, your idea of goblin profanity really hits home. The young goblins are thoroughly demoralized. Turn to **16**, but double your combat total on the first round!

49. You fail to notice the ominous bubbles and gurgles that seem to follow you as you make your way along the causeway. A tentacle emerges from the swamp's foul waters and grabs your ankle.

Turn to **40** but your combat total is halved on the first combat round.

50. The shrine is a serene and quiet place, built of white marble. A balcony looks out over the caldera, which contains a sheltered garden. In the middle is a statue of a large, bird-like creature.

Lined up along the balcony's railing are baskets of decaying tropical fruit. If you happen to have a basket of fruit with you, go to **18**. Otherwise you finish your inspection and head to the main temple; go to **41**.

51. You make your way back to the base of the mountain, and take stock.

If you managed to signal a ship, you are rescued. If you have 50 gp to spare, you gladly pay for your passage, otherwise you must work your way home.

If you didn't signal a ship, you spend many months foraging for roots, nuts, and berries, feasting now and then on a snared bunny. You manage to avoid patrols of territorial goblins, and successfully fight off a few jungle beasts. You eventually fashion a raft that gets you to the trade lanes, where a merchant vessel picks you up. The trip costs you 50 gp, if you have it. This experience earns you 100 AP.

In either case, the adventure is over. Thanks for visiting Buffalo Island!

52. This dive is especially arduous; you suffer two more points of temporary Strength loss. Now, make another L2SR-CON. If you rolled a 3, turn to **6**. On an ordinary failure, you retreat to shore (go to **11**).

If you succeed, you reach the secure store room and find two treasures. You can only claim one:

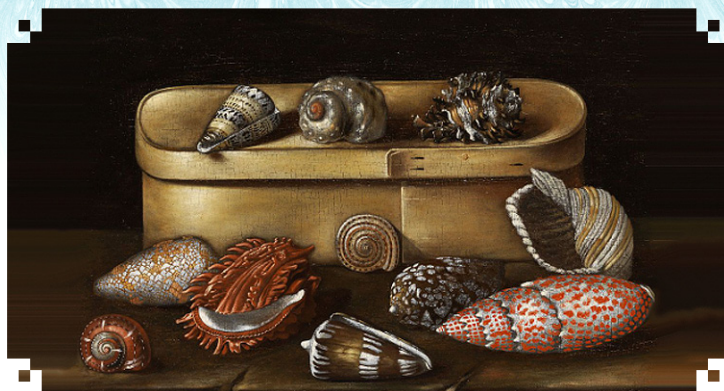
If you take the sturdy canvas sack, go to **20**.

If you take the small treasure chest, go to **43**.

53. You locate the chieftain's hut. There's a lot here! You find a basket of copper-wound cowrie shells worth 50 gp. Hanging on the wall is a trophy; a human-sized steel helmet. It absorbs 3 points of damage in combat. You also find a pair of

ornate boots -- Dwarf to human sized -- that the goblin was using to store seashells. If you are a Hobb, you can take the chief's ceremonial breast plate, which get 3 points of armor protection.

Now, make a L1SR-IQ. If you miss, turn to **7**. If you succeed, go to **21**.



54. You've found a magic bird whistle. Once a day, when you are in a combat and outdoors, you can blow it and summon a magic falcon. The creature has MR 10. It will fight alongside you for the duration of the combat. It will share damage done to you, but even if slain it will return the next time you blow the whistle.

After pocketing your prize, make a L1SR-LK. If you fail, you leave the swamp and head for the cliff face. go to **13**. If you make the roll, If you make the roll, you find a secret path leading south and east. Turn to **44**.

55. You are before the gates of a majestic temple. The great brass doors are ajar, but standing in the way is a hulking, purple-skinned rock troll. He's unusually lanky for a troll, and wears a wide-brimmed leather hat.

"Well," he says, "congratulations on making it this far. You're welcome to tour the grounds that my pals and I keep in repair. But if you try to enter the holy-holies here, I'm going to have to give you a pounding. Fair warning." He slaps his immense rusty sword against a slab-like hand.

If you attack the troll, turn to **46**.

If you try to talk your way past the guardian, go to **19**.

If you are feeling athletic, and attempt to weave and dodge your way around the troll, turn to **42**.

If you happened to visit a trading post and purchased some reading material, go to **23**.



THE TOMB OF KHARIS

A GM Adventure for Deluxe Tunnels & Trolls by James L. Walker

With Additional Material by Steve Crompton

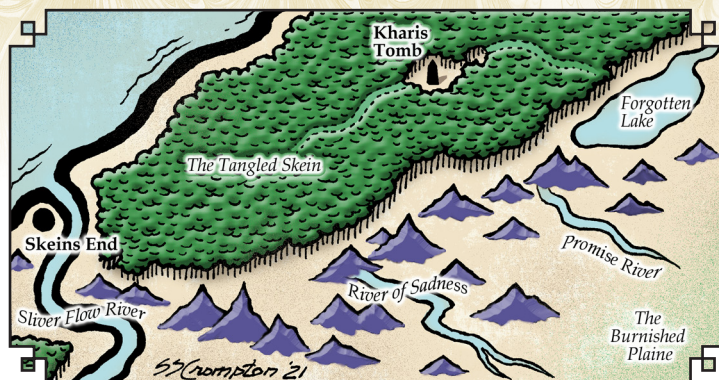
INTRODUCTION

Deep in the forested vastness north of the Centaurs' kingdom on the continent of Maneland, there is an ancient, forgotten place, the last remnant of a civilization long gone from the world. Hidden in the Tangled Skein near the center of this forest is the tomb of a king whose works are long lost, but whose name lives on in legend: Kharis, the Mummy King.

For the last five generations rumors about the Tomb of Kharis the Mummy King have attracted the adventurers of the Kingdom; those desperate or foolhardy enough to make the dangerous trek to the *Forest of the Tangled Skein*. The party might travel by boat along the *Cataracts of Chaos* or land somewhere along the north coast and hike in. If you want to start the adventure in a town, **Skein's End** is the closest location where supplies and information about the *Tangled Skein* and rumors about the Tomb of Kharis can be found.



Maneland is one of many continents in Trollworld and is located in the southern hemisphere. It is the home land of a thriving Centaur civilization located on the eastern and central parts of the continent.



THE PATH TO GLORY

It takes five days to journey from Skein's End to get close to the Tomb of Kharis. (See map and detailed description of Skein's End on next page). Arrange things so that the adventurers either have somehow found, been given, or bought a rough map to help them get there. During this journey to the tomb, the GM should roll once on the following chart for each day of the trip:

Roll Encounter

- 1** One of the delvers drinks from a stagnant pool of water, losing 1d6 constitution for 1d6 days or until cured of the disease unwisely acquired. If this comes up a second time, first have the victim make a L1 SR (Level 1 saving roll) on IQ to see whether he is smart enough to avoid doing what caused his friend to get sick.
- 2-5** Roll a random encounter from the Encounter list on page 25.
- 6** Lost the trail (add extra day to the trip).

THE TANGLED SKEIN

Our heroes are not the only group of delvers out adventuring for Kharis's gold. As the party begins to journey toward the center of the forest that locals call The Tangled Skein, they will encounter two rascals of a roguish nature: MacAber, Highland Warrior, and Chiron, disgraced Centaur Guardsman. These two will always react badly to the adventurers, and will seek to ambush them if possible. The adventurers should make a L2 SR (Level 2 Saving Roll) on IQ to avoid this ambush.

continued on page 22



VILLAGE OF SKEIN'S END

Skein's End is a small, isolated seaport village on the Northeast edge of Maneland, located at the mouth of the Silver Flow River. There is a town hall and the village's main businesses are related to fishing and shipping. There are also several nearby farms that grow a variety of fruits and vegetables for export and local use.

Skein's End is used to having outside visitors and there is a horse stables, pub and an inn at Skein's End, along with a store that sells basic supplies for adventurers. Below is a list of major locations and places that might be of use to adventurers while in the village.

1) Skein's End Dockyard - This dock and set of buildings is where boats are maintained and incoming and outgoing shipping is warehoused. It is likely the adventurers will arrive here, unless they travelled overland. A third nearby building houses some of the dock workers.

2) Silver Flow Ferry - Dockhouse & Ferry takes people across the river for 10 silver per person. There is also a store that sells some supplies and a few weapons.

3) The Tangled Skein - This is the forest that Kharis' Tomb and other ancient buildings from a lost civilization can be found. An overgrown path can be followed to those that know how to find it.

4) The Mercantile - A general store mostly for locals, but one can find some supplies for adventurers here including torches, rope, food, and a few simple weapons like knives or axes. There is no armor other than leather gloves.

5) Central Square - This is the main public gathering place for ceremonies or announcements from the Mayor or other town officials. Notices are posted on

a board there and sometimes they are looking to hire adventurers to do missions for pay.

6) Skein's End Town Hall - This is where the mayor and other town officials do whatever is needed for the safe running of the village. Also the local constabulary is located here and there is a small jail cell to hold anyone who is arrested for serious crimes. There is also a small court where a local judge makes rulings. Almost all the town officials work here part time and have their own businesses or farms to run.

7) Temple of the Sea Horse God & Library - a group of 8 monks live and practice their religion here, which is the most common religion in Skein's End. There is a temple in one building and services are held here once a day. A fair number of the wives of the fishermen show up here to pray for the safe journey and good catch for their loved ones while they are out at sea on their boats.

If any of the adventurers show the correct respect for the monks there, it might be possible for them to have access to the church library and perhaps get research on the lost civilization and more information about the location of Kharis' Tomb. This would be the perfect place for them to find a map to the tomb in an old book.

8) Blacksmith & Stables - There are two buildings, one for the Blacksmith and his equipment and stables for the keeping of horses. The Stable owner will rent horses to locals, but usually will only sell horses to outsiders, as they have had too many cases where someone rented a horse and never returned. You can buy a horse for about 700-800 gold pieces. It might be possible to hire a person with a horse and cart to take you places as a passenger.

The blacksmith mostly makes horseshoes and nails, but does have the skills to make weapons and armor. If you get on well, the blacksmith might even show you some of the armor he has made and might even sell you some. (*Check the mini-rules for prices.*)

9) The Skein's Inn - This two story Inn is the only place in town adventurers could easily find a place to stay for a few nights. (The lodging house is usually full of locals who live there permanently). The rooms at the inn are small and spare but only cost 50 silvers a

night. There is small cafe in the lobby of the inn.

10) The Blue Narwhale - This is the only bar in town and a place where the locals and any visitors often mix socially. Generally things go well, but every so often a bar fight breaks out. There is food, beer, wine and various types of whisky to be found here. It's not fancy, but if you need a place to sit, grab a simple bit to eat and find out some local gossip, this is the place. Darts is a very popular game played in the bar and patrons often bet on the outcome of games.

11) Farmers Market - Local farmers bring their farm bounty to this location three times a week to sell. They also bring some of their other handmade items that might be of interest to adventurers including; arrows, leather goods, tools, rope, water bags and anything else that might logically be sold at something like a farmers market.

12) Lodgings for local residents - These two story buildings are the homes for many of the single people that live in Skein's End. Many of them work at the local businesses and nearby farms. The rooms are small, but inexpensive. Minimum rental period is a month and the cost is 50 gold pieces.

13) Jeremiah Stoddard's Home - An old man who was once an adventurer lives here. The party may have heard about Burke and his wild adventures in the Tangled Skein and it might be helpful to go to him and ask for advice about looking for the Tomb of Kharis. He will talk to them for a small fee (25 gold pieces). You might also be able to use this as a way for the adventurers to get a map to the tomb that he would sell them for 250 gold pieces. (He might even go with the party).

14) The Mayor's Farm - This is the Mayor Barnabus' farm, and if he is not at the Town Hall, he can usually be found here taking care of things and overseeing his workers. This is one of the nicer farms at Skein's End and his home is also one of the finest.

15) Other Farms and Groves - scattered on the western outskirts of Skein's End are farms and homes of other locals. Most of them are simple homes, although it's possible to find some weapons or even armor in some of the nicer ones.



"MacAber"
A Highland Warrior with Claymore

MacAber's Attributes:

Human Warrior **Level: 1**

STR	16
IQ	12
Luck	18
Con	19
Wiz	10
Dex	18
Chr	12
Speed	14
Range +6	Combat Adds 18

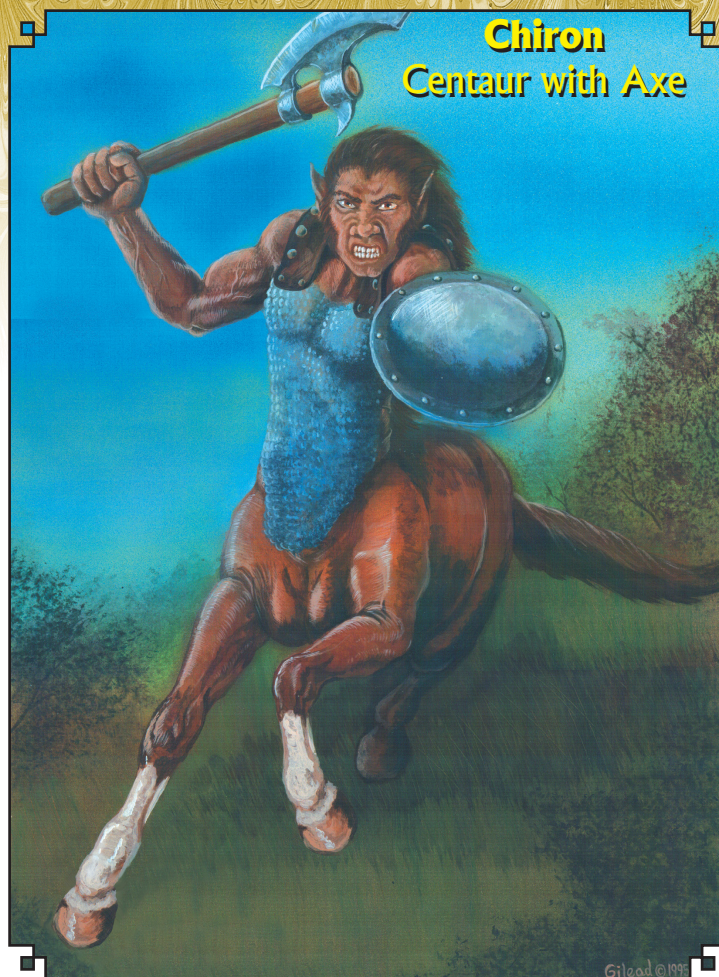
Weapons: Hand and a Half Sword, 5d
 Ranged: 6 Javelins, 2d

Armor: Chain, steel cap

Gold on Person: 75

Magic Item: Ring of *Poor Baby*, heals
 2 Con per charge, 9 charges

Magic Item: Potion of *Freeze Please*
 Other equipment as per the GM's preference.



Chiron
Centaur with Axe

Chiron's Attributes:

Centaur Rogue **Level: 4**

Str	45
IQ	14
Luck	21
Con	39
Wiz	16
Dex	19
Chr 1	2
Speed	13
Range +7	Combat Adds 50
Weapon:	Bullova, 4d

Ranged: Francisca, 3d+2, Homing, returns to thrower

Armor: Leather, steel cap, target shield

Gold on Person: 101

Magic Item: Scroll with *Take That You Fiend!*
 inscribed twice

Magic Item: Gem with *Will-o-wisp* spell use six times.
 Other equipment as per the GM's preference.

Role-playing these two Non-Player characters:

MacAber is a fierce warrior who will attempt to go to one on one combat with the most powerful-looking of the delvers. If the adventurers will allow it, he will challenge this person to single combat if they are not able to ambush the party. He will try to use his javelins before rushing into combat if the ambush comes off.

Chiron will try to use his magic on the first round of any ambush. He knows all the level one spells, plus *Poor Baby*, *Healing Feeling*, and *Fire Blasting Power*. Remember, he is a rogue, and will not cast a spell that will tire him beyond half his starting WIZ attribute.

MacAber and Chiron are loyal to each other after they both escaped from a Centaur-run prison in Equazan. They will stand or fall together.

IN THE FOREST VASTNESS:

In the aftermath of the battle with MacAber and Chiron, the delvers will have to travel two more days to the Tomb. Roll on the encounter chart to determine if anything happens, once for each day of travel, and once for each night of camping.

AT THE TOMB:

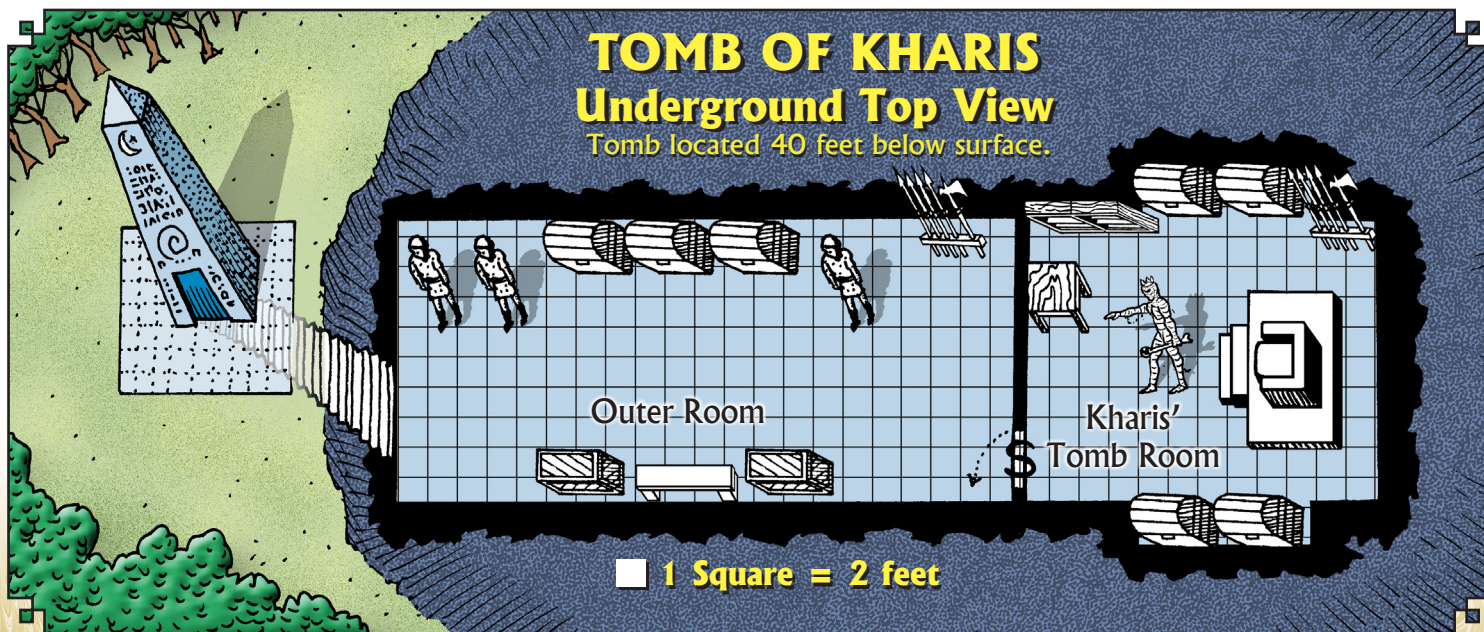
The outside of the tomb is a clearing surrounding a simple obelisk about ten feet in diameter and twenty feet high. The obelisk is marked with strange runes and has a single doorway leading to a set of descend-

ing stairs. Any player characters that were on Buffalo Island should be told that the runes on the obelisk are very similar to runes on the island. The delvers may enter the clearing, examine the obelisk, and even camp here with no problems. However, the second anyone sets foot on the top riser of the stairs, the party will be attacked by a group of animated skeletons which rise up from the ground, shaking loose dirt out of their bony carcasses and taking up rusted short swords as weapons.

These animated skeletons are monster rated, MR 20 each. There should be 1-2 skeletons per adventurer. These monsters have no treasure.

THE STAIRS:

The stairs into the tomb are not trapped, but the door at the bottom is locked. It will require a level 2 *Knock-Knock* spell to open this door. The lock cannot be picked. If a level 2 *Knock-Knock* is not available, players may break down the door. Only one character can get to the door at a time. Whichever character is trying to break down the door, make a L2 SR based on Strength. Each time they fail to make the SR, roll once to see whether the noise has attracted random monsters. (First time he fails, 1 chance in 6. Second time, 1 in 3. Third and succeeding times, 50/50). When he succeeds, he falls through and must fight the first animated statue (see next paragraph) on the other side of the door, one on one.



THE TOMB PROPER:

Khans' Tomb is not very large, consisting of only two rooms as follows. (Also see map on previous page.)

OUTER ROOM:

Kharis has 3 animated statues as guardians. These statues will attack as soon as anyone enters the room. Whenever an edged weapon (dagger, sword, axe, etc.) is used against these animated statues, there is a chance that the weapon may be damaged. The wielder must make a L1 saving roll against DEX. If he fails, the edge of his weapon is blunted and loses one add for ail future combat until he has a chance to sharpen it again.

Statue Guardian

Level: 4 **Weapon:** Fists (1D6)
Armor: None

STR 46
IQ 12
Luck 16
Con 48
Wiz 5
Dex 4
Chr 11
Speed 8

Combat Adds 32



This room is also filled with treasure: armor, weapons, silver and copper coins, and anything else the GM feels appropriate, but no magical items, jewels, or gold.

The statues are treasure items themselves, if they are recovered intact. If they die by only *Take That You Fiend spells*, they are worth 1d6 x 100 gold each.

If the delvers handle the statues, they still must deal with Kharis. The secret door into his lair may be found if the delvers make a level 4 saving roll on IQ or a level 6 saving roll on Luck. (Only make the IQ saving roll if the adventurers are actively looking for secret doors, otherwise they must be lucky to find it.)

KHARIS' TOMB ROOM:

Kharis will not attack until the secret door into his lair is open. Once this happens, he will attack with total ferocity. Like the statues he is immune to pain and most magic. If any of the player characters can speak elven, they might be able to speak with him, although he will still consider them an invading enemy.

Kharis Mummy with Scepter



Kharis the Mummy

Undead Elf **Level 6**

Str 55
IQ 3
Luck 10
Con 60
Wiz 3
Dex 3
Chr 18
Speed 10

Combat Adds: 37

Weapon: Scepter, 6d+2, this scepter will negate 10 points of armor.

Disease: Anyone who is in melee combat with Kharis must make a level 6 saving roll on either Luck or CON, player's choice, or succumb to Tomb Rot. Each turn after failing the saving roll, the adventurer will lose 1d6 Con and STR.

Magic: Kharis is very resistant to magic, taking no damage from magic spells if he makes a saving roll on the same level as the spell's caster. This saving roll is made on LK. If he fails the saving roll, he takes only half damage.



Armor: Kharis's stiffened bandages act as leather armor, giving him 6 points of protection.

KHARIS'S TREASURE

Kharis has a minimum of 1,000 gold coins in his treasure chests, and will always have 3 magic items. One of these items is his Scepter which is an artifact of a bygone age. (It can bring a dead person back to life) The other items may be randomized. Note that he will use the magic items against delvers if they are useful, so generate them before the battle.

ADVENTURE POINTS

Each delver should gain AP for monsters killed, and saving rolls as normal. If the party involved themselves in good role playing, then an extra 100 to 300 AP should be awarded.

PUNCHING UP THE ADVENTURE

Grimtooth's Traps contains several appropriate traps for the stairs, and *Grimtooth's Traps Bazaar* contains several nice cursed items that could be easily added to Kharis's treasure.

GETTING BACK TO SKEIN'S END

Once the adventurers are back out of the tomb, They still have to get back to Skein's End or leave the Tangled Skein to go on to their next adventure. Depending on the available time, you can use the random encounters rolls for the trip back and get the players set up for another adventure somewhere on Maneland.

EXPANDING THE ADVENTURE

If you want to make this a much larger adventure, we recommend you get *Trollstone Caverns* (available at Flying Buffalo's Drive-thru page). We've added a secret entrance at the back of Kharis' tomb room and you can just have it lead into the first underground location in *Trollstone Caverns*.

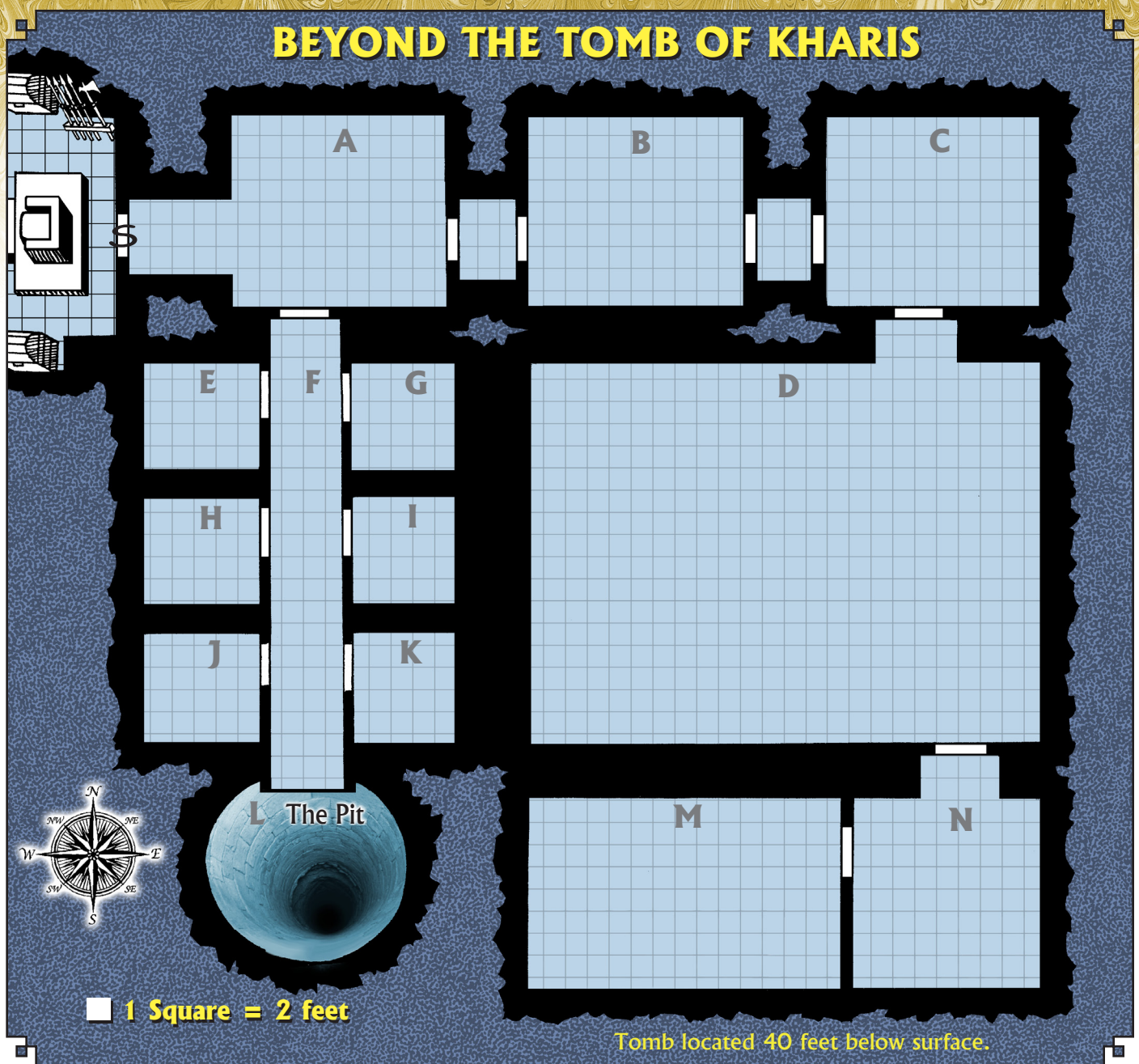
RANDOM ENCOUNTER LIST

Roll	Kindred	MR	Roll a 6-sided die to determine what creature the adventurers have while traveling through the Tangled Skein. If you roll a 1-3, roll a second time to determine how many creatures they encounter. (1-6).
1	Goblin	12	
2	Lizardman	15	
3	Skeleton	20	
4	Ogre	30	
5	Troll	40	
6	Minotaur	50	

Or you can design your own set of caverns beyond Kharis' Tomb, using the extra map and suggestions we've provided on the next page.

Use the *T&T Mini-Rules*, additional charts and character sheets in this book to help you and the players create, run and play in more T&T adventures!

BEYOND THE TOMB OF KHARIS



HOW TO CREATE YOUR OWN T&T ADVENTURES

So how does one create a GM adventure? One way to start is with a map. Above is an additional set of rooms beyond the ones in the Tomb of Kharis. These might be additional tombs for other mummified family and servants of Kharis, or it might be a secret underground lair for the last remaining survivors of an ancient civilization that once thrived above ground. Perhaps its been taken over by monsters who are looking for food (*any adventurers that wander in*). You might have your own ideas. That's up to you as the Game Master to decide as you design it.

The Process: Once you have an idea of what group of beings dwell here and the overall purpose of the location, you can then start deciding what is in each room. The rooms on this map are lettered A through N.

Rooms A,B & C: are all the same size and could be additional rooms that maybe Kharis used while he was entombed. Perhaps there's a library, a treasure room, and a room for resting with a coffin or bed. Or maybe each room contains a mummified monster that will attack any who enter.

Room D: Is a large room. Maybe its a large throne room or a gathering place for servants to exercise and get orders from their leader. Perhaps it is a huge treasure room filled with gold coins and guarded by a dragon. Or there is a magical portal here that can teleport the adventurers to the dragon continent.

Rooms E-K: Might be jail cells, living quarters or storage for things the survivors need. Maybe they are just empty, their true purpose a mystery.

Room L: This is a deep, deep pit. It may have been used to sacrifice or execute unwanted visitors or maybe something huge and terrible lives down at the bottom. Who knows, maybe they just used it as a place to toss their garbage. Or it might even lead to a lower level of chambers to explore (just add stairs along the side of the wall going down).

Room M & N: Could these be the chambers for Kharis's Queen? Is there a female mummy hidden here ready to attack, or does the high priest of the cult of Kharis use this as his office and living quarters? Perhaps there are elaborate traps and treasure in each room, or the ghost of the wizard who created this place dwells here.

Of course, these are just suggestions, but you can see that you can create a connected theme to the rooms that gives a sort of logic to the place and makes it more interesting for the players to try to figure out what this place was for and where they might find less danger and more valuables. But you don't have to design it that way. You can just make it random and put whatever you want in each room. Certainly that will keep the players on their toes, but it can sometimes make the adventure feel less "real" too. It all depends on what kind of adventuring you'll want to run. Do your players want a story with a mystery to it, or just a place to explore, kill some monsters and get some treasure?

HOW TO STAT YOUR GM ADVENTURE

If you're new to running an adventure the easiest way is to get some monsters and characters that are already rolled up and use (or adapt) their character stats.

In the solitaire adventure in first section of this book there are at least 5 stat'd creatures:

In the *Buffalo Island* solitaire you'll find:

Three Young Goblins with fish spears.

Monster Ratings of 8, 8, and 10. At full power, the group has 4d6 combat dice and 13 combat adds. - (Page 10)

Animated Statue: MR of 50 (6d6 + 25). - (Page 15).

Many-Tentacled Swamp Creature: Monster Rating of 24. Gets 3d6 combat dice, starts with 12 combat adds - (Page 16).

Rock Troll: Monster Rating of 40; 5d6 combat dice and 20 adds. - (Page 17).


Magic Falcon: Flying bird has MR 10. - (Page 18).

You can use these as enemies somewhere in your new adventure and customize or change them to fit what creatures you want in your adventure. Change the Falcon into a bat, make the goblins be mummies, change the troll into a dragon by giving it a double-strength *Take that You Fiend Spell* (on page 34).

You also have all the enemies that appear in this Tomb of Kharis adventure and the random encounters on pg. 25. Many of them can be used again in the expanded map. Once you have a good feel for T&T, you can easily just create your own creatures from scratch.

FINAL THOUGHTS

As the Game Master, try to keep in mind that you are telling a story and the players characters are the main characters in the story. You need to try to keep the balance between subtly guiding the characters towards an entertaining adventure, and still making sure they have the freedom to explore and take actions that you might not have thought of. If they come up with something clever to do, let them do it, as long as it feels like something that could logically flow from their character's abilities and the power of what they are up against.

Sometimes player characters make fatal choices that could lead to their dieing. If you can find a reasonable way to give them a chance to escape or survive, do so, but if a Dragon stomps on them, it probably means they are going to be dead. Don't be afraid to let that happen, but don't go out of your way to kill the players either. Let that happen based on the actions they take and the results of the dice rolls. Let them roll up another character. They can meet the party and join them. Always try to keep it entertaining and fun! 

DELUXE TUNNELS & TROLLSTM MINI-RULES



How to Play T&T

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. (*We have over 30 available*) And like any RPG, you can play it with a group of your friends. We also have a many GM (*Game Master*) adventures available.

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 38 and 39 are pre-rolled *player characters* (PCs) that you can use for playing. There is also blank character sheets on page 40, 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, 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 sheets on page 38-39 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.

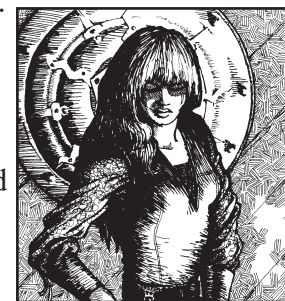
Warriors are superb physical combatants, proficient with most weapons, able to use armor better than other character types, and totally **unable** to cast magical spells. Warriors get an extra six-sided dice (D6) for combat with each level they attain. Thus a sword worth 3D6 in combat to most first level characters is worth 4D6 to a first level warrior. (*Character levels are discussed on page 33.*)



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

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

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

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

Fighting Against Monsters

Instead of attributes, monsters often have a simple *Monster Rating (MR)*. MR shows the amount of damage the monster can take before being defeated, and how well it fights. See the table for how many dice (D6) the monster rolls in combat. Its combat adds are equal to half of its MR; these are reduced as 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	
<i>Includes chalk, cloth sacks, 3 torches</i>	
<i>5 matches, 20 feet of rope & waterskin</i>	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

something 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 staffs to help them cast spells. Rogues can learn additional spells though.

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

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

Mini T&T SPELLBOOK



LEVEL 1:

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

Detect Magic

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

Description: Detects the presence of magic being

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

It's Elementary

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

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

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

Knock Knock

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

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

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

Take that, you Fiend

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

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

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

Cateyes

Level: 2 **Cost:** 6 WIZ

Duration: 30 minutes (or 15 combat turns)

Range to cast: 10'

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

Power up per level: Duration \times 2.

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

Poor Baby

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

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

Power up per level: N/A

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

Vorpas Blade

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

Range to cast: 10'

Range of effect: Affects entire weapon

Power up per level: Duration \times 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 \times 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 × 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

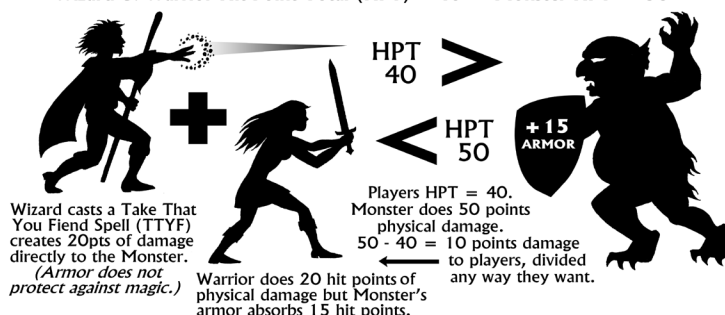
Focus objects — such as magical staffs or wands help make it easier for Wizards to cast a spell. Wizards can have them and use them. Rogues **can't** use them for casting magic, but can use staffs as physical weapons.

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**, it's **coins**. A roll of **12** means **coins and a jewel**.

COINS

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

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

JEWEL SIZES

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

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

If you 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 blank character sheets so you can create your own characters. (See the T&T mini-rules on page 40.) 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

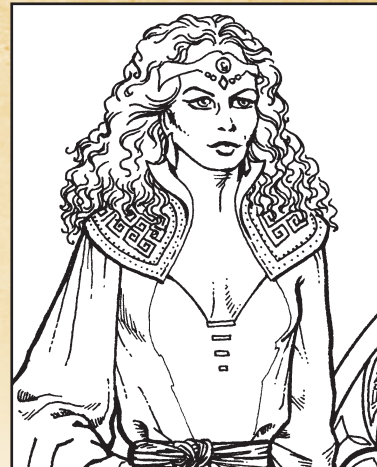
Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

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 on page 28. Additional details on weapons and spells can be found in the Deluxe Tunnels & Trolls rulebook. For playing the solos you will not need to worry about some of the character information unless it is referred to in the solo itself.

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

PRIME ATTRIBUTES

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

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

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

WT: POSSIBLE: 1100 WT: CARRIED: 400

CASSIO



WEAPONS & ARMOR:

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

Adventure
Points
14

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

PRIME ATTRIBUTES

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

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

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

WT: POSSIBLE: 30 WT: CARRIED: 10

IRIS THE FAIRY



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

Adventure
Points
8

Create your own 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: _____

GM SURVIVAL KIT

Charts Needed by the Player to Start a Character

Note: These charts were meant to go with 5th Edition T&T. Most all of this is still the same.

PRIME ATTRIBUTES AND INITIAL ROLLS (1.3)

Roll 3 dice each for:

Strength (ST)
Intelligence (IQ)
Luck (LK)
Constitution (CON)
Dexterity (DEX)
Charisma (CHR)

Personal Adds: figured from ST, LK and DEX only. +1 for each point over 12, —1 for each point under 9.

Gold: for new characters, roll 3 dice and multiply total by 10.

Languages: every character knows its native language, plus 1 new language for each IQ point over 12.

Speed (2.36): roll 3 dice as for any prime attribute.

Weight Possible: ST \times 100 for weight units. Each gp = 1 weight unit. 10 weight units = 1 pound.

Height and Weight (2.13): Roll 3 dice, once each for HT and for WT. If unsatisfactory, roll again.

Roll	Height	Weight	Roll	Height	Weight
3	4'	75 lb.	11	5'8"	180 lb.
4	4'3"	90 lb.	12	5'11"	190 lb.
5	4'5"	105 lb.	13	6'1"	200 lb.
6	4'8"	120 lb.	14	6'4"	225 lb.
7	4'10"	135 lb.	15	6'6"	250 lb.
8	5'1"	150 lb.	16	6'9"	280 lb.
9	5'3"	160 lb.	17	6'11"	310 lb.
10	5'6"	170 lb.	18	7'2"	350 lb.

KINDREDS (2.12)

Human: All attributes normal (\times 1)

Dwarf: ST, CON \times 2; CHR \times $\frac{2}{3}$; others normal. HT \times $\frac{2}{3}$, WT \times $\frac{7}{8}$.

Elf: IQ, DEX \times $\frac{3}{2}$; CHR \times 2; CON \times $\frac{2}{3}$; others normal. HT \times $\frac{11}{10}$. WT \times 1.

Fairy: ST, CON \times $\frac{1}{4}$; LK, DEX \times $\frac{3}{2}$; CHR \times 2; others normal. HT \times $\frac{1}{2}$, WT \times $\frac{1}{2}$.

Hobbit: ST \times $\frac{1}{2}$; CON \times 2; DEX \times $\frac{3}{2}$; others normal. HT \times $\frac{1}{2}$, WT \times $\frac{1}{2}$.

Leprechaun: ST \times $\frac{1}{2}$; DEX, IQ, LK \times $\frac{3}{2}$; others normal. HT \times $\frac{1}{3}$, WT \times $\frac{1}{4}$. Should always be classified as wizards.

CHARACTER TYPES (2.1)

WIZARDS

- ☐ Need minimum IQ of 10, DEX of 8.
- ☐ May not use weapons that get more than 2 dice.
- ☐ Comes with 1st level spells, must purchase spells thereafter.
- ☐ ST returns after casting spells — at rate of 1 point per non-combat full turn.
- ☐ Can use staves.
- ☐ Can invent their own magic after 5th level.

WARRIORS

- ☐ Get 2 \times normal protection for armor and shields (so long as not a surprise attack or trap.)

ROGUES

- ☐ Can learn magic but pay full ST cost.
- ☐ ST returns as for a wizard after casting magic.
- ☐ Can't learn magic above 7th level.

WARRIOR-WIZARDS

- ☐ Must have rolled 12 or better on each prime attribute, before adjustment for kindred.
- ☐ ST returns as for a wizard after casting magic.
- ☐ Get +1 to any full suit of armor and/or shield used.
- ☐ Limited use of staves.

GENERAL NOTE:

If IQ is greater than ST or LK, be a *wizard*.
If ST is greater than IQ or LK, be a *warrior*.
If LK is greater than ST or IQ, be a *rogue*.

GM SURVIVAL KIT

Charts Needed by the GM during a Game

MONSTER RATINGS (1.6)

In general, # of dice to roll is the Monster Rating (MR), ÷ exactly by 10, plus 1. Monster Personal Adds: $\frac{1}{2}$ current monster rating, rounded up.

MR	# of dice	MR	# of dice
1 — 9	1	60—69	7
10—19	2	70—79	8
20—29	3	80—89	9
30—39	4	90—99	10
40—49	5	100—109	11
50—59	6	... et cetera ...	

ADVENTURE POINTS (EXPERIENCE POINTS) (1.9)

GM awards these to players for:

- ☐ Level of difficulty of the adventure as a whole
- ☐ MR of monsters killed or captured ($\frac{1}{2}$ for those that escape)
- ☐ Solving puzzles
- ☐ Saving rolls, in amount equal to # rolled on dice multiplied by level of the roll
- ☐ 1 point for each ST point actually expended in casting magic
- ☐ GM's option
- ☐ Usually none given for treasure or magical items.

*SAVING ROLLS (1.8)

Using 2 dice, doubles add and roll again. Must always make at least a 5, unless doubles are rolled below 5. Subtract attribute number from number required, to get the number you must roll for the saving roll. General formula: $(\text{Level} \times 5) + 15 = \text{the number to shoot for}$. LUCK is the usual attribute, but GM may call for roll on any attribute.

LEVEL	FORMULA	LEVEL	FORMULA
1	20 — LK	5	40 — LK
2	25 — LK	6	45 — LK
3	30 — LK	7	50 — LK
4	35 — LK	...	et cetera ...

GAME SEQUENCING (2.3)

A. Movement / Action: Game Master describes, players respond.

B. GM rolls for Wandering Monsters.

C. Combat

1. Players choose to attack or flee.
2. Magic: if anyone uses, declare now.
3. Missile: declare use, and target.
4. Any further specification of weapons used, foe opposed. Melee declared if reasonable.
5. Combat occurs.
 - a) Dice or innate score for magic
 - b) Dice for missile weapons
 - c) Dice for conventional attack
6. Total attack of both sides.
7. Figure and divide up hits generated.
8. Figure effects of those hits.
9. Figure effects of poison.
10. Make changes in ST and CON.

D. Recovery. *Characters rest, regain ST if no combat occurred during this turn. CON only regained outside dungeon or under special circumstances.*

MISSILE WEAPON CHART (2.33)

To hit with a missile weapon requires a SR on DEX. The level of the saving roll is based on distance, and the saving roll is multiplied by the size of the target. (Large, Near target requires L4 SR.) Characters using missile weapons get twice their DEX adds in their personal combat adds.

Range	Distance (yds.)	SR to hit
Pointblank	0 — 5	1st level
Near	6 — 50	2nd level
Far	51 — 100	3rd level
Extreme	101 +	4th level
Size	Avg. Height	Multiplier
Huge	12' +	× 1
Large	5' — 12'	× 2
Small	2' — 5'	× 3
Very Small	4" — 2'	× 4
Tiny	less than 4"	× 5

These saving rolls assume (1) target is aware it's being shot at, (2) target may be moving, (3) shooter under stress combat conditions, not at target practice. The GM should be prepared to make adjustments for the SRs required if these assumptions are not valid under the particular circumstances.

SURVIVAL KIT

Charts Needed by the Player during the Game

MISSILE WEAPON CHART (2.33)

To hit with a missile weapon requires a SR on DEX. The level of the saving roll is based on distance, and the saving roll is multiplied by the size of the target. (Large, Near target requires L4 SR.) Characters using missile weapons get twice their DEX adds in their personal combat adds.

Range	Distance (yds.)	SR to hit
Pointblank	0 — 5	1st level
Near	6 — 50	2nd level
Far	51 — 100	3rd level
Extreme	101 +	4th level

Size	Avg. Height	Multiplier
Huge	12' +	×1
Large	5' — 12'	×2
Small	2' — 5'	×3
Very Small	4" — 2'	×4
Tiny	less than 4"	×5

MISSILE WEAPON RANGES (1.52)

5 yds:	stiletto
10 yds:	poniard, misericorde, dirk, jambiya, kris, bich'wa, trident, shuriken
15 yds:	kukri
20 yds:	pilum
30 yds:	assegai, prodd, bolas, chakram, African throwing knife
35 yds:	blowpipe
40 yds:	common spear, javelin*
60 yds:	very light selfbow†
70 yds:	light selfbow†
75 yds:	dokyu
80 yds:	medium selfbow†
90 yds:	heavy selfbow†, light crossbow
100 yds:	extra heavy selfbow†, cranequin, arbalest, crossbow, common sling
140 yds:	medium longbow†
150 yds:	heavy longbow, staff sling
160 yds:	extra heavy longbow

* with att-att, 50 yards

† "built" add 10 yds. to range. "backed" add another 20

*SAVING ROLLS (1.8)

Using 2 dice, doubles add and roll again. Must always make at least a 5, unless doubles are rolled below 5. Subtract attribute number from number required, to get the number you must roll for the saving roll. General formula: $(\text{Level} \times 5) + 15 =$ the number to shoot for. LUCK is the usual attribute, but a saving roll on any attribute may be called for by the GM.

LEVEL	FORMULA	LEVEL	FORMULA
1	20 — LK	5	40 — LK
2	25 — LK	6	45 — LK
3	30 — LK	7	50 — LK
4	35 — LK	... et cetera ...	

CHARACTER LEVELS (2.14)

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

LEVEL BONUSES

A character advancing in level has the choice of *one* of the following:

- Add new level number to ST
- Add $\frac{1}{2}$ new level number to IQ
- Add twice new level number to LK
- Add new level number to CON
- Add $\frac{1}{2}$ new level number to DEX
- Add new level number to CHR
- Add $\frac{1}{2}$ new level number to ST and $\frac{1}{2}$ to CON

SURVIVAL KIT

General Use Reference Charts

THE SPELL BOOK (2.22)

Level 1

Detect Magic	*
Lock Tight	1
Will-o-wisp	1
Knock Knock	2
Oh There It Is	4
Take That, You Fiend	6
Vorpal Blade	5
Oh-Go-Away	5
Teacher	3
Hocus Pocus	1

Level 2

Omnipotent Eye	5
Obey Me!	8
Hidey Hole	10
Cateyes	6
Glue-You	8
Little Feets	8
Mirage	8
Poor Baby	*
Whammy	10
Magic Fangs	*

Level 3

Curses Foiled	7
Slush Yuck	15
Hard Stuff	15
Rock-a-Bye	11
Dis-Spell	11
Blasting Power	8
Freeze Pleeze	8
Fly Me	7
Healing Feeling	14

Level 4

Too-Bad Toxin	7
Wink-Wing	14
Smog	11
Dum-Dum	8
Double-Double	18
Protective Pentagram	12
Upsidaisy	9

Level 5

Mind Pox	39
Zingum	36
Dear God	30
ESP	20
Second Sight	25
Breaker Breaker	35

Level 6

PortaVision	30
Mystic Visions	15
Wall of Fire	26
Wall of Ice	26
Wall of Thorns	14
Wall of Stone	20
Wall of Iron	23

Level 7

Invisible Wall	27
Zappathingum	24
Wind Whistle	14

Level SR IQ for spells Dex for spells Spell Prices Experience

1	20	10	8	0	0
2	25	12	9	500	1,000
3	30	14	10	1000	3,000
4	35	16	11	1500	7,000
5	40	18	12	2000	15,000
6	45	20	13	2500	25,000
7	50	22	14	3000	45,000
8	55	24	15	3500	70,000
9	60	26	16	4000	100,000
10	65	28	17	4500	140,000
11	70	30	18	5000	200,000
12	75	32	19	5500	280,000
13	80	34	20	6000	400,000
14	85	36	21	6500	550,000
15	90	38	22	7000	750,000
16	95	40	23	7500	1,000,000
17	100	42	24	8000	2,000,000
18	105	44	25	8500	4,000,000
19	110	46	26	9000	8,000,000
20	115	48	27	9500	16,000,000

Level 8

Zappamor	30
Zombie Zonk	36
Mutatum Mutandis	24

Level 9

Mutatum Mutandorum	26
Pygmalion	28
Medusa	30
Death Spell #9	40

Level 10

Hellbomb Bursts	36
Blow Me To...	28
Smaller Is Smarter	33
HollowVision	50

Level 11

Ghostly Going	45
Blow You To...	35
Bigger Is Better	33

Level 12

Nefarious Necromancy	60
Seek Ye	30

Level 13

Invisible Fiend	50
Wizard Speech	90

Level 14

Force Shield	42
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Level 15

Air, Earth, Fire and Water	42
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Level 16

Anti-Magic Spell	65
Exorcism	*

Level 17

Summoning	100
Banishing	50

Level 18

Shatterstaff	*
Slyway Robbery	*
Hidey Soul	42

Level 19

Omniflex	186
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Level 20

Born Again	208
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* Unusual: see rulebook.

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Game Master's Party Roster

Use this form to keep track of the player-characters in the adventure you're running.

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
1.												
Special info:												

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
2.												
Special info:												

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
3.												
Special info:												

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
4.												
Special info:												

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
5.												
Special info:												

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
6.												
Special info:												

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
7.												
Special info:												

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
8.												
Special info:												

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
9.												
Special info:												

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
10.												
Special info:												

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET



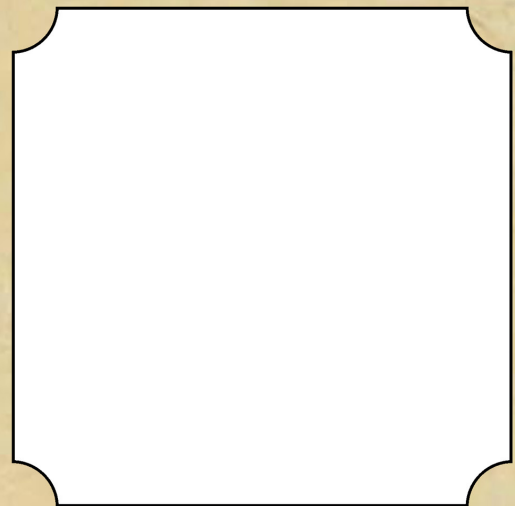
NAME: _____

KINDRED: _____ LEVEL: _____

CHARACTER TYPE: _____

GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____



Character portrait

**ADVENTURE
POINTS:**

TALENTS:

PRIME ATTRIBUTES:

AT FULL
HEALTH

Physical

CURRENT
STATUS

STR

Strength*

AT FULL
HEALTH

Mental

CURRENT
STATUS

LK

Luck*

CON

Constitution

IQ

Intelligence

DEX

Dexterity*

WIZ

Wizardry

SPD

Speed*

CHA

Charisma

PERSONAL / COMBAT ADDS:

+

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

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____

SPELLS/MAGIC ITEMS:



5th EDITION
**TUNNELS
& TROLLS™**

FOR: _____

Character Record Sheet

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#1901

CHARACTER NAME _____

TITLE OR NICKNAME _____

ST _____ IQ _____ LK _____

LEVEL _____ KINDRED _____

CHARACTER TYPE _____ SEX _____

HEIGHT _____ WEIGHT _____ AGE _____

SPEED _____ HAIR _____ EYES _____

OTHER IDENTIFYING CHARACTERISTICS _____

WEAPONS (* IF ON PERSON) _____

ARMOR / SHIELDS _____

PROVISIONS & OTHER POSSESSIONS _____

PETS & SLAVES _____

NEXT OF KIN _____

CON _____ DEX _____ CHR _____

PERSONAL ADDS _____ W / MISSILE _____

ADVENTURE POINTS _____

TREASURE CARRIED _____

TREASURE STORED _____

WEIGHT POSSIBLE _____

WEIGHT CARRIED _____

MAGIC _____

LANGUAGES _____

ADVENTURES _____

NATIONALITY & PLACE OF RESIDENCE _____

CLASSIC SOLO & GM ADVENTURE LOCATION MAP

The numbers and letters in the red boxes correspond to the locations of the 25 classic solo and GM adventures published by Flying Buffalo. The red lines are major trails and roads used to travel western Rrr'lff.

RRR'LFF

The Dragon Continent

Far North at the top of the world



Special thanks to Dhonn, Khagbbboommm, Yorrdamma Vrash & Starff Orenggk.

MORE T&T ADVENTURES...

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.

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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.

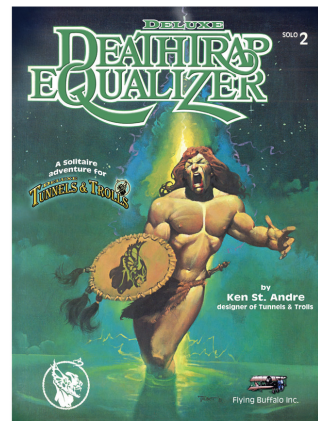
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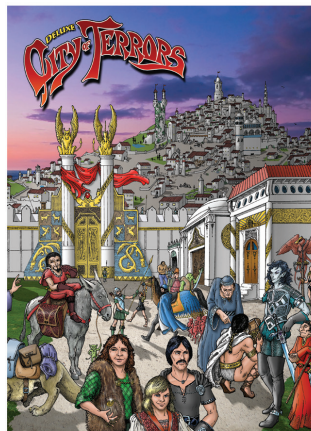
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Deluxe City of Terrors

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

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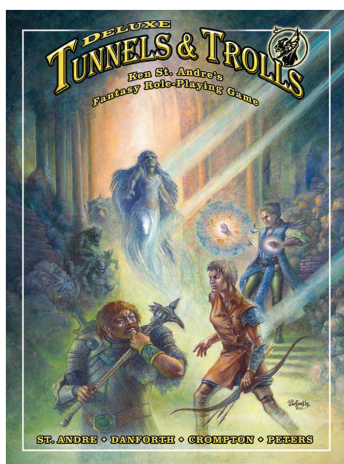
And more solos for Classic T&T

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

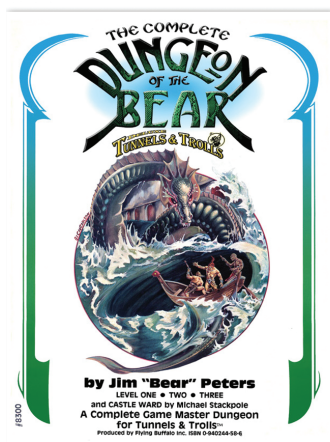
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This book includes 165 pages of rules and 250 pages with a solo, gm adventure, details on Trollworld four of its cities & 16 pages in color. Includes the full deluxe T&T rules, Elaborations and the Trollworld section. Price: \$60



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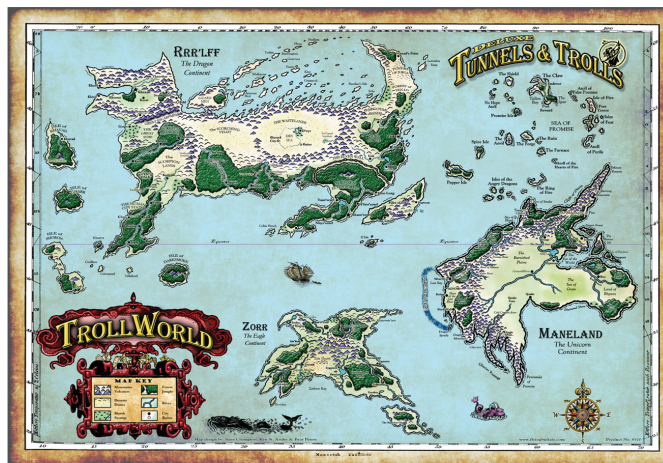
A full-size 88 page GM adventure complete with maps, characters, and background material, all started for Deluxe Tunnels & Trolls. This book also includes the 13 page T&T Mini-Rules which allows you to run this adventure. Plus a bonus 17 page solitaire adventure.

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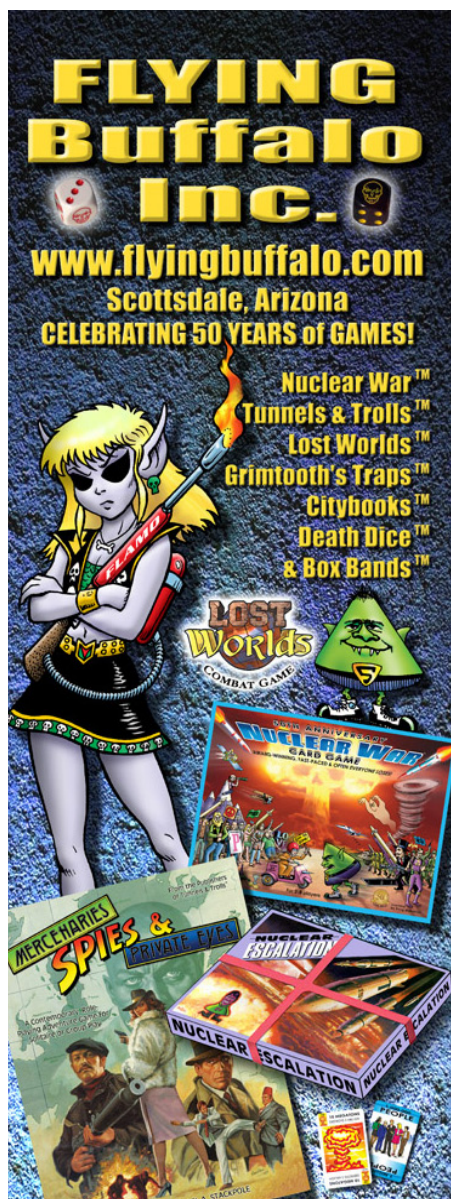
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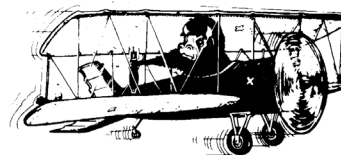
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