

Lorian Darkshade's Guide To

# MEANDERING MONSTERS



Volume 1  
May 2014

by Jerry Teleha

A TUNNELS & TROLLS™ SUPPLEMENT



*Greetings fellow delver!*

*My name is Lorian Darkshade. Of course you have heard of me! My exploits and brave deeds have no doubt led you to get your hands on this priceless tome. Presented here is the information you will need to stay alive and prosper in the dangerous wilds of the realm. Being a delver is a serious business. You could be maimed, brutalized, beaten, and even eaten if you are not careful out there. My experience and awe-inspiring talent is at your disposal as you learn about these beasts and how to defeat them. Talk to them? Bah!*

**Monsters featured:**

Creeping Crawler

Hippogriff

Lizard Men of the Great Forest

**GM Scenarios:**

“A Hole in the Ground”

“For a Few Scales More”

**Meandering Monsters** is a supplement for the **Tunnels & Trolls™** role-playing system. Scenarios, monsters, articles, and other features have been designed for use with the 7.5 rules edition. Material can easily be adapted to earlier editions of T&T as well as other role-playing systems.

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*Lorian Darkshade's Guide To*

# MEANDERING MONSTERS

*Volume 1, May 2014*

**By Jerry Teleha**

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## Meandering Monsters?

Not the same as wandering monsters, just by definition of the phrase. Wandering monsters; boy that takes me back. Back to a place and time where the "game" would start on about Thursday, go full bore over the weekend, and wrap up after school on Monday night – instead of doing homework, of course. Wandering monsters was a luxury item thrown by the GM, err dungeon master, to fill up some of the time with a random combat. This not only filled the time but it was used to get the player-characters some extra experience, points as well pointers, and a chance of helpful booty before the next major plot occurrence would take place in the game.

These days, as a GM, I definitely don't have time for a wandering monster. Half of my games take place in convention settings, requiring a strict adherence to time constraints of the event as well some time to teach the game to the inevitable person who is "not familiar with the game." My in-house and on-line sessions are best left short, and the plot better be pretty worked out so my audience stays interested. But making time for a monster that is meandering like a stream towards an inevitable point, now that makes sense to me. Some trendy role-playing theorist would call it "sand-boxing" and be proud. I'd call it a chance to interject an encounter that mixes up things, giving the player-characters some experience, both points and pointers *and* adding to the plot; totally different, see.

The dude at Darkshade Publishing, I suspect gets that joke. What you're holding in your hand is not only a distraction from the humdrum of daily life, but an addition to your gaming experiences. I think that as an Adventure Gamer these days, most of us probably don't have time for the aimless dallies that used to suffice for getting to roll some dice. Now most of us have to block out time on calendars and reserve hotel rooms for that. So presented here is a collection of articles meant to be enjoyed as they present new encounters, thoughts on better game development, and celebrate table-top role-playing.



Most of all, *Meandering Monsters* is for the gamer, new or established, experienced or novice, stalwart or returning, wanting to get the most out of the hobby.

~ Tom K Loney

\* \* \* \* \*

*Meandering Monsters* is hopefully something filled with useful information for GMs and players alike. This first volume has re-envisioned monsters, GM scenarios, new spells, new magic items, and some useful game aids. Please do not hesitate to send me an email to let me know what you think (good or bad) or if there is something else you would like to see in a future volume.

My step son Liam Corcoran is the creator and guiding force behind the character of Lorian Darkshade. He and his sister Irelynn have rekindled a fire in creativity that was long dormant in this GM. It is truly a marvel to see the kinds of fresh ideas that come to the table every time we sit down, along with the trouble their characters can find and create.

~ Jerry Teleha







*Greetings fellow delver!*

*My name is Lorian Darkshade. Of course you have heard of me! My exploits and brave deeds have no doubt led you to get your hands on this priceless tome. I can only imagine what it took for you to get your hands on such a fine treasure, but here you are. Presented here is the information you will need to stay alive and prosper in the dangerous wilds of the realm.*

*Being a delver is a serious business. You could be maimed, brutalized, beaten, and even eaten if you are not careful out there. My experience and awe-inspiring talent is at your disposal as you learn about these beasts and how to defeat them.*

*Talk to them? Bah! That is not a tactic you should ever rely on. Show your steel and see if the beast has the intellect to give in. Otherwise, death most assuredly waits. That is the only language you should ever speak.*

*And by all means, you should never go at it alone, unless you have no other choice. My companions have stood by me in the gravest of situations. Sure, my hobb friend Gillian Greenbriar has been near mortally wounded countless times (although I think he is faking it on most occasions). Regarding the human warrior named Kraze, one could argue that losing that ear has only made him more intimidating. As for Ripley the half-urook, the finest healing wizards of Barukesh were able to put him back together again, eventually.*

*What creatures you ask? Creeping Crawlers are terrors that live in the ground. They can burrow and dig tunnels effortlessly in their near constant quest for food. Hippogriffs are winged creatures with the features of both horse and eagle, odd as that may sound. These creatures do not seem to look for a fight very often, but beware if you have one cornered, or if it is protecting its nest! Lizard Men infest many swamps and forests across the lands and realms. Eternal outsiders, these warlike reptilians have a serious mean streak when dealing with any of the so called civilized kindred. The ones that live in and around the*

*strange and eerie Great Forest seem to be the most tenacious of their kind.*

*So read on friends. Equip yourself with the most valuable of all weapons you can find as a delver – knowledge. Fame and fortune await you. Losing a few fingers or friends along the way is a worthwhile investment.*

*~ Lorian Darkshade*



## About Meandering Monsters

Most statistics that are listed for each monster should be familiar and standard for most Tunnels & Trolls rules editions. Here is a quick summary for the terminology used in Meandering Monsters.

**MR:** Monster Rating, also represents monster's Hits (CON) and the standard AP award for defeating it.

**Combat Dice:** The number of d6 plus adds to roll for the monster's damage/combat value.

**STR:** Attribute value for Strength (Base SR for anything strength related)

**INT:** Attribute value for Intelligence (Base SR for casting spells)

**WIZ:** Attribute value for Wizardry (Kremm Resistance/WIZ points)

**CON:** Attribute value for Constitution (Hits and base SR for endurance)

**Armor:** Hits of standard combat damage that can be absorbed each round.

**Special Abilities:** Traits/spells/powers that can be utilized; normally things that are innate or racial in nature.

**Special Damage:** Normally triggered by a specific number of spite damage that is rolled. "3/xxxxx" would mean that the listed special damage would be applied if 3 spite damage is rolled in a combat round. This damage would replace the damage that the spite would have normally applied.

**Special Defense:** Similar to a Special Ability, but usually more specific to a combat related situation.

**Special Hindrance:** This represents a trait or quirk that would normally have a negative consequence for the monster if the applicable trigger should occur.

**Appearing:** In a standard meandering scenario, the number of this type of monster that could be encountered.

**Alpha?:** Whether or not there could be a more powerful version of this type of monster. If yes, relevant statistics are listed. Any monster can and should be changed/altere d/power ed up based on the needs of the GM.



## Creeping Crawler

*Early in my delving career, Gill and I almost met our demise. It seemed innocent enough; a hole in the ground of some sort that we figured led to vast riches. A short way down the passageway and it was apparent that we were not in a man or dwarf carved tunnel. The cuts in the soil were relatively fresh with a slimy layer of moisture coating the walls.*

*We turned to retreat but alas, it was too late. Something was coming towards us at a high rate of speed. I remember the near silence of its movement, multiple rows of spindly legs tirelessly spurning in mesmerizing precision. Its eyes were segmented and bulbous; its wide maw bordered by sharp pincers and multiple tentacles.*

*Beset by lashing tentacles in the confined space, we were quickly feeling the jolting pain of the venom they carried. My body went stiff, arms and legs no longer obeying my commands. Poor Gill tried to fight, but he too was grappled and paralyzed by this Creeping Crawler. The true terror was that our eyes remained open even as we were unable to cry or fight back against our captor.*

*We were dragged through the tunnel to a more open underground expanse where another one of these creatures was waiting. What I assume was their nest was littered with the half consumed bodies and other such remains of the unfortunate souls that came before us. On this pile of filth, we were left to be their next meal in what I assumed was a matter of minutes.*

*I willed my body to fight back against the poison in my blood and started to regain control of my atrophied limbs. Being simple animals of limited intelligence, our weapons not dropped in the tunnel were still in their scabbards. Gill's eyes flashed with the hope that I would yet get us out of this mess.*

*One crawler had disappeared down another tunnel. I crept up to and unleashed a ferocious attack on the other, hacking through its hardened carapace finding*



*soft flesh underneath. With more room to dance in the cavern, I could avoid the dangerous tentacles as they lashed out to once again immobilize me. One final thrust into its eye ended the melee. I grabbed my diminutive friend and made a hasty retreat away from this den of death before more of the fiends found their way back.*

*~ Lorian Darkshade*



### Creeping Crawler

MR: 62

Combat Dice: 7d6 + 31

STR: 25

INT: 8

WIZ: 10

CON: 62

Armor: *Chitin Shell (10 Hits)*

Special Abilities: *Little Feets*

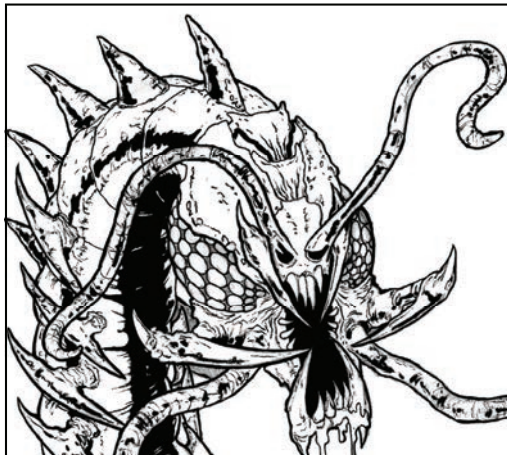
Special Damage: *2/Stinging Tentacles*  
*3/The Squeeze*

Special Defense: *Nil*

Special Hindrance: *Soft Belly*

Appearing: 2-4

Alpha?: *Yes , Brood Leader: 82 MR (9d6 + 41)*



Creeping Crawlers are large creatures that primarily dwell in underground caverns and tunnels. Its large snake like body is bordered by multiple rows of spindly legs that allow the Crawler to move very quickly across most surfaces. The upper side of the its body and head are protected by a chitin shell. In combat, this provides an armor rating of 10. The fleshy underside of the crawler is not as well protected.

The Crawler's head features unusually large and segmented eyes perfectly suited for its life in the dark of its subterranean world. Its mouth is bordered by four stinging tentacles that help the creature sense movement both in the ground and on the surface. They also secrete a slimy and caustic substance that can paralyze its prey when coming in contact with bare flesh. It is also known to damage armor and soak through standard clothing. Sharp mandibles flank the mouth which the Crawler uses to grab and guide its prey into its maw.

In combat, the Crawler will attempt to lash out and sting with its tentacles in order to incapacitate its opponent while also attacking with its mandibles. While its legs are perfect for propelling it quickly, they are not as much used when attacking since they are so short. However, if an opponent seems to be unaffected by its tentacles, it will use its legs to quickly wrap itself around and attempt to constrict.

Delvers fighting a Crawler for the first time could be given a saving roll versus INT (Level 3) to see the difference between the armored and unarmored portions of the body. Since they attack primarily with their heads, it may not be as noticeable until an attempt at constriction is made when the delver would come into contact with its underside (Level 1).

Creeping Crawlers could be found in most environments but would be most common in temperate regions and areas with a lot of fauna. While they are known to carve a tunnel to the surface and attack prey there, they are primarily scavengers that prefer to feast on dead bodies by dragging them back to their lair to feast upon in privacy and safety from other predators.

Both the tentacles and the mandibles of the monster are used when crafting new tunnels through its subterranean world. The tentacles secrete its slimy payload to help soften the soil and rock. The mandibles then lead the way carving the hole while its rows of legs will push back the dirt and debris. It is not uncommon in a Creeping Crawler lair to see large piles of sediment from this digging.

The body of a Creeping Crawler can be very valuable. Its chitin shell can be used to create armor and shields. The mandibles and legs are also utilized by some more primitive races for weapons like spear tips, arrow heads, and daggers. The gland in the body that creates the slimy acidic secretion can be harvested and used for both paralyzing potions as well as a mild acid.

Removing this gland intact from a Crawler carcass takes a certain amount of skill and experience. A person trying it for the first time would require a Level 3 SR versus INT to be successful. Any attempts after the first or under the direction of someone with experience would require a Level 1 attempt. A failed attempt will result in the gland being drained and ruined. A critical failure could result in the gland exploding and spraying a large amount of the substance within a 5 foot radius with double the effect of 'Stinging Tentacles'.

**Chitin Shell:** The thick carapace of the Creeping Crawler prevents the first 10 hits of physical damage in a round from being applied to its CON.

"Chitin Plate Armor" can be crafted from the remains of a deceased Creeping Crawler provided the pieces of the shell are harvested and treated within a few days. A tanner or other skilled craftsman familiar with animal hides or shells

would first be required to soak and treat the pieces to avoid any softening from natural decomposition. Then, a skilled armorer could craft the suit which would be lighter and require less strength to wear compared to other armor that would provide a similar level of protection. All of these factors contribute to the high value placed on such suits of armor.

### Chitin Plate Armor

Hits: 10, STR Required: 8, Cost: 700, Weight: 100

A single adult sized Creeping Crawler is large enough to provide for 2 sets of crafted armor.

**Little Feets:** When in tunnels or confined spaces, treat a Creeping Crawler as having this ability (2nd level spell) where it can move unhindered along walls and ceilings. For combat, this allows the creature to act twice in round. In a larger cavern or above ground, it would act with its normal movement and number of attacks.

**Stinging Tentacles:** The tentacles of a Creeping Crawler are coated with a stinging and paralyzing secretion. In combat when 2 spite damage is rolled for its attack, the tentacles have found or penetrated to the skin and the subjugated target will need to make a Level 2 SR vs CON to resist the affect of the poison. Failing the SR will result in paralyzation and the character's inability to move for 2d6 turns. Treat this the same as you would the affects of the 1st level spell "Hold that Pose".

**The Squeeze:** In combat when 3 spite damage is rolled for the Crawler's attack and the target has previously avoided the affect of its tentacles, it will attempt to wrap its body around and constrict. Constriction damage is applied in the following rounds for 2d6 damage per round (bypassing armor but not including its combat adds). The constricted character may attempt an opposed STR roll with the Creeping Crawler to break away from its grip. This would be the only action for the character in the round. Other characters can join in to help by adding their STR to the roll. The Crawler can still attack other targets while constricting at half its normal combat adds.

**Soft Belly:** The Crawler's underside is not armored and gets no protection from attacks that successfully target it. A Level 3 SR vs INT can be asked for to see if a combatant notices this difference without any previous experience.



## Hippogriff

*I have heard that a Hippogriff originated from the mating of a Griffin and a horse. Others would contend that they are the result of magical experiments of powerful wizards at some point in the past. This I believe to be the more authentic story since most of these sorcerers are not to be trusted. The body and hind legs of the Hippogriff resemble that of a horse. Eagle-like front limbs and head are very similar to that of a Griffin with a sharp talons and a powerful beak. Feathered wings are strong enough to allow this strange creature to take flight.*

*I have never before fought a Hippogriff, truth be told. I came across one in a clearing one day. It made no malicious action towards me, but it also was not afraid of me. I placed my hand on the hilt of my sword and slowly approached, but it stood its ground, seemingly protecting something that I could not see.*

*We both turned our heads and looked skyward upon hearing an ominous screech from atop the tree line. It was a Griffin, what I know now as the mortal enemy of the Hippogriff. Circling in the sky, it seemed to be weighing its options for its next meal. I removed my sword and pulled out my hand ax, ready to fight this other monstrosity if need be.*

*To my surprise, the Hippogriff let out its own shrill cry and leapt into the air, wings flapping hard to take flight. The Griffin immediately set off on its tail, a chase that I would not be able to follow and an outcome I would never come to know.*

*I strode over to where the Hippogriff was standing and searched a bit into the woods adjacent. Not far in, I came face to face with another one. Its eyes glowed in protective anger. Behind her, as I am assuming this was a female, was a nest with a few eggs laying safely and securely within. Not wanting to upset this odd family with any more distress, I quickly retreated and went on my way.*

*~ Lorian Darkshade*

## Hippogriff

MR: 58

Combat Dice: 6d6 + 29

STR: 28

INT: 10

WIZ: 22

CON: 58

Armor: *Nil*

Special Abilities: Fly Me

Special Damage: 3/*Pin & Peck*

Special Defense: *Nil*

Special Hindrance: *Oh Go Away! (Griffin)*

Appearing: 1-2

Alpha?: *No*



The Hippogriff is a creature that shares the traits of two different animals. The head, wings, and front limbs resemble that of giant eagle; the torso and hind legs that of a horse. Hippogriffs are normally encountered in mated pairs or a larger group or herd of juveniles.

In combat, Hippogriffs use their large beaks as a primary attack as well as the razor sharp talons on their fore legs. Being the size of a large horse, a Hippogriff will try to use its strength and size to overbear and pin a smaller sized opponent to the ground with its front legs, leaving it vulnerable to its vicious beak. The higher WIZ attribute more than likely reflects its origination coming from a magical course, or they are just naturally a bit more resistant to magic (Kremm Resistance).

Hippogriffs are very intelligent and can be trained to be a mount for wizards and warriors alike. For this reason, their eggs are highly prized and command a hefty price. If for some reason a delver decides that trying to tame a wild adult Hippogriff is a good idea, the challenge should be quite substantial. The first instinct of the creature will be to fly straight into the air and attempt to dump the rider back down to the ground. Magical assistance or a delver that has some abilities with taming wild animals should be first considered before attempting such a dangerous task.

Hippogriffs prefer to live in regions that are away from populated areas, primarily in mountains and dense woodlands. If a mated pair is encountered in

their lair or nest, they will attack to defend any eggs or younglings that they are tending to.

Griffins are a natural enemy of the Hippogriff and tend to attack on site because of their fondness for horse flesh. They cause fear in any Hippogriff which could result in their attempting to flee an encounter, unless they are defending a nest.

***Fly Me:*** Hippogriffs can fly at will, provided their wings are not damaged or they are otherwise fatigued.

***Pin & Peck:*** During combat, the Hippogriff is able to pin a smaller or equal sized opponent to the ground with its front limb claws. This pinning action will cause the initial 3 Spite damage, bypassing armor, to the victim.

***Peck -*** An additional 2d6 damage is then rolled, also bypassing armor, as the Hippogriff pecks quickly at weak or exposed areas of the pinned opponent.

If there are others still attacking the Hippogriff, it will hop free of the pinned opponent for the next combat round. The first round after such an attack, the victim should only be able to apply half of her combat adds.

***Pinned -*** If the Hippogriff is not being immediately attacked by any other opponents, it will use its Strength to pin its victim and continue pecking until she is defeated. An opposed roll versus the Hippogriff's Strength can be attempted to wiggle or force her way free. Strength (STR), Dexterity (DEX), or even Luck (LK) can be chosen by the victim when trying to get free of the Hippogriff's grip.

***Oh Go Away! (Griffin):*** A Hippogriff's first inclination when seeing a Griffin will always be to flee, unless defending its nest. A trained Hippogriff will still have an urge to flee in this situation, but a Level 3 SR versus CHA can be attempted to prevent this and urge the Hippogriff to follow its rider's commands.

\* \* \* \* \*

According to Thomas Bulfinch's Age of Fable (1913), Volume IV 'Legends of Charlemagne':

Like a griffin, it has the head of an eagle, claws armed with talons, and wings covered with feathers, the rest of its body being that of a horse. This strange animal is called a Hippogriff.



Ludovico Ariosto's poem entitled 'Orlando Furioso' (1516) contains the following excerpt (Canto IV, XVIII):

No empty fiction wrought by magic lore,  
But natural was the steed the wizard pressed;  
For him a filly to griffin bore;  
Hight hippogriff. In wings and beak and crest,  
Formed like his sire, as in the feet before;  
But like the mare, his dam, in all the rest.  
Such on Rhiphaean hills, though rarely found,  
Are bred, beyond the frozen ocean's bound.

In the Arnold Sundgaard (1909-2006) poem 'The Hippogriff', the creature is more described as the offspring of Griffin and a horse:

When Mare and Griffin meet and mate  
Their offspring share a curious fate.  
One half is Horse with hooves and tail,  
The rest is Eagle, claws and nail.  
As a Horse it likes to graze  
In summer meadows doused in haze,  
Yet as an Eagle it can fly  
Above the clouds where dreams drift by.  
With such a Beast I am enthralled,  
The Hippogriff this beast is called.



## **Lizard Men of the Great Forest**

*I have dealt with all manner of beast and nasty in my delving career. Over all these years, very few have gotten the best of me. I will admit, I have slipped up from time to time and it almost cost the lives of me and my comrades the day we crossed paths with the Lizard Men of the Great Forest.*

*The region surrounding Darkshade Tower is remote and wild. There are a few trade roads running through the area and we had been receiving reports of caravans and travelers being raided by lizard men. Naturally, we had figured it was something that could be dealt with by the four of us - Gill, Kraze, Ripley, and me.*

*The first lesson most delvers should learn is respect for numbers. In most cases, it may be a lesson learned too late. Another thing to remember about these cunning creatures is that they devilishly blend into the environment. You may think you are dealing with a manageable group of adversaries, but the truth could be revealed when it is too late.*

*I am sure we could have handled a small group of these scaly pests. However, we ran into what can only be described as a war party. They were organized, disciplined, and fought as a single and fluid unit. We thought we had the edge as confidence will normally influence you that way.*

*Even when we saw their numbers, we believed we could reduce their morale and force them to scatter. We thought wrong. From behind trees and seemingly from nowhere, more numbers appeared replacing the ones we defeated on our initial onslaught.*

*Their archers dispersed across a wide area, ranging from tree to tree picking shots. The others fought in small groups so even if we were superior in style or strength, we were slowly overwhelmed and outclassed. In such a situation, time is not on your side. It only takes a single arrow fired with deadly precision to force a change in your tactic. Thoughts of victory and glory quickly turn to survival and concern for your comrades.*

*On this day, poor Gill was the first to fall. Blinded by the spittle spewed into his face by one of these blighters, he was then critically wounded by an arrow to his chest. Kraze raged in anger and pressed the attack, ferociously carving*

his way through their ranks in order to get to our little friend. He too was then struck down by an arrow as he tried to carry Gill away to safety. Ripley and I were able to continue what Kraze had started and eventually forced them back to regroup giving us the respite needed to get our friends and get away with our lives.

~ Lorian Darkshade



## Lizard Man

MR: 24

Combat Dice: 3d6 + 12  
or weapon +12

STR: 18

INT: 12

WIZ: 10

CON: 24

Armor: *Scales (3 Hits)*

Special Abilities: *Cateyes*

Special Damage: *2/Tail Whip*

Special Defense: *Autonomy (Tail)*

Special Hindrance: *Fondness for Flesh*

Appearing: 4-24

Alpha?: Yes, *War Chief: 44 MR (5d6 + 22 or weapon +22)*



Lizard men are cold blooded, carnivorous reptilian humanoids most often found in temperate environments and close to water. More lizard than man, they are bipedal creatures with scales, long tails, large black eyes, and sharp talons on both their hands and feet. The size of a lizard man can vary by region, from smaller than the average human to two or three heads taller. Lizard man settlements tend to be tribal and survive by scavenging, hunting, and raiding. It is possible that multiple tribes could unite with a common goal under a strong leader. More often than not, they fight amongst themselves just as much as any other kindred they come into contact with.

Most reported encounters with lizard men tend to end in the same way; a fight. Considered to be outcasts in most areas of the realm, lizard men have earned a reputation of being primitive, aggressive, and territorial. Of course, these are all traits that could easily be assigned to many humans as well. General xenophobia has more than likely contributed to this reputation over the course of time. Instinctive traits of the kindred have been magnified and honed by fear and mistrust by those they encounter. Another factor adding to this stigma is that most lizard men are man eaters, preferring the taste and flesh of humans over any other food source.

The Great Forest has a long of history of the strange and unusual. Many talk of the area being haunted and its native creatures perverted by foul magic. Lizard

Men of the Great Forest tend to be smaller than the typical man, about a head shorter. Like most common lizard men of any region, their large eyes give them the ability to see very well in low-light conditions.

A status symbol within the ranks of these lizard men is the length of their tails. War chieftains or tribal leaders will normally have longer tails than anyone else in the group. In combat, the tail may be used to aid in an attack if the proper space or opportunity is provided. The tail can also be voluntarily amputated by the lizard man if a situation would require such a drastic action. One example of this would be if the tail has been snatched by a much larger foe and the lizard man would detach its tail in order to escape or maneuver into a better combat position. If the tail is lost, it will regenerate and grow back over time. However, the damage would be done in some respects to that warrior's reputation.

In combat, lizard men prefer to use weapons. Weapons commonly made by lizard man tribes would be considered by most to be somewhat primitive: spears, arrow heads, and axes made from carved stone. Steel weapons are also common as a result of war and raiding, taking better weapons from the defeated or captured. Without weapons, lizard men can be equally dangerous attacking with their sharp claws, biting, and using their tails when they are able.

**Cateyes:** As the second level spell, this racial or kindred ability allows lizard men to always be able to see well in low-light conditions.

**Tail Whip:** The lizard man has the opportunity to try to trip one of its opponents with its tail. A Level 2 SR versus SPD is required to avoid. If unsuccessful, the target immediately loses half of her combat adds for the current round; the result of being tripped or knocked off balance. A Great Forest Lizard Man that has lost its tail or is in the process of growing it back would apply standard spite damage as an alternative.

**Autonomy (Tail):** As a defense mechanism, the Great Forest Lizard Man can purposefully detach its tail. Normally, this would be a last resort measure for the warrior to either gain a combat advantage or to avoid being defeated (a larger or stronger opponent having grabbed the tail). Detaching the tail will result in an immediate loss of 5 CON. This will return over time as the tail grows back to a useful length.



**Fondness for Flesh:** Lizard men are carnivores and have a taste for human flesh. When encountering a group that includes at least one human or elf, lizard men are most apt to attack on site if the odds are in their favor rather than try to engage in any diplomacy.

\* \* \* \* \*

### Lizard Man—Spitter

MR: 32

Combat Dice:  $4d6 + 16$   
or weapon +16

STR: 18

INT: 16

WIZ: 14

CON: 32

Armor: *Scales (3 Hits)*

Special Abilities: *Cateyes, Goopy Spittle*

Special Damage: *2/Tail Whip*

Special Defense: *Autonomy (Tail)*

Special Hindrance: *Fondness for Flesh*

Appearing: *1 in every 6 encountered*

Alpha?: Yes, Tribal Leader - 52 MR

( $6d6 + 26$  or weapon +26)



Another odd feature of a Great Forest Lizard Man is the ability of some of their kind to be able to produce acidic spittle that can be launched as a missile attack at foes. These 'Spitters' also tend to occupy higher positions within the tribal social order. It is common for these individuals become advisors and leaders in the tribe.

**Goopy Spittle:** A lizard man can use this as a ranged attack 1x/day on a single target. The range of the projectile spittle is up to 30 feet. Make a Saving Roll versus DEX for the attacking Spitter. The goopy and somewhat acidic spittle will immediately begin to thicken on whatever it comes into contact with. The effects of the attack are more disorienting than damaging.

On a Level 1 or Level 2 success, the attack hits the target in the chest and reduces the value of any armor contacted by 2 Hits. The distraction also causes the target to fight with half combat adds for 2 rounds. On a Level 3 or better

success, the attack hits the target in the face, inflicting 1d6 damage and causing impaired vision and a stinging discomfort. Until the spittle is removed, the victim will fight with no combat adds and cannot cast any spells. Any head armor worn also loses 2 Hits from its armor value. If the target is wearing a full face helm, the damage to the armor value is still applied and while no damage inflicted on the victim, she should still be considered as fighting blind (no combat adds) unless the helm is cleaned or removed.

*Example: Lea and her group are attacked by Great Forest Lizard Men while traveling through the Black Swamp. She is hit in the face by a Spitter attack. She could choose to continue fighting with her group, but her limited vision caused by the spittle would reduce her combat adds to zero. Likewise, she could plunge her face into the swamp water and wash it out, but she would be defenseless for the round while she does this. She would however be able to rejoin the fray for the next round, provided she does not fail her Level 1 SR versus LK to get all the Gooley Spittle removed.*

\* \* \* \* \*

### Giant Lizard

MR: 77

Combat Dice: 8d6 + 38

STR: 40

INT: 6

WIZ: 15

CON: 77

Armor: Scales (3 Hits)

Special Abilities: Cateyes

Special Damage: 4/Severing Bite

Special Defense: Nil

Special Hindrance: Nil

Appearing: 1-2

Alpha?: No



It is not uncommon to see some Great Forest Lizard Men riding giant lizards in a raiding or war party. The better bowmen in the group are normally the individuals that would ride these beasts to give a better vantage point and a superior firing position.

These Giant Lizards tend to be about 40-50 feet long from head to tail and 15-20 feet in height from fore legs to head. Like the lizard men that domesticate them, they are cold blooded, carnivorous, and are most often found in temperate environments close to water. In the wild, they are normally encountered in mated pairs, are very territorial, and like to eat the eggs of large creatures like hippogriffs.

Lizard men prefer to capture young adult males to train and utilize as mounts. It is very rare to see them raising young lizards from eggs in their villages or lairs. The hunt to capture a one is a very dangerous undertaking and considered a rite of passage for a group of adolescents. No one individual in the tribe will claim ownership of the giant lizards that are captured. They belong to the tribe as a collective.

The Giant Lizard fights with simple brute strength and animal intelligence. Horns on the lizard's head are utilized along with its bite and tail when attacking. Ones that are trained as mounts by lizard men do not lose their ferocity, but will obey the orders of its rider as long as he remains in the saddle. They could flee the melee if significantly injured and without a rider. Lizards defending their nest will fight to the death.

**Severing Bite:** The bite of a Giant Lizard has been known to sever limbs. In combat when 4 spite damage is rolled for its attack, any characters in the melee should make a Level 1 SR versus SPD. Anyone failing the saving roll will suffer an additional 4 spite damage (each). Anyone that rolls a critical failure will need to make an additional Level 1 SR versus LK to avoid losing a limb. Success on this roll will still result in 8 spite damage, a close call. Failure will mean the severing loss of a hand, arm, or leg. The GM can determine this randomly or however to best fit the game.

*Likewise, a critical failure on the first saving roll could also simply result in 8 spite damage instead of 4. If this attack should reduce the character to zero CON as a result, the killing blow could be described as severing a limb.*



## **Adventures in the Great Forest**

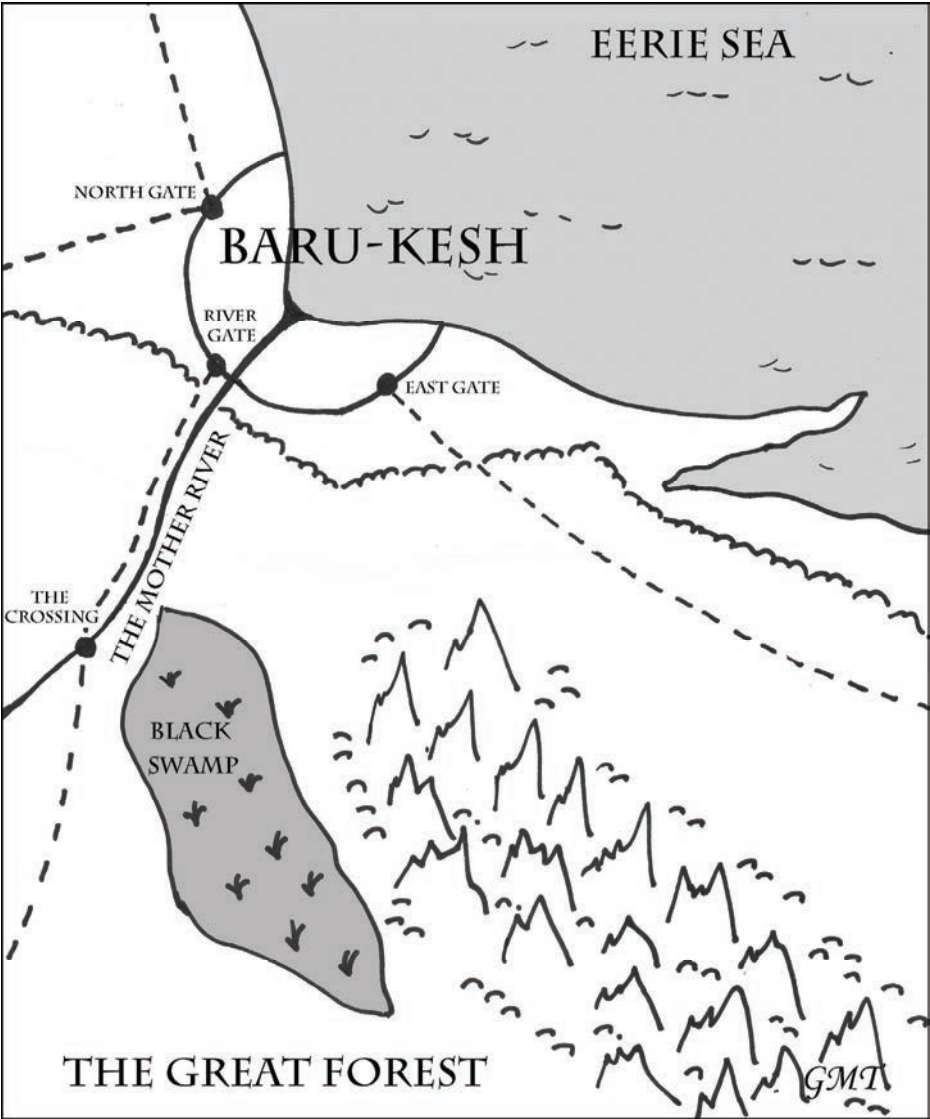
The Great Forest is situated between numerous major and minor settlements in the region. Its great and mysterious expanse has never been tamed and is known for its wild, magical, and mystical dangers that threaten the trade routes that wind through it. Loosely organized tribes of urooks, goblins, lizard men, and kobolds vie for territory and power with themselves and each other. Some areas within are avoided by all manner of kindred and monster. Stories and legends of disappearances and other strange events are common amongst all the denizens of the region. These factors have created a vibrant business for delvers and other such professionals to take on employment as caravan or personal guards. Most would agree that traveling through the Great Forest without a significant armed deterrent would be folly.

The infamous wizard Woh-Maton retired to the heart of the Great Forest over a century ago. Most agree the former Vizier and close confidant of the Sultan built a stronghold deep within the forest and demanded to be left alone. Most of those that have gone looking for the wizard have either come back empty handed or have never been heard from again. Over the years, stories had spread about unnatural monsters and curses stemming from the heart of the wood. While the ultimate fate of Woh-Maton is not and may never be known, all agree that he left behind magical energies that have spread throughout the forest and continues to pervert its denizens. Some would even say he is still there, in the heart, agelessly toiling on whatever dire endgame he long ago started to work towards.

The Great Forest is a very large and diverse wooded area. A mountain range runs through the middle from North to South that effectively diverts most westward travel north of the forest towards Baru-Kesh, a large coastal city that serves as the economic and cultural center of the region. Trade routes have been carved through the forest, meandering along its edges in an attempt to limit interaction with it as much as possible. Smaller streams and rivers flow

down from the central foothills that empty into small lakes and swampy lowlands. The Crossing is an outpost manned by troops from Baru-Kesh to protect the only bridge spanning the Mother River south of the city.

The Black Swamp is located within the Great Forest on the western side of the mountain range. Maps normally do not accurately depict just how large this swamp is. Most will agree that the southern road from Baru-Kesh runs perilously close the Black Swamp just south of the Crossing. Travelers should beware of any eastern roads that may lead towards the mountains south of the Crossing. Some of the destinations of these routes have long been engulfed by





the seemingly expanding swamp and could only lead to monstrous dangers. Bandits and some urook tribes have been known to clear and maintain these arteries in an attempt to confuse or redirect travelers to a dead end or ambush.

The Eerie Sea to the north is a major body of water in the region and grants access to most other areas of the known world. Pirates are a constant threat to trade and passenger travel. The Great Plain to the west is a large area of rolling hills, grass lands, and prairie that leads to the eventual rise into the Great Mountains further west. Farming, cattle ranching, and horse breeding are the major economies on the plain.

\* \* \* \* \*

## **A Hole in the Ground**

*Meandering Monster: Creeping Crawlers*

*Recommended Party Level/Power:* This scenario is best suited for a small group of 2 or 3 lower level delvers each with between 10 and 20 combat adds. The scenario is played out in confined spaces where combat tactics may be limited.

*Adjustments:*

- ◆ For every two additional delvers in the group, add one Creeping Crawler.
- ◆ For a group that has delvers with greater than 20 combat adds, use one or more alphas.

*Here's the Situation:* Baru-Kesh is bordered to the south and east by the Great Forest. Many small folk in the city make their livings by traveling to the outer woods of the forest in large groups with their hand carts to chop and gather firewood to sell in the market. There are a lucky few with contracts to supply noble estates, businesses, or government buildings with the results of the back breaking labor. A crew returned earlier in the day reporting that a large creature had attacked them. Emerging from the ground in the middle of small clearing, it propelled itself silently on multiple rows of spindly legs, grabbed one of the woodcutters, and dragged him back into the black. The party will encounter a hole in the ground that leads to some tunnels carved by a brood of Creeping Crawlers.

*Hook #1:* The delvers are traveling overland from one point to the next in your current campaign.

*Hook #2:* The delvers are hired by an armorer or some other NPC to find and bring back Creeping Crawler shells.

*Hook #3:* The delvers hear stories in the market about monsters attacking woodcutters in the morning that day.

### City Encounters

*1. Woodcutters in the Market (Hook #3):* There is a group of woodcutters in the market that are telling the story of the macabre demise of their fellow cutter. By the time the group comes across this scene, whether directed to the market to get more information or just passing through, the story has become much more sensationalized than what actually happened. One Creeping Crawler in the actual incident has now turned into 2 or even 3 with the monsters pulling the poor man apart and fighting over his eviscerated body before returning to the tunnels below. Another may tell the tale of how he charged the beast with his axe and forced the monster back down the tunnel, but alas could not save his poor friend Gylfi. Any story told will include somewhat accurate descriptions of the Creeping Crawler since these are not totally uncommon to the regions and are a known threat in the wilds.

A successful Level 2 SR versus INT for any character looking a bit closer at the scene will reveal a woodcutter off to the side, shaking his head and seemingly upset about the theatrics on display. If approached, Romulai will tell the story as it actually happened. He alone tried to save his poor friend while the rest of the cowards ran for their lives like children. He would gladly take the group to the scene of the incident at no cost. His friend was killed and he would like to help avenge his death. Romulai is a local human kindred and should be considered as a Citizen character class. None of his attributes should be greater than 12 and he has no combat adds.

Any other woodcutter in the market will make excuses and refuse to guide the group to the scene of the attack. A character with a talent in Intimidation or Persuasion could get one cutter to join them with a successful Level 3 SR versus CHA. A fee of no more than 5 gold should also be negotiated to finalize this agreement. Even if this cutter joins the group as its guide, he should be very

difficult to deal with. He will make demands to have a pony or a horse if the rest of the group is traveling likewise. He will be very cowardly and explain that he really should be on his way as the group gets closer. Assurances that the scene of the attack is right around that corner should be made frequently as he attempts to sidle away. He will also tend to fall back to the rear of the group and unless someone is keeping an eye on him, he will attempt to flee if given the opportunity.

2. *Felsnarn the Armorer (Hook #2)*: Felsnarn is an armorer in the city. He has a shop in the business district as well as a booth that he frequently occupies in the bazaar during the high seasons. In this situation, he can be at either location depending on where the characters are in the city. If they are looking for an armorer or blacksmith and get directed to a shop, then they will arrive at his storefront. If they are in the bazaar roaming from stall to stall, then they could either approach him looking to sample his wares or overhear the conversation that he is having with another patron.

The conversation that is overheard is in regards to armor and the best to wear. Some are quite heavy and reduce your movement, but provide better than adequate protection. Others are light and allow the full extent of movement and flexibility, but obviously are weaker and provide less protection. Feel free to add any more boring anecdotes about the merits of this type or that type of armor. Felsnarn will switch the topic to what he feels is the best type of armor he has worked with, the carapace of a Creeping Crawler. Light, flexible, and surprisingly strong, he can work such things into a beautiful suit of armor. The only problem is that they are hard to come by as Creeping Crawlers are constantly on the move and rarely stay in one place very long.

If the conversation is joined or the characters join in, potentially with information they have overheard from the market with the woodcutters, Felsnarn would gladly pay 350 gold for each set of adult Creeping Crawler shell sets. This price could be negotiated up to 450 per set with adequate role playing or CHA based saving rolls against the blacksmith. He will not respond kindly to aggressive attempts to manipulate the deal or the price and will prefer to withdraw the offer all together if the group does so. If a deal is struck, Felsnarn will tell the delvers that they must be careful when removing the shells and will give some helpful information on the proper way to do so. If the group does get this additional information from Felsnarn, the saving roll level required to

remove the shells successfully will be reduced by 1.

Transporting the removed shells of the Creeping Crawler will require at minimum an extra pack horse/mule or two due to their size and odd shapes. Having some large sacks and even a wagon would also be very helpful. If using a wagon, it may be in the group's best interest to hire someone to guard the wagon while they are hunting the Crawlers, but that is up to the GM to decide the amount of detail to add to the scenario.

### Wilderness Encounters

*3. Ambush (Hook #1):* This scenario could just as easily be initiated outside the city with the group traveling from one point to the next or between adventures in your current campaign. The road that is being traveled can be any trade road in your game located in a forested area. The road is not paved, but well worn and relatively well traveled. In regards to Baru-Kesh and the Great Forest, the location of this encounter would be on the road running east to west through the northern reach of the forest towards the East Gate of the city.

The group comes upon a chaotic situation. A horse may run past them in the opposite direction being chased down by its owner, yelling for it to stop. There could also be some screams in the distance. The horse owner will not stop unless the group helps him corral his horse. If they offer no such help, he will curse back at them if they attempt to stop him or ask questions. Stopping the horse should be simple enough from horseback, a Level 1 SR versus DEX to successfully grab the reins and slow it down. From foot, the effort should be a bit more dangerous and challenging (Level 2 SR versus SPD followed by a Level 2 SR versus STR) to grab and attempt to calm the horse. Any critical failure to these attempts should result in some form of trauma to the delver (1-6 damage from being trampled or bruised, or some other relevant consequence from the attempted action).

Ahead at the scene on the road is the source of the further screams and turmoil. There is a large hole in the ground where something or things burrowed up and knocked over a wagon that was traveling on the road. The group appears to be a traveling band of entertainers and the attack occurred at about the midway point of their three wagon train. One woman is particularly upset and screaming that her daughter was taken by the monster. Talking to some of

the people at the scene will reveal that about three persons in total were dragged down into depths of the tunnels by multiple creatures. These people do not seem to know what it is that attacked them, but will do their best and give an accurate description of a Creeping Crawler.

Details will be conveyed regarding the appearance of the Creeping Crawlers and how they were able to grab and carry away the victims. The slimy tentacles located on their heads lashed out and struck rendering anyone that was touched by them paralyzed. The monsters then picked up the unfortunates and pulled them back down the hole. If the adventurers are familiar with this region of the realm, a Level 2 SR versus INT will reveal enough information to know what these monsters are. If not from the region, a Level 3 would be required to have prior knowledge of the beasts.

Of course, a wandering band of entertainers are in no way capable of delving into a dangerous tunnel to rescue an innocent little girl (and the other two men). They will plead with the group to retrieve their companions. If refused, they will offer to pay 100 gold. If pressed, they can potentially pay as much as 150 gold. If the group still refuses to help, they can be on their way. They could even choose to rob the entertainers taking advantage of their desperate situation. There are three male and four female entertainers remaining (no other children). They should all be considered Citizens with no combat adds. The men would have daggers on their belts that could be used for defense if a fight should develop. The GM should also determine what type of entertainers they are (musicians, dancers, acrobats) to best suit the campaign or entertainment value.



*4. The Cutter Clearing (Hook #2 and #3):* Whether or not the group is accompanied by a woodcutter as a guide, the route to get to the site of the attack is not that difficult. The cutters take the same route to the forest almost every day. The road from the East Gate winds a bit a south and east towards the Great Forest. Some woodcutters operate in the forest south of the River Gate, but that is considered a far more dangerous area to work with its proximity to the Black Swamp. The walk is a bit longer, but the dangers are usually a bit less.



Once the road reaches the forest, various trails spiral away and wind a bit deeper into the vast canopy. Most do not stretch more than a hundred yards until a clearing emerges where the work is done. Most cutters are independent businessmen and have to transport their goods with hand carts back to the city to sell. Though not as common, there are larger operators that will hire a foreman to gather a crew of cutters in the city and then transport them to the trails in a wagon. While the foreman waits (usually with a guard) on the road, the cutters do their thing and load the wagon. They then travel back to the city and get their payment for the work (at a lower rate than those going alone, but less back breaking labor). Finding the correct trail, with or without a guide, should not be something to be worried about. It could be as simple as directions to the third trail on the North side.

As the group gets ready to travel to the clearing site, you could also introduce the plight of the entertainers in Encounter 3. A rider less horse could come sauntering towards your group only to stop and decide it is a good time to rest and graze a bit. There are two different entrances to the tunnels below - one at the 'Ambush Site' and one at the 'Cutter Clearing'.

If accompanied by Romulai, he will gladly join you if you need an extra sword, or stay behind to watch your horses/wagons/belongings. Any other cutter guide will refuse to go into the tunnels and would take an additional bribe (or threat) to even stick around any longer once having delivered the group to their destination.

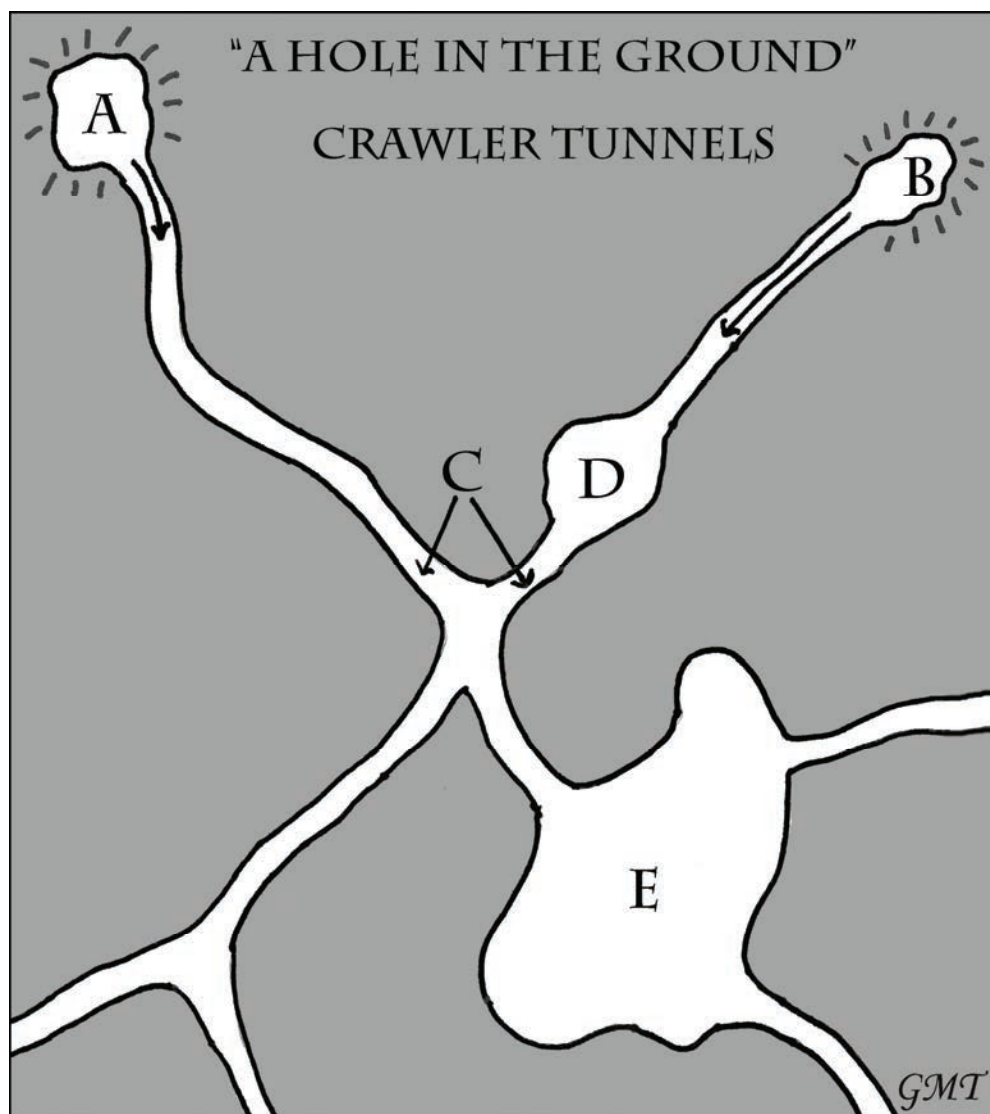


5. *Down the Hole (All Hooks)*: Some tunnels on the map lead into further uncharted tunnels carved by the Creeping Crawlers. These tunnels could easily lead to caverns, underground lakes, or other subterranean locations that could serve as starting points for additional adventures. Unless otherwise noted, there is no light source in the tunnels and once any delvers have moved away from one of the entrances, the conditions will go from low-light to pitch black requiring some form of light source for any characters to proceed. If entering the tunnels at night, the tunnels should be considered as pitch black upon entering.

*A. Ambush Site Entrance*: This is a recently dug tunnel that drops from the road in the forest down an unstable slope, about 10 feet wide and 15 feet to the bottom. The passage then continues on a downward angle, gradually dropping another 10 to 20 feet. The height of this passage is quite low (no more than 8 feet) and narrow (about 6 feet) with some slimy deposits along the walls. Along the path of the slope, the group will see a child's doll dropped by the little girl that was taken in the ambush attack on the surface.

*B. Cutter Clearing Entrance*: The entrance to this tunnel is about 10 feet wide and runs at a 45 degree angle from the surface in the woods downward for about 30 feet before leveling off. The height of this passage is quite low (no more than 8 feet) and narrow (about 6 feet). Along with the slimy deposits on the walls left by the Crawlers, there are also a few traces of blood and tissue where at least one body was violently scraped on its path downward.

*C. Narrow Tunnel Attack*: Creeping Crawlers use their tentacles to sense movement in the underground darkness. A group using torches in the tunnels will also attract the attention of one Creeping Crawler (7d6 + 31, 62 CON) in this general area. The tunnels are also very narrow forcing a single file marching order unless there are smaller than man sized kindred in the group. Unless the group is doing something very specific to remain totally undetected, consider this Crawler to be able to get the drop on the delvers. The ambush attack on the lead delver will be an attempt to sting and paralyze. Ask for a Level 3 SR versus SPD to evade the attack. An unsuccessful Saving Roll results in the 'Stinging Tentacles' special attack. If successful, proceed with normal combat between the Crawler and the group, but keep in mind the confines of the limited space.



*D. Crawler Dung Room:* The smell emanating from this area of the tunnels is very rancid and strong. The room is somewhat large (about 30-40 feet wide) and filled with excrement and discarded body parts. Noticeably, there are many rotting heads spread about the room. A Level 2 SR versus INT will lead to someone making the connection that the Crawlers do not try to consume the heads of its victims, at least those that are human or human-like. The filthy and disgusting effort to dig through these piles of waste could lead to some riches. Anyone searching should be asked to make a Saving Roll versus LK. Allow three different Level 1 successes, two different Level 2 successes, and a single Level 3 success.

Consider any failure as the delver potentially feeling a bit unwell and ready to give up on the whole process. Ask for a Level 2 SR versus CON to keep from retching. Anyone searching can keep going as long as he or she understands that they are digging through excrement and getting more and more of it on their bodies.

- ◆ Level 1 Successes: 3 separate pouches filled with 6-36 (6d6) gold coins each.
- ◆ Level 2 Success: 1 pouch with 6-36 gold coins and a two ruby gemstones (worth 30 gold each).
- ◆ Level 2 Success: 1 Potion of Finesse (+10 Combat Adds for 2-7 (1d6 +1) combat turns.
- ◆ Level 3 Success: Buried under a good amount of ickiness, the delver finds a well crafted shield ('Warden', see page 51).



*E. Crawler Lair:* There are a total of three Crawlers in these tunnels (unless some have been added based on recommended adjustments). One crawler will be in this lair feasting on the fresh kill from the ambush. A second Crawler will be away in one of the two other tunnels leading from the eastern side of the lair. The third is the Crawler that was already encountered in the tunnels. The little girl from the ambush site is still alive sitting on the ground against the northern wall of the cavern. If the group is able to approach the lair after defeating the previous Crawler, they will hear her crying coming from the lair, which would also help muffle the sound of their approach. They will also hear the munching of the feasting Crawler.

Any delvers that were paralyzed and carried away will be brought back to this room and placed next to the little girl. The now two Crawlers will scuffle a bit, fighting over the body that is currently being eaten (the girl's father). The girl is actually not paralyzed, but frozen by fear at the scene she is witnessing, softly sobbing and rocking back and forth.

Paralyzed delvers at some point should be given a second opportunity to shrug off the tentacle's venom. Offer another Level 2 SR versus CON. If the group is in particularly bad shape (like mostly dead and all paralyzed), reduce this to a Level 1 SR as if the venom may be wearing off or the sting was not as effective.

Balance is the key at this point. The ultimate fight should be to either rid these tunnels or the remaining monsters, or doing their best to escape, with or without the girl. A third Crawler should arrive from the tunnels if the other two have been defeated. If by chance the entire group is defeated or laying paralyzed, then have any remaining crawlers leave the lair, disappearing down some other tunnels. Give another opportunity for a delver to break free from being paralyzed, but knowing the remaining monsters will be back at anytime. Eventually, someone in the group will have the effects of the poison wear off and have the opportunity to act before a Crawler returns to pop someone's head off and start feasting.

Creeping Crawlers are large and heavy. While it may be the plan of the group to try to remove an entire body from the tunnels, trying to remove the chitin shells from the corpses may be a better alternative. Any delver with a Talent in a related area like Tanning/Hunting/Taxidermy should include this bonus when attempting to remove the shells. A failed roll would only potentially ruin half of the available harvest since shells from adult Crawlers can produce enough raw materials for two suits of armor. On this first attempt, ask for a Level 1 SR versus INT followed by a Level 2 SR versus DEX. Any rolls that are failed should need to be repeated on subsequent attempts. Once both rolls have been successful, only a Level 1 SR versus DEX is required to complete the effort on any remaining shells. Half sets of shells are offered half the agreed price if returned to Felsnarn.

If a player should think of it, the glands that create the acidic secretions for the tentacles can also be harvested for use by alchemists to make forms of acids and paralyzing potions. See page 13 for more information on the details and



regarding this. An intact gland can easily sell for 100 gold to the right people in Baru-Kesh.

Aftermath:

- ◆ Award 100 AP to each delver for every Creeping Crawler that is defeated (150 for each Alpha).
- ◆ Award 200 AP to each delver if the little girl is saved and either returned to her mother or taken back to the city where they can more than likely find her mother (with some additional roleplaying effort).
- ◆ Award 50 AP to each delver for each Chitin Shell harvested and returned to the armorer (up to the number of Crawlers encountered).
- ◆ Award 50 AP to each delver if Romulai was brought along, allowing him to get some closure on his friend's death.
- ◆ Award 50 AP to any delver that thinks to try to harvest the Creeping Crawler's gland.



## For a Few Scales More

*Meandering Monster:* Lizard Men of the Great Forest

*Recommended Party Level/Power:* This scenario is best suited for a group of 4-6 low to mid-level delvers each with between 20 and 40 combat adds.

*Adjustments:*

- ◆ If the combined combat adds of the delvers is less than 100, remove two standard lizard men and one Spitter from the war party encountered.
- ◆ For a greater challenge, add another giant lizard or a few additional standard lizard men.

*Here's the Situation:* Raids by lizard men on the southern road out of Baru-Kesh along the Black Swamp have increased over the last few months. Reports from survivors of these attacks talk about men, women, and children being brutally slaughtered or carried away alive as captors. The tribe of lizard men that are responsible for these attacks are lead by a War Chief that wields a magical sword ('Conduit', see page 50). They prefer to kill any males that they encounter and carry away the women and children for their gruesome celebratory feasts. Ever since their leader found the magical sword in one of their prior raids, he has been filled with blood lust to find more magical weapons to increase his power and prestige. The tribe has amassed a growing haul of treasure that includes gold, jewelry, and other items.

*Hook #1:* The delvers are traveling overland from one point to the next in your current campaign.

*Hook #2:* The delvers are in the city of Baru-Kesh and come across a fighting pit where there are captured lizard men.

*Hook #3:* The delvers come across an outpost at the Crossing where a bounty is posted for lizard men.

## City Encounter

1. *The Fighting Pit (Hook #2)*: Baru-Kesh is well known for its fighting pits and gladiatorial arenas. One such fighting pit near the bazaar attracts the group's attention. A crowd has gathered around a large open pit and is cheering on the sounds of fighting from within and currently out of view. A row of steel cages holding humanoids resembling serpents is a bit out of the norm. Glancing over to the cages, many of the creatures appear to be in a sorry state already. Some carry untended wounds from either their capture or likely a previous fight in this pit. Most are about five to six feet tall having scales covering most of their bodies. The fight that was raging has wrapped up if any delvers approach.

Some things the fighting pit attendant would say to the group as they pass by:

- ◆ "We have some captured Lizard men good citizens! Who wants to fight one of these evil and deranged creatures?"
- ◆ "You there! What do you say? Would you like to test your mettle today? These foul lizard men have been captured and sentenced to death for their indecent crimes. Did you know they eat people like you and me?"
- ◆ "It will cost you 5 gold and if you defeat your opponent, you will earn 20 gold back. Don't worry, we have healers available if one of these slags get the better of you, for some more gold of course. How about it?"

If anyone in the group decide to fight, he or she will be next as there is one fight about to start. Both combatants are already moving into the pit. One is a young human with a medium build and darker skin, a local to this area. The other is a bruised and somewhat previously beaten lizard man who is handed a crude spear with a stone tip upon being forced down the steps into the pit.

Agents in the crowd will be collecting wagers if the GM would like to present this to the delvers as an option. For this fight, the odds will be in favor of the human (even odds to win while betting on the lizard man would offer 5 to 1 odds). The fight is mercifully quick as the human shows to be a competent fighter. He does not hesitate to finish the melee when the opportunity was presented, plunging his broadsword deep through the creature's heart. With a slight hiss and few coughs, its life was relinquished. The victor gently lowers the body of the lizard man to the ground and then kneels to utter a quick

prayer under his breath before returning the cheers from the crowd.

If a delver in the group elects to fight, the lizard man that is brought to the pit for the first match will be a Spitter. This creature is a bit smaller than the others and does not show too many scars or cuts from events leading to its capture. His bind are cut and he is handed the same spear as his defeated compatriot. The delver is not permitted to use magic in the pit, but would be able to have any number of spells cast on herself prior to entering. Being a Spitter (3d6 +17, 32 CON), the lizard man will start out the fight by attempting to hit the delver with 'Goosey Spittle'. Full stats on all Lizard Men of the Great Forest can be found on page 21. If the delver has a shield, allow a Level 2 SR versus SPD to attempt to block the attack. Wizards are available to cast 'Poor Baby' spells after the fight at the cost of 10 gold for each spell cast.

Any other delvers that choose to fight will do so against normal lizard men wielding a spear (3d6 + 13, 24 CON). Award 75 AP to any delver that defeats a Spitter in the fighting pit; 50 AP for defeating a normal one. If desired, the GM can have one of the combatants fight an Alpha (War Chief) for more of a challenge (award 100 AP for defeating).

After the fights, or if no one decides to fight, the pit attendant will point the group to the bounties posted on a nearby wall. One posting is for the heads of lizard men, adult males. The money being offered is 30 gold for each head brought back to the city or to the outpost at the Crossing in the Great Forest. At this point, the group can decide to travel south on the road to look for the lizard men, or continue on with whatever they were doing in the city.

### Wilderness Encounters

2. The Crossing (Hook #3): If the group is traveling and they approach the area on the map called 'The Crossing', they will find an outpost that is manned by Baru-Kesh soldiers. There are about fifty soldiers stationed here (Level 2 Warriors, MR 40, +20 Combat Adds), well organized and with at least five higher ranking officers in command. The outpost is quite simple consisting of a large two story building that serves as the barracks, a separate smaller building that houses the officers with an attached armory, another building that is the kitchen and commissary, and finally a stable that is large enough to hold about twenty horses. The entire outpost is walled in by basic wooden palisades.

The soldiers stationed here are guarding and protecting a long bridge that is the only location to cross the Mother River south of Baru-Kesh. They will have guards posted on the bridge and in the compound at all times. Most will be equipped with a long bow and a long sword or with a pole arm/spear and a long sword. All soldiers will also be human. They will treat most travelers kindly, giving an odd look to any group that includes "monstrous" delvers (minotaurs, trolls, etc.). If a party exists solely of monstrous kindred, the GM could pursue a scenario where the group is harassed a bit by the soldiers.

Bounties will be posted on the outer walls regarding the lizard men. The commander of the outpost will warn the delvers about the increased lizard man attacks on the road north to the city.





If asked, he will provide the following additional information, at the GM's discretion to better prepare the group:

- ◆ They ride giant lizards that can split a man in two with a single bite.
- ◆ There are some in their group will spit an acidic substance at you to try to blind you. Make sure you have shields.
- ◆ They are led by an exceptional War Chief who has a sword that can discharge magical bolts of energy.

If asked, the group would be permitted to spend the night, camping within the walls of the outpost, but only with a successful Level 2 SR versus CHA when talking to the commander. Extra weapons or equipment could be purchased from the outpost using the prices from the T&T rulebook, but nothing that is magical or out of the ordinary.

*3. Scaled Attack (Hook #1):* A group traveling along the road will be attacked by a lizard man war party. See page 21 for all the combat information regarding special attacks and statistics. This group will include (the combined combat strength of this group is 45d6 +194):

- ◆ 1 War Chief wielding the sword 'Conduit' (5d6 + 22, 44 CON)
- ◆ 4 Lizard Men wielding light bows (and axes) (3d6 +12, 24 CON); 1 mounted on a giant lizard
- ◆ 4 Lizard Men wielding axes (3d6 +12, 24 CON)
- ◆ 1 Giant Lizard (8d6 +38, 77 CON)
- ◆ 2 Spitters wielding tridents (4d6 +19, 32 CON)

A. The attack will commence with a volley of arrows from four archers back in the tree line, two on each side of the road. These are not normally aimed attacks as the archers are firing from a distance that does not give them total line of site. Have each delver make a Level 1 SR versus LK. A failed SR attempt will result in an arrow hitting that delver (3d6 damage, no combat adds, armor applicable).

B. Combat Turn 1: From each side will emerge a group of fighters consisting of one Spitter leading two standard lizard men. They will attempt to split the

delvers by fighting in smaller groups.

C. Combat Turn 2: The three archers on foot will move to the road after the first combat turn and join the fight, either firing arrows or attacking with axes.

D. Combat Turn 3: The remaining archer riding the giant lizard and the War Chief will now approach the road and join the fight (from either the front or the rear of the group). If the group has dealt easily with the lizard men attacking in Turn 1, move this up to Turn 2. The War Chief is wielding the sword 'Conduit', but it currently only has 5 WIZ points (needing 6 WIZ to cast his own TTYF spell from the sword). If any delvers attempt to cast 'Take That You Fiend', the Kremm will be absorbed by the sword and the spell will have no affect. Once the War Chief has enough WIZ to cast from the sword, he will gladly do so.

*NOTE: If the group is having an easy time with this fight, you can load 'Conduit' with some WIZ points and the War Chief can come out of the tree line firing a TTYF spell at the largest target in the group.*

If the War Chief is defeated, the rest of the lizard men will attempt to flee. The War Chief will not retreat or run away from the fight. The giant lizard will continue to fight even if its rider is killed or knocked off. If the lizard men retreat or run away, they will whistle for the giant lizard to follow and it will attempt to do so.

If the group is defeated, anyone still living will be bound and taken back to the village (detailed below) along with the dead. The dead will be roasted and eaten. The delvers may have a good idea for an escape, or the soldiers from the outpost can show up and start a fight driving the lizard men to flee deeper into the swamp. Or, the group can wait to be eaten themselves ending their delving careers in a gruesome way.

Aftermath: Award 500 AP to each delver if the fight is won. The sword wielded by the War Chief is the only item that is enchanted. Searching the bodies, there is very little of any real value other than a jeweled necklace worn by one of the lizard men (20 gold). Heads of the defeated lizard men can be collected and taken to either the Crossing or Baru-Kesh to collect the reward of 30 gold per head. If by chance some are taken alive, the same reward would be offered.

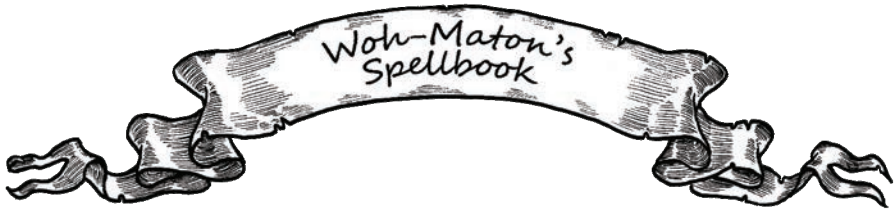
The group could decide to track the war party's movement back to their village. This would require someone with a Talent in Tracking/Hunting (Level 2 SR versus INT to pick up a clear trail that leads into the swamp). Not picking up a clear trail should cause some concerns with the group if they continue to press deeper into the swamp. Additional saving rolls could be required to avoid getting lost in the swamp and finding the way back to the road.



The village can be the scene for another encounter with the remaining fighters that were left behind. Choose a force that would be a challenge for the group to defeat. The village is a small camp that has been set up to support the raiders. There are no females or children, only male fighters. In one crude hut will be a pile of loot, items that would have been taken from caravans and travelers (tapestries, gold, jewelry - nothing overly valuable, but worth a total of 500 gold if collected and sold in a city.) One special item to include could be a large hippogriff egg (see page 16).The remains of roasted and consumed humans will also be discovered.

Likewise, by the time the group reaches the village, it could also be empty with tracks showing a large group has picked up and moved deeper into the swamp. There may be a couple gold pieces or jewelry items scattered about that were dropped during a hasty gathering and retreat. Again - the group could decide to pursue deeper into the swamp, but another ambush could be set for them, as well as encountering other creatures that may infest the swamp.





*In the very brief time I spent in the city of Baru-Kesh, the influence of this man called Woh-Maton is apparent and lingering. His name is whispered in hushed tones as if its mere mention could make the sorcerer appear out of the air to reap bloody retribution. Children play in the streets and tell each-other that "Woh will get you when you sleep at night!" It is hard to tell between the legend and the reality when talking to the city's residents.*

*~ Lorian Darkshade*



## Second Level Spells (INT and DEX 12)

### Grab That! (Conjuring)

Level: 2

WIZ Cost: 4

Range: 30 feet

Duration: Instantaneous

Power Up?: Yes. Double the range for each level increase.

Description: The caster may grab an object weighing 30 pounds or less as if it were within his reach. If desired, the target item can be pulled back to the caster and will appear in his hand. The spell can also be utilized to pull open a door or a lever. The actions that can be performed with the spell should be restricted to simple maneuvers that can be completed by utilizing a single handed grabbing motion.

If attempting to grab something out of someone else's grip, the individual can attempt to prevent the grab from occurring with a successful saving roll versus either SPD or STR equal to the level of the caster (at the discretion of the GM based on the situation).



*The wizard Woh-Maton spent many sleepless nights working on plots to increase his power and control over various individuals and groups within the great city of Baru-Kesh. While his servants were always compelled to have wine and food available in his tower while he worked, they were not always present to fill his goblet or bring him the plate of food that rested across the room. He created this spell to aid him in such mundane matters. Doors opened before him so that he did not have to slow down his gait. Correspondence was snatched from couriers to avoid close contact with those he had no desire to deal with directly.*



## Fifth Level Spells (INT and DEX 24)

### Don't Go There (Cosmic)

Level: 5

WIZ Cost: 25

Range: Line of sight up to 200 feet

Duration: 10 Combat Turns

Power Up?: Yes. Double the range and duration for each level increase.

Description: The caster directs this spell at an individual to make them believe a barrier exists in a defined area. This must be something clearly visible like a doorway or a cave mouth; something with clear anchors that separate one side from another. The illusion could manifest itself to appear as whatever the spell caster desires (a net, rock wall, a sheet of ice) and only affects the target of the spell. A Level 5 Saving Roll versus INT is permitted when the spell is cast. If successful, the target will see that the image is distorted or phasing in and out, thus not real. Otherwise, she will believe the illusion is authentic. Even touching it will confirm what she is seeing and she cannot pass through it for the duration of the spell.



*The rise in popularity of the Baru-Kesh fighting pits and arenas led to an increased demand for more exotic and monstrous beasts to be featured in the violent carnage. It became the desire of one sultan to see winged creatures fighting in the grand arena, but there was one obvious problem with that; what would stop the captured and feral beast from just flying away?*

*The city's Guild of Wizards was approached and Woh-Maton stepped forward with a solution. At the time, he was an upstart in the guild and had not yet made a name for himself outside the order. The young wizard's spell helped make rich men even richer as more strange and fantastic creatures could be exploited to fight in front of the masses. For Woh-Maton, it was another step on the path towards the man he would become.*



*Weapons and armor become extensions of your body, an additional limb that is trusted and relied upon. However, swords and shields are much easier to replace than arms and legs.*

*~ Lorian Darkshade*

### **“Conduit” (Long Sword)**

Damage: 5d6

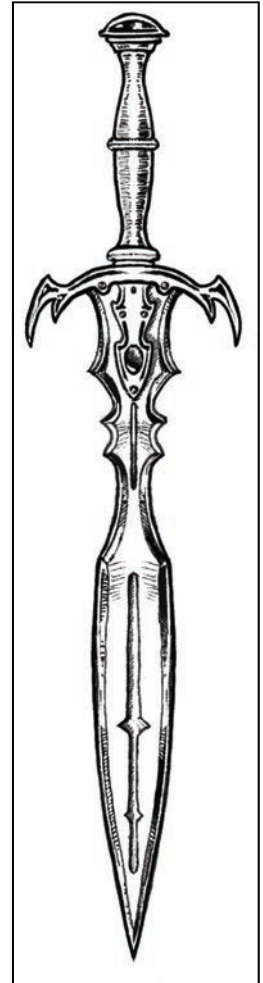
INT: 15

WIZ: Varies

Special Abilities: Absorbs WIZ and casts TTYF spells

This unique enchanted weapon acts as a normal sword of its type in regards to damage (5d6) and requirements (STR: 16, DEX: 12) to wield. It is well crafted and visually apparent that the sword is of fine quality with encrusted gems on either side at the base of the blade. The first odd thing that will be noticed by anyone holding the sword is that it will softly vibrate when within 20 feet of Kremm being expended (casting of a spell).

In the event that the specific spell ‘Take That You Fiend’ is cast at the wielder, or someone else targeted with the spell within 20 feet of the wielder, ‘Conduit’ will absorb the energy from the spell. This does not require an action and will occur automatically. The Kremm (WIZ points) used to cast the spell will be transferred and stored within the sword (if the spell is doubled, the WIZ stored would be 12 points instead of 6). There is no limit to the amount of Kremm that the sword can store. The gems in the sword will glow



brighter as more Kremm is stored.

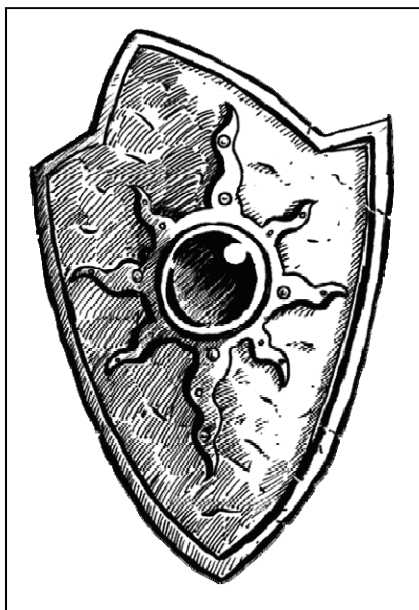
The wielder can use the stored Kremm to cast a 'Take That You Fiend' spell from the sword. To do so, 6 stored WIZ points are expended. A Level 1 SR versus INT is required using the sword's INT value (15). The damage for the spell is also equal to the INT value of the sword. If the wielder rolls a critical failure when attempting to cast TTYF from the sword, all the stored Kremm will be released from the sword and 15 damage will be dealt to the wielder (bypassing armor). TTYF spells cast from Conduit cannot be doubled, however they are also unaffected by Kremm Resistance.

### **"Warden" (Large Shield)**

Hits: 8 (All Character Types)

Special Abilities: +2 to all SR Levels for ranged attacks against

'Warden' is a standard target shield with a STR requirement of at least 10 to be able to wield effectively. In the hands of a Warrior, it does not seem to be anything out of the ordinary. The Warrior's Armor Bonus doubles its protection from 4 to 8 Hits. In the hands of other character types (rogues, wizards), the shield feels lighter and much easier to wield than other shields previously used. Like a Warrior, the protection provided is 8 Hits as opposed to the standard 4.



Another enchantment of the shield is to protect its wielder from standard projectile missiles like arrows, stones, and knives. Any saving roll attempted in missile combat to hit a target that is wielding 'Warden' requires 2 additional levels to be successful. For example, Easy Range (up to 30 Feet) normally requires a Level 2 SR versus DEX to be a successful hit. Against 'Warden', the same ranged attempt would require a Level 4 Saving Roll instead.



**Baggage** is a game aid that can provide some quick depth to a character if needed. I run a lot of convention games. There are times in a series of adventures over the course of a few years where a player returns with the same character having played in the previous event. Most of the time, it is a table of new players with little or no experience playing this system. It is a reality of the RPG world with Tunnels & Trolls being the small guy on the block. We are fortunate when anyone wants to step away from D&D or Pathfinder or CoC to try something new like T&T.

Whether you are starting a new game with new characters in your normal group or running a one-off type scenario at a convention, use this type of table to add some spice or baggage to the newly created character. This baggage can be as simple as a magic item that can aid the newly created character, or some other curiosity that could be a seed for a future situation. Not every character needs this but could be especially useful for players who are relatively new to role-playing or that are less outgoing tending not to be attention getters.

A copy of the Darkshade Publishing's Tunnels & Trolls **Character Sheet** is included and can be printed and utilized for your own private use. You can also find a free formatted PDF of this character sheet online by visiting our downloads section of our website at <http://www.darkshadepublishing.com>.

The **Simplified Hits Table for Monsters or Larger Groups** evolved from one of the first items I ever attempted to create to support Tunnels & Trolls. It is intended to be a tool for the GM to quickly get a randomized damage result with spite by rolling only two dice. I think it would also be a useful tool for solo adventures as well. Just roll 2 dice and match the result on the left side of the table to the MR value or dice total that you will be representing. The number in the dice column is the damage value that should be applied with the spite value in the SP column.

## Baggage

*Each entry is numbered so that the GM may randomly determine the Baggage to assign to a character if he or she wishes.*

**1. The Invitation:** While rummaging in a backpack or pouch, the character notices a small package wrapped in paper and string that she did not previously have. Unwrapping the parcel will reveal a jeweled dirk in an ornate leather scabbard. On the pommel of the dirk is a curious symbol representing a guild or group in the city. The dirk feels light and well balanced in the character's hand (a finely crafted but standard dirk, 2+1 damage). The symbol may be recognized with a Level 1 SR vs INT if this is the character's native city. Otherwise, the character may ask around and try to get some information regarding this newfound item. An example of a group reaching out to recruit the character could be a thieves guild, or a wealthy family that wants to hire the character.



**2. The Pedigree:** The character is a distant member of a wealthy or influential family in the city. She does not have the same surname as the family and may or may not be in good standing. Have the character make a Level 1 SR versus LK. A successful roll will allow for the character to be well connected and in good standing. Resources could be called upon in the form of loans, a place to stay, or any other realistic form of family indulgence. A failed roll would put the character in a lesser form of status with the family like a child born of lust (illegitimate) or someone who has been in the past a black eye (a criminal or a drunk). Likewise, the family may be one with a more devious or evil reputation and the character could be a 'good' guy who makes the family look bad in its circles.

**3. The Heirloom:** The character has a weapon or piece of armor that has been passed down from generation to generation. It could be as simple as a better than average or exotic weapon that is no more than what it appears. It could also be an item imbued with some latent Kremm that allows for the character

to communicate with a previous deceased owner (father, grandfather). No one else can hear the voice on the other side, and maybe the character did not know what he/she was getting when the item was inherited. The relationship also may have been a strained one and the relative is all too quick to judge the character on the actions taken, especially keen to dwell on the negative and look past the positive.

**4. The Warrant:** The character is wanted for a crime in another nearby city or village. Bounty notices could be appearing in the city the group is currently in. There also may be a bounty hunter that is on the character's trail. Whether or not the character tells the group of the situation, or the party members are left to wonder and investigate on their own why this person is constantly looking over her shoulder can play out naturally. One ultimate outcome could be that the group notices their friend has disappeared, captured by a single or group of bounty hunters or a posse sent from the village to bring her back. The tables would then be turned with the party having to try to get their friend back, going to the town to see the outcome of the trial, or a jailbreak caper.



**5. The Prodigal:** The character is recognized and well known when in her hometown or base of operations. If in a larger city, maybe it is just the common folk in the more squalid neighborhoods that show this recognition. She could be an orphan that was raised by the people of the neighborhood instead of being turned away and homeless when something terrible happened to her parents. As a result, the character does have eyes everywhere, receives free drinks in the local tavern, and always has a place to lay her head at night if needed. Alternately, the character could be feared as a person who ran with a group that terrorized the neighborhood in the recent past. Returning to the area would result in a similar type of reaction but based on intimidation rather than pride or respect.



**6. The Gift:** The character has a latent talent in the form of an innate ability to cast a spell. Use of the spell could be restricted to a limited number of times a day or require the use of WIZ to cast. Kremm Resistance, if a spell that can be cast directly on another being, could still be applied but the standard INT or WIZ requirements like a normal spell casting character would not be a requirement. Character classes that normally would not allow for spell casting like Warriors or Citizens should be allowed to have this gift. One example could be for a rogue character with a gift to be able to cast a "Zingum" spell (Level 4) that has helped him to secretly become an accomplished thief by being able to bypass locks when needed. The ability could also be unknown to the character until the power manifests at a needed time, like a "Shield Me" spell when an energy spell would have hit and harmed the character.



# TUNNELS & TROLLS

NAME

TYPE

LEVEL

KINDRED

COMBAT

ADDS \_\_\_\_\_

WEAPON

DICE + ADDS

STR

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CON

ARMOR/SHIELD

HITS

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DEX

TALENTS

TALENT (ATTRIBUTE)

RATING

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SPD

INT

WIZ

SPELLS

SPELL NAME (LEVEL)

WIZ COST

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LK

CHA

EQUIPMENT

ADVENTURE POINTS



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## Simplified Hits Table for Monsters or Larger Groups

MR	01-09	10-19	20-29		30-39		40-49	
<i>Dice/Spite</i>	<i>1d6</i>	<i>2d6</i>	<i>3d6</i>	<i>SP</i>	<i>4d6</i>	<i>SP</i>	<i>5d6</i>	<i>SP</i>
2			4	0	7	0	9	0
3-4			6	0	9	0	12	0
5-6			10	0	13	0	16	1
7-9			12	1	16	1	19	1
10-11			15	1	19	1	23	2
12			17	2	21	2	25	2

MR	50-59		60-69		70-79		80-89		90-99	
<i>Dice/Spite</i>	<i>6d6</i>	<i>SP</i>	<i>7d6</i>	<i>SP</i>	<i>8d6</i>	<i>SP</i>	<i>9d6</i>	<i>SP</i>	<i>10d6</i>	<i>SP</i>
2	12	0	14	0	17	0	19	0	22	0
3-4	15	0	18	1	21	1	24	1	27	1
5-6	20	1	23	1	26	1	30	1	33	1
7-9	23	1	26	2	30	2	34	2	37	2
10-11	27	2	31	2	35	2	39	2	43	2
12	30	2	34	2	38	2	43	3	47	3

MR	100-109		110-119		120-129		130-139		140-149	
<i>Dice/Spite</i>	<i>11d6</i>	<i>SP</i>	<i>12d6</i>	<i>SP</i>	<i>13d6</i>	<i>SP</i>	<i>14d6</i>	<i>SP</i>	<i>15d6</i>	<i>SP</i>
2	24	1	27	1	29	1	32	1	34	2
3-4	30	1	33	1	36	2	39	2	42	2
5-6	36	2	40	2	43	2	46	2	50	2
7-9	41	2	44	2	48	2	51	2	55	3
10-11	47	2	51	2	55	3	59	3	63	3
12	51	3	56	3	60	3	64	3	69	4

MR	150-159		160-169		170-179		180-189		190-199	
<i>Dice/Spite</i>	<i>16d6</i>	<i>SP</i>	<i>17d6</i>	<i>SP</i>	<i>18d6</i>	<i>SP</i>	<i>19d6</i>	<i>SP</i>	<i>20d6</i>	<i>SP</i>
2	37	2	39	2	42	2	44	2	47	2
3-4	45	2	48	2	51	2	54	3	57	3
5-6	53	2	56	3	60	3	63	3	66	3
7-9	58	3	62	3	65	3	69	3	72	3
10-11	67	3	71	3	75	3	79	4	83	4
12	73	4	77	4	82	4	86	4	90	4

*Use when you do not want to roll buckets of dice!*



Thanks to Ken St. Andre and Rick Loomis for creating, publishing, and supporting Tunnels & Trolls and for allowing permission to publish volumes like this.

<http://www.trollhalla.com/>

<http://www.flyingbuffalo.com/tandt.htm>

If you have any questions or comments, you can contact me via the Darkshade Publishing website, or my blog: The Delving Dwarf.

<http://www.darkshadepublishing.com/>

<http://www.thedelvingdwarf.blogspot.com/>

Special thanks to Tom Loney and his contribution to this volume. Check out his work and the other fine products offered by Peryton Publishing.

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