

KEN ST. ANDRE'S

MONSTERS! MONSTERS!

RPG RULES



TAKE A WALK ON THE WILD SIDE!

HERE THERE BE

MONSTERS! MONSTERS!

AND
YOU ARE
ONE OF
THEM...

In 1976 Ken St. Andre invented the first role-playing game that allowed players to create and run adventures as monsters of various types from Gremlins to Dragons. Now over 40 years later, Ken returns to his classic RPG, updating and enhancing it with new concepts, new monsters and new powers. (Plus a brand new 25 page GM adventure!)

The time has come for you to join the monsters in their dark caverns, hidden lairs and the ruined cities of bygone empires. It's time for you to roll up a creature & play - **MONSTERS! MONSTERS!** Includes rules, spells, bestiary, weapons, armor, and a large GM adventure. For solo or group play.

2nd Edition M!M!

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2ND EDITION

MONSTERS! MONSTERS! MINI-RULES

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2nd Edition MONSTERS! MONSTERS!

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TROLL TALK-ABOUT MONSTERS! MONSTERS!

By Ken St Andre

What would Grimtooth tell you in this situation? Probably to keep your guard up and watch for traps.

You can blame (I mean credit) Steve Crompton and David Logvin for help on this updated *Monsters! Monsters!* I really just wanted to get *Toughest Dungeon in the World* back into print, preferably with better editing and illustrations. *Toughest Dungeon* is really an adventure written as a challenge for Trolls — the second half of it (first published as *Strange Destinies*) was written for Hrogrs. That means it was really designed as a *Monsters! Monsters!* adventure, instead of a *Tunnels and Trolls* adventure.

So, if it's an M!M! adventure, shouldn't you have the M!M! rules to go with it? But those rules haven't been revised since 1979, and a lot has changed since then. It was Steve's idea to put mini-rules for T&T into the Free RPG day products that Flying Buffalo has produced the last few years. That idea has been very successful. The main idea is for you, the player, to be able to pick up our adventure modules and quickly learn the game so you can play right away. Sure, we want you to buy deluxe *Tunnels & Trolls* (dT&T), the moderately large and expensive rule book, but it really isn't necessary for you to get into this RPG.

Steve has been pushing me for a new set of mini-rules for M!M! for some time now, and then David came out of the blue with a proposition for just such a critter. Frankly, I didn't like all of David's ideas, but at least he had new ideas, which is more than I had at the time. It was enough to get us going. The rules that follow are a collaboration between Steve, David, and me, with Steve and David doing a fair amount (but not all) of the actual writing, and Ken (that's me) making sure that it all conformed to my personal vision of Trollworld and *Monsters! Monsters!* I hope that the result is so seamless that you can't tell who actually wrote what.



I'm very excited to be bringing you both a revised version of *Toughest Dungeon* and the *Monsters! Monsters! Rules*. There are enough changes in the M!M! part to really make it a different game from *Tunnels and Trolls*, but the underlying principles are the same, and those who understand one system should be able to play the other easily enough.

Now that you understand what we're doing, and why, then, in the immortal words of Maurice Sendak who wrote *WHERE THE WILD THINGS ARE*, "Let the wild rumpus begin!"

— Ken St. Andre
Jan. 14, 2020.



HOW TO THINK LIKE A MONSTER AND WHY WOULD YOU?

Monsters! Monsters! is the flip side of standard fantasy role-playing. Its basic concept is of players rolling up monster characters that do monstrous things. This was a shocking concept in 1976 when the game was published. So for the decades that followed, *Monsters! Monsters!* was played in secret, behind closed doors, by only those souls brave enough to risk the judgeful glances of others. Now it's here again for a whole new generation of players to enjoy.

THE STANDARD RPG...

In the standard fantasy RPG, players usually role-play characters much like themselves in many ways. Civilized humanoids in search of treasure, glory, knowledge and the comradeship of others. In search of these things, adventurers explore caverns, dungeons and tombs often stocked with creatures, traps and of course treasure of various types. If they are lucky they get in, kill a bunch of mindless creatures and get out with a lot of loot they can sell in the nearby town.

WHAT IS MONSTERS! MONSTERS?

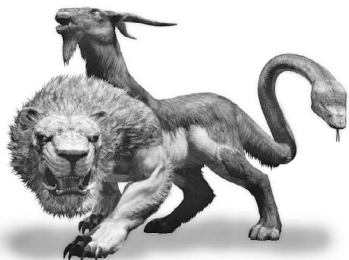
But think about this situation from the **Monsters** perspective... They live in their caves, hunting for food and trying to guard family heirlooms, when all of a sudden a bunch of strangers break into their homes, attack their neighbors and families and then try to steal and break everything in sight! No wonder the monsters are angry and want revenge! In this game **YOU'LL** be playing the monsters. It's only natural that the monsters should come out of their tunnels and dungeons to strike back at the smug world of Humans, Elves, Dwarves, Hobbs, etc, who had been so greedily despoiling their homes and treasure. They are tired of having pesky human-types breaking into their lairs and they are going to take the fight out of the caves and up on the towns and villages in the human realm.



ON PLAYING A MONSTER

There is a huge variety of monsters one can play and we are listing dozens of different ones you can roll up from Goblins and Trolls, to Griffins and Dragons. The rest of these rules detail how to roll up these creatures and modify your dice rolls for a specific monster you'd like to play. First here's a way to think about HOW to play your monster. Keep in mind the following question:

What would a Monster do in any given situation?



Part of the fun of playing *Monsters! Monsters!* is role-playing the Monster, so instead of thinking what you might do, try to think of what the monster you are playing would do. For example, let's take a room with a treasure chest in it. Certainly a humanoid is likely to want to open the chest in search of treasure. But a Wyvern might not care at all about any treasure and instead might see the chest as a handy item to wrap around while taking a nap. A Basilisk or Slime-Mutant might see the chest as a great place to use as a hideout, or safe place. A ghoul might be interested in the chest in search of food. A troll might want to just smash the chest as target practise. Only a dragon might have any interest in the gold or gems that could be inside the chest.

That is a simplified example, but hopefully you can take that concept forward as you role-play. Remember though you can still layer the monster with your own personality traits. Are you cautious or impulsive? Are you humorous or serious? Would you fight or would you rather run away? These are all things that you can incorporate into how you play a monster.

What is the Monster's motivation? Is the monster looking for food, getting revenge, just exploring, likes to smash things in general or defending its home or friends and family? Keep this in mind as you play and it will help you decide its actions.

ROLL UP YOUR MONSTER



ROLLING UP YOUR MONSTER

For creating your Monster you need three 6-sided dice (3d6). Roll the 3 dice. Now write that total down on a separate piece of paper. Do that 8 times. The 8 numbers you have rolled will be your character's attributes. (*Note that if you roll triples, you roll again and add the totals those two rolls together - This is called the **TARO** rule. Triples Add and Roll Over*).

Monsters! Monsters! characters have 8 attributes:

4 **Physical** attributes: Strength (STR), Constitution (CON), Dexterity (DEX), and Speed (SPD);

4 **Mental** attributes: Intelligence (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 focus on physical combat.

If the character is going to rely on magic and trickery, it is best to assign the higher values to IQ, DEX, WIZ, and CHR. However, you may assign them as you wish.

CLASSES?

MONSTERS DON'T NEED THEM!

Monsters don't need classes. They don't attend formal training programs (magic or military schools). There is no need to pick Warrior, or Wizard, or Rogue. All monsters fight, and some can cast spells.

But every monster has a Kindred. This is their ancestral race and what gives them their "secret sauce." In *Monsters! Monsters!* every Kindred has its own buffs and debuffs to the 8 attributes, as well as a unique special ability based on their evolution in Trollworld.

CHOOSE YOUR KINDRED!

BE THE MONSTER OF YOUR DREAMS!

Monsters! Monsters! raises player monster choice to the next order of magnitude. If you can think of a monster, you can play it, subject to your GM's approval. It's up to your GM to find suitable adventures or make some ground rules as not every adventure is appropriate for every creature.

FAST START KINDREDS

For a **Fast Start**, let's limit the choice to 5 kindreds:

Trolls (Forest or Jungle): Add 20pts to STR & CON, subtract 3pts from IQ & LK, add 10pts to DEX, and add 30pts to CHA. **Special Ability:** *Self-Healing* 1d6 pts of CON/10mins. Average wt/ht: 480 lbs, 12'.

Lizardmen (also called Dhesiri): Add 10 pts to STR & CON, add 4 pts to DEX & LK, subtract 3 pts from IQ, and subtract 5pts from CHA. **Special Ability:** *Armored skin* (2 pts per level), *Teeth* (2d6+4), & *Claws* (2d6+2). Average wt/ht: 195 lbs, 6'2".

Uruks: Add 4 pt to STR & CON, subtract 3 pts from LK, subtract 2 pts from IQ, and add 2 pts to CHA. **Special Ability:** *Fire Resistance* (Armor: 6 pts vs all fire-based attacks) Average ht/wt: 245 lbs, 6'.

Gremlins: Subtract 4 pts from STR & CON, add 5 pts to LK & IQ & DEX, and subtract 6 pts from CHA. **Special Ability:** *Bad Luck*. The mere presence of a Gremlin within 10 feet will automatically reduce the Luck attribute of every non-Gremlin in range by 25%. Average wt/ht: 65 lbs, 4'3".

Hrogrs: Add 20 pts to STR, add 30 pts to CON, subtract 5 pts from IQ, subtract 3 pts from LK, add 5 pts to CHA. **Special Ability:** *Winning smile*. Can befriend other kindreds with a Charisma saving roll equal to the other character's level. Average wt/ht: 270 lbs, 8'5".

There's more information about each kindred on page 23. Once you have rolled up your monster character and chosen its kindred and gender, pick a name for it. Your character's name can be whatever you like.

Below is a character sheet that shows what your character might look like once you've rolled them up. On page 34, we've included some blank character sheets so you can easily roll-up your own monsters. On the following pages we'll also give you details on how to fill out the other details on the character sheet like height, weight and money. (Roll 3D6 and \times that by 10 to determine how much money you start with.)

Note: *The highest attribute number your character has divided by 10, determines your level. Any of your 8 attributes - whichever is highest. So if your highest attribute is a STR of 22, your character is 2nd level. If your highest attribute is a SPD 34, you are 3rd level and so on.*

NAME: DREELEEK'SA KINDRED: LIZARDMAN
 LEVEL: 2 GENDER: M HEIGHT: 6'2" WEIGHT: 195
 AGE: 17 HAIR: NONE MONEY: 60

PRIME ATTRIBUTES

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

STR: 22 CON: 22 DEX: 12 SPD: 20
 LK: 19 IQ: 18 WIZ: 7 CHA: 5

Personal Combat Adds: 25
You get one combat add for every point that each of these attributes is over 12.: STR, LK, DEX, & SPD.

SPECIAL ITEMS/CHAOS FACTOR: _____



This is what a standard character sheet would look like after you've rolled up your character and bought some equipment.



CHARACTER SHEET

WEAPONS & ARMOR:
GIANT CUDGEL 4D6
TEETH 2D6+4
CLAWS 2D6+2

SPELLS & POWERS:
NATURAL SCALES
GIVE +6 ARMOR

WANT TO PLAY A DIFFERENT MONSTER?

On page 23 and 24 are the *Monster Character Modifier Tables*, with 49 different monsters and their attribute modifiers. These are modifiers to the three dice you roll, customizing your character to the monster kindred you want them to become. Remember: triples add and roll again when rolling up attributes.

HOW TO DO COMBAT

The core of any role-playing game about monsters will be conflict and combat, lots of it actually. *Monsters! Monsters!* combat is fully compatible with the systems described in *Tunnels & Trolls* (see *dT&T rulebook for latest details*). The purpose of this system is to provide options and creative choices to the players, keep the story and action moving, and create reasonable outcomes based upon the fantastical circumstances that encompass an adventure.

The majority of battles break down to an **Us** vs. **Them** situation. The players (the monsters) are battling their enemies (typically Humans and their good kindred allies.) If there are more than 2 combatants, we call that Melee combat. Both sides have weapons, and the weapons are rated with dice (standard six-sided dice are all that is needed, just lots of them!)

For example, bare hands are worth 1 die, a dagger is 2 dice, and a longsword provides 4 dice. The Equipment/Weapons List (see *Equipment Weapons Etc.*) provides the typical cost, along with the damage dice, and the number of hands required to wield it. Some Monsters have natural weapons (claws, teeth, and tails) that inflict similar damage.

Each side in a fight rolls their damage and produce a total pool of hits. Then the two pools are compared, and the losing side takes the difference as damage to their characters, however they want to split the damage. The hit points will reduce the CON of the player monsters or enemies, or MR Rating* if the enemies are just simple peasants or beasts without any adventuring skills (*see *Mankind Rating and Monster Rating section on page 12 for details*).

Let's do a very simple example: Dreeleek'Sa the Lizardman spots a lone human barbarian near a cave

and attacks. Lizardman has a giant cudgel worth 4D6 and the human has a spear worth 3D6. They fight. Lizardman rolls a 1, 1, 4 and 6, so his combat total is 12. The human rolls a 4, 3, and a 2, so her combat total is 9. Lizardman's 12 minus Human's 9 equals 3, so the barbarian takes 3 hit points of damage. The barbarian has a CON value of 12. So 12-3 is 9. The human is hurting, but she keeps fighting (since she is a barbarian). Combat round 2: Lizardman does better, rolling 3, 5, 5, and 6 for a total of 19 and is still the better fighter with a better weapon. The human rolls 6, 1, and 2, for a total of 9. 19-9 = 10. The human has to take another 10 hits. 9-10 = -1. The barbarian loses and falls to the ground.

M!M! combat can get more complicated, but the basic principle remains the same. You can do groups: say 4 gremlins vs. 5 humans. Gremlins roll a grand total of 55. Humans roll 40. Humans have to take 15 points of damage. They divide the damage among themselves however they can to avoid being killed by those devious Gremlins.

WHAT ARE COMBAT ADDS?

The damage dice of the 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 and are derived from the attributes that make a character better in combat.

Strength, because the more force you apply, the more damage you inflict; **Dexterity**, because of your prowess in landing your blows, the more damage you will do; **Luck**, because your good fortune improves your battle outcomes; and **Speed**, thanks to your quick reflexes, you are able to strike your target more often during the timing of a single combat round, dealing more damage.

Anything above **12** in those 4 attributes produces combat adds. **Strength** of 16 produces 4 adds; **Dexterity** of 13 produces 1 add; **Luck** of 12 produces 0 adds and **Speed** of 15 produces 3 adds.

Keeping this in mind, let's do our example again. The barbarian's sister is looking for her in the wastelands and she finds Dreeleek'Sa the Lizardman close to the

scene of the first skirmish. This human has 30 combat adds—she is both strong and lightning fast. The Lizardman is an experienced combatant and has 26 combat adds, thanks to his powerful Strength, quick reflexes, and overall toughness. The human warrior has a hand axe that deals 3d6 damage, while the Lizardman has his trusty cudgel that he nicknamed “Peacekeeper” that deals a solid 4d6 of damage.

While the Lizardman still has the better weapon, this human barbarian is actually the more skilled fighter, thanks to her training and experience. The human rolls a dice total of 15 and adds 30 for her combat adds for a total of 45. Lizardman rolls 10 and adds 26 for a total 36. Lizardman takes 9 hits to his CON and retreats as this battle is not going well. The human chooses not to pursue the Lizardman, and instead rescues her fallen sister after the Lizardman escapes.

ADDING SPITE DAMAGE

Spite damage gives monsters of any size a chance to do damage to an opponent, even if they lost a combat round. For every one (1) rolled on the combat dice, an enemy takes 1 point of damage. (Straight to MR or CON, armor doesn’t protect against spite damage).

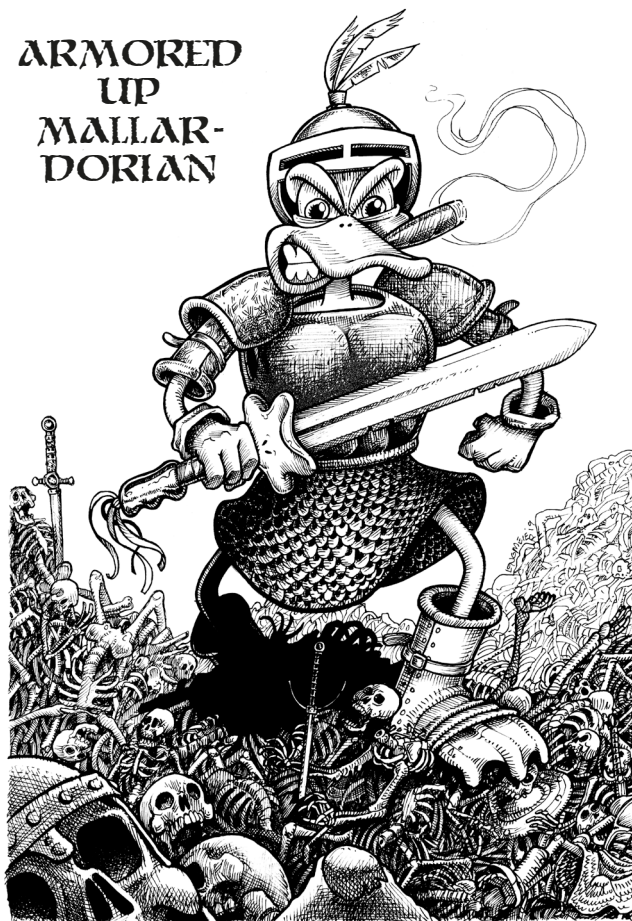
MISSILE COMBAT IN M!M!

Missile Combat in M!M! is different than T&T. Relatively few monsters use missiles as weapons (humans, centaurs, etc.), and those that do are proficient in their use. **Monsters or characters using monster or mankind ratings (MR) always hit any target larger than small - i.e. bigger than a bread box and do their damage. Monsters with attributes are good shots, but must always make a level 2 saving roll on DEX to hit a moving target, and a level 1 saving roll on DEX to hit a stationary one.**

They will always **hit** any target at point blank range, and always **miss** any target at long range or greater. (The GM determines the range.) Most melee combat is short range.)

Since these are saving rolls, characters making them get adventure points for them. A catastrophic failure on a missile saving roll will either result in hitting a friendly target, or breaking the missile weapon in some fashion, or shooting oneself by accident. Let

ARMORED UP MALLAR- DORIAN



the player choose what happens.

ARMOR: A MONSTER'S BEST FRIEND

Armor is any protective gear that protects the head, torso, or extremities from all the pointy, slashy, and stompy things a monster (or human) might encounter in Trollworld. Think of it as protective clothing that will always block some damage. Not all monsters use armor and instead go “au naturel”, but for those that do equip protection, please see the Equipment/Weapons List for the values of common items of armor.

Let’s try an example to show how armor works. Kor-Tu the Uruk, an ally of Dreeleek’Sa the Lizardman, wears studded leather armor that provides 5 pts of protection, as well as an open helm that provide 2 additional pts of protection. He is equipped with a spear that deals out 4d6 damage and he has +17 combat adds. He is attacking three human militia, each equipped with short swords that do 3d6 damage each and zero combat adds. The soldiers are wearing simple quilted armor that only provides 4 pts of protection to each of them.



Round 1 begins with the Uruk rolling 13 pts of damage, plus 17 adds for 30 total. The three militia roll 9d6 total with zero adds and yield a combined pool of 36 hits. $36 - 30 = 6$ pts of damage. The Uruk luckily has an armor total of 7 points, so his armor can absorb all 6 hits and takes no wounds. The battle continues next round until one side is defeated or withdraws. Dirty tricks might help sway the battle one way or the other.

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 that Kor-Tu the Uruk finds a Giant Spider when it is asleep and decides to attack it. He rolls his dice (poorly) getting 1,1,2,4 plus 15. Spider gets zero. Kor-Tu wins inflicting 23 points of damage. The Spider's Monster Rating goes down from 64 to 41. The spider wakes up and wants to chomp the Uruk. It still gets 7 dice because it started as a 7 dice monster, but only gets 21 combat adds. Can you see that Kor-Tu has hurt the spider, but he is still probably going to die as the combat goes on?

USING MONSTER RATINGS

Not every opponent needs a full set of attributes in order to provide a challenge to the players. Fighting a pack of wolves or giant spiders are a good example

of a situation when all you need is the number of hits they can take and damage dice/combat adds. The Charisma score of the giant spider is not useful information. For quick encounters, we will use an alternative statistic called Monster Rating (MR). This is a single number that ranks its power.

The MR number will be used as its CON and dividing by 10 (rounding up) yields the number of dice it rolls when it attacks. Damage dice are a constant number, even when the creature is heavily wounded. Combat adds are calculated by taking the current $MR/2$ (based on any wounds taken), rounding up.

MANKIND RATING = MONSTER RATING

Since most humans aren't Warriors, Wizards, and Rogues (they are peasants, farmers, and tradespeople), they don't need a full set of attributes, as their abilities are not exceptional. We can likewise describe these common humans with MR. It will function identically, but the acronym will now have a secondary definition – **Mankind Rating**. The GM can use MR to define the hundreds of regular citizens who could potentially defend their village from attack, and then create stats for the two local knights who will pose a challenge to any potential raiding parties. *(Note: weapon adds and armor should be included as part of the MR rated characters attacks/defences.)*

MONSTER RATING FOR THE PLAYERS

While every monster controlled by a player needs the full set of 8 core attributes, those values can also be converted into a MR. A Humanoid's CON = **Mankind Rating** (MR). Calculated MR is useful for a wild player maneuver called Beast Mode. When a player chooses to go berserk and release their inner animal, they will no longer use their normal stats and instead use their converted MR and attack twice every combat round. This sounds great, but like everything in Trollworld, there is no free lunch. The first round in Beast mode will cost 4 pts of MR, the second 8 pts, the 3rd 16 pts, and so on.

The player cannot leave Beast mode until one of the following conditions is met:

- a) They collapse from the frenzy of battle rage once MR goes to zero (unconsciousness) or;
- b) There is no one (friend or enemy) within 20' — moving, fighting, talking, spellcasting, etc. It is quite easy to accidentally attack your comrades when using this berserk mode of combat.

HOW TO BE A BETTER MONSTER

At this point, you should have a basic character rolled up and now it's time to help you be a better monster. From here, we're going to give you some more information on HOW to use your character in game play, what Saving Rolls do, how to use Chaos Factor or Magic to affect your world, and where you can spend adventure points to develop your monster.

WHAT IS A SAVING ROLL?

A saving roll is the way we check to see if something happens in M!M! Any character can make a saving roll (SR) 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**. (**DARO** rule) For example, a roll of 1, 2, which equals 3, is a saving roll — a terrible one that **always fails** (critically), but a roll of 1, 1 would be doubles. Add the 2 points together and roll again. Let's say you roll a 5, 3 on your second try. That's 8 + 2 for a total of 10. Then you **add that total to your characters attribute** that the Saving

Roll is on be it LK, STR, WIZ, CHR, DEX etc.) Saving rolls are rated by levels of difficulty. A 1st level SR is something that could be difficult for the average monster as the target number is 20. 2nd level is something that could be very difficult for the average monster as the target number is 25. 3rd level is something that would be close to impossible for the average monster as the target number is 30. The target number goes up by 5 for each additional level of saving roll. (*Note: some GMs use Zero level saving rolls [15] for very minor tasks like walking across a narrow ledge of jumping over a small ditch etc.*)

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

For example: Grunhark the Gremlin is attempting to booby-trap a treasure chest with a poison dart trap mechanism. She announces that she's building a trap with components she has already purchased or stolen. The Game Master tells her to make a level one saving roll on her IQ to see if she is able to safely install this trap. Grunhark the Gremlin has an IQ of 13. She rolls 5, 1 on 2 dice. She adds that 6 to her attribute of 13 to get a total of 19 for her Level 1 Saving Roll (L1SR). The target number for L1SR is 20. The trap installation has failed!

Now the GM offers a few choices to Grunhark to avoid being injured by her own device. She can roll a Level 3 Saving Roll against DEX (try to dodge the poison darts) or a Level 2 Saving Roll versus Luck (slam the lid closed and hope for the best).

Grunhark has a DEX of 20 and Luck of 17, so she decides it is better to be lucky than it is to be good. She rolls 4,4. Doubles! She rolls again per the DARO rule and gets 3,4. Her grand total is 4+4+3+4+ 17 (Luck) for a total of 32. L2SR requires a 25 for success, so Grunhark is lucky today and manages to slam the lid of the treasure chest in time without injury to herself. (Since she made Luck L2SR by a healthy margin, the G.M. could announce that trap was not permanently damaged, so she could remove it and use it elsewhere).

STUNTS AND STUNTING

In any face-to-face role-playing session, situations will come up where the player will want to do something to change the outcome of a situation that is not going well for them. Game Masters should give them an opportunity to do so if they ask for it. Such an action is called a Stunt; the process is Stunting, and it's simple. The player explains what they would like to do. The GM evaluates the likelihood of the character being able to actually perform that action under the circumstances and **assigns a saving roll** based on an attribute or combination of attributes. The difficulty of the saving roll is based upon the GM assessment of how difficult the action would really be. Remember, in M!M! or T&T almost anything is possible, but some things are extremely unlikely.

Here's a simple example of *Stunting*. Morrkk the Uruk is fighting two human warriors, and losing—combat round one has already inflicted wounds equal to half his CON on him, and round two would probably kill him. Morrkk's player says, "Wait a minute! I want to try something to get out of this pickle." The GM says, "Ok. What do you have in mind?" The player says "I want to suddenly drop to the floor so that their next attacks miss me completely. While I am down there, I will kick them in the ankles and make them fall down also. As they go down, I will get up and run away." The GM says "That could work. Of course, you would really have to catch them by surprise. To do that will require a L2SR on Speed. (Level 2 because there are two foes.) Then to kick successfully will require a L2SR on Dexterity to hit them in the ankles or lower legs and drop them." Morrkk has a SPD of 16 and a DEX of 21, his best attribute.

(I leave it to you, dear Reader, to determine whether Morrkk succeeded in his desperate move, and so lived to run away and fight again another day, or whether his foes were not fooled, and chopped him into wolf-meat on his way down. - Ken)

That is how Stunting works, and players who use it frequently get more adventure points and more fun from their roleplaying than those who simply do what the GM tells 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 M!M! 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) and defeating enemies. 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've 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 can be used to buy attribute points. To raise an attribute by one point costs 10 times the current value of the attribute in A.P. Our favorite fiend, Grunhark the Gremlin has managed to accumulate 212 A.P. She decides this would be a good time to bring her DEX up by 1 point. She tells the Game Master that she wants to spend a.p. to increase her DEX. The GM sees that Grunhark has 212 adventure points—just enough. She takes 200 of them away and Grunhark's DEX goes from 20 to 21. This is a permanent increase and becomes her new base value for that attribute. The higher your attributes, the easier it is to do a saving roll at your monster's level.

EQUIPMENT WEAPONS ETC.

Now that you have a basic character rolled up and understand the mechanics of M!M!, you just need some equipment to help you be a better fiend. To kickstart your career as an up-and-coming monster, roll 3D6 and then multiply that total by 10. That will be the amount of gold you start with. Some monsters don't need a lot of equipment, in that case, consider this your stash or hoard of gold and gear that you have acquired over the years from robbing & looting humans. Keep in mind most everything on this list is meant for humanoid monsters (and not even all of them would use everything on this list). Non-humanoid monsters are unlikely to be able to, or want to use most of these items.

The Equipment List provides a very short catalog of basic weapons, armor, and general supplies that you can buy. The *deluxe T&T* rulebook has hundreds of detailed weapons and armor, if you want to really customize your character. Usually, there are STR and

DEX requirements to use certain items, but in M!M! we aren't worrying about that. Be sure to record any purchased gear on your character sheet, and use the sheet to keep track of changes in your equipment inventory as you have adventures.

EQUIPMENT / WEAPONS LIST WEAPONS

(Odds are most all this equipment is 2nd hand as most monsters can't just go into a human city to buy things.)

Weapon Item	Details	Damage	Cost
Dagger	8 inches	2d6	9 gp
Large Dagger	11 inches	2d6	20 gp
Whip	5 feet long	2d6+3	35 gp
Short Sword	30 inches	3d6	35 gp
Longsword	42 inches	5d6	65 gp
Axe	5 lb head	5d6	73 gp
Club or Cudgel	42 inches	3d6	20 gp
Warhammer	38 inches	6d6	70 gp
Spear	6 ft long	4d6	45 gp
Light Bow	+24 arrows	3d6	40 gp
Heavy Bow	+24 arrows	5d6	75 gp
Troll-sized club	10 feet	7d6	50 gp
Magic Wand	<i>(Magic-users)</i>	0	70 gp
Magic Staff	<i>(Magic-users)</i>	2d6	80 gp

ARMOR

Armor Item	Details	Hits	Cost
Metal Gauntlets	Pair	2	20 gp
Arm Bracers	One arm	2	60 gp
Small Shield	3ft across	3	15 gp
Target Shield	5ft across	4	32 gp
Small Helmet	top of head	1	20 gp
Roman Helmet	open face	3	18 gp
Chainmail Shirt	covers torso	4	140 gp
Studded Leather	full suit	5	100 gp

GENERAL SUPPLIES

Adventuring Item	Cost
Leather Knapsack	3 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	15 gp
20 feet of heavy twine (<i>rope</i>)	2 gp
Monster Exploring Pack	
<i>Includes chalk, cloth sacks, 3 torches</i>	
5 matches, 20 feet of rope & waterskin	9 gp
Keg of Beer (<i>a Troll, Uruk & Hrogr favorite!</i>)	11 gp

CHAOS FACTOR

(Optional Rule)



Trollworld is a mystical place, and magic is the energy that holds the planet together. Monsters on the other hand are either reshaping the world or breaking the world. They tap into what we call *Chaos Factor*. *Chaos Factor* represents the forces in the nature that spread misfortune, bad luck, and ill omens throughout the land.

WHAT IS CHAOS FACTOR?

Monster kindreds bring chaos to the land as well as uncertainty, doubt, fear, and terror. This doesn't mean anything in regards to an "alignment" or personal philosophy or guiding principle, just extra hit points. To learn spellcasting, monsters have to permanently lose their primal connection to chaos energy.

Non-magic using monsters have a chaos factor equal to their level. This chaos factor allows them to change the total of any dice roll by that number of points either up or down. They can do this every time the GM calls for one or more players (or NPCs) to roll dice, but only once per turn. This can work for either combat rolls or saving rolls, but not both on the same turn. 1 monster gets 1 effect per turn. Monsters of the same kindred may combine their chaos power to alter the dice roll, but different kindreds can't. Example: Xmahg the dragon is a level 50 monster. When he attacks with flame breath he would roll 50 dice and add his combat adds, and if he wished, he could add another 50 points of damage. Or he could see that some hero was aiming at his one vulnerable spot and declare that he would decrease the hero's die roll, if possible just enough to make it come up as a 3 (1, 2) which is a critical fumble. Bad news for the hero! However, if two heroes were aiming at him, he could only affect one of them on that turn. Thus, chaos factor becomes an awesome power for the monster player who uses it effectively, but it can't fix everything.

MAGIC

OK, now it's time to talk about how to use Magic in M!M! If you are playing a character that isn't a spellcaster, you can skip this section and come back to it when you roll up a new monster with mystic powers. 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 (IQ) and dexterity (DEX). The spells almost always work (higher magic can sometimes block other magic from working.) Sometimes casting a spell will deplete another attribute by the same amount as it depletes the WIZ attribute. For example, uruks lose STR when they cast magic, and are mostly unaware that they even have a WIZ attribute. That was the general understanding of magic in earlier ages. To keep things simple for the game, we are only using the WIZ attribute, but reality is never simple, and it is possible to use other means of paying for magic in the game. 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. Note also that there are generally 5 combat rounds of 2 minutes each — you'd be surprised how fast 2 minutes go by when you're fighting for your life, but in some cases where the action is really fast and intense, the GM may shorten combat rounds down to 1 minute, 30 seconds, or 10 seconds — whatever she feels is most realistic in the circumstances.

Monsters generally do not have the benefit of being able to attend a school for wizards and thus pick up a lot of magical knowledge. Because they usually don't have the training, they cannot use focus objects such as magic wands or staves. However, there are always exceptions. For example, uruks have a long tradition of shamans, and each older shaman teaches younger uruks various spells if they are willing to learn. They might even teach members of other kindreds if they had some incentive to do so. It's also possible for a humanoid monster raised among humans to gain schooling or training in combat or mag-

ic. When making a monster character, think about its backstory. Why do you want that character to be able to do magic? What spells do you want it to have? If you can think of a reason why your ogre would know a spell like *Lock Dat*, and you have the attributes to support it, then you can have that spell — just weave it into your back story. Remember also that some parts of Trollworld are friendly to monsters — the city of Khazan, for example, and you can go there without being attacked on sight.

All spells are listed at their basic or lowest level. Some spells can be cast at higher levels to have greater effects; some can't. If it says N/A anywhere in the spell description, or a solo adventure, that means it's Not Applicable, and you simply can't do that action.

This rulebook gives a sampling of spells for the first five levels. There are, of course, many more spells available in the world, and you can find some of them in dT&T or spellbooks available at www.drivethrurpg.com and search for Trollhalla Press. When you feel comfortable with the game system and with the Game Master's approval, you can make up new spells of your own to include in your games.



MONSTERS! MONSTERS! SPELLBOOK

LEVEL ONE SPELLS

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

CURSE WEAPON WITH FIRE

Level: 1 **Cost:** 8 WIZ **Duration:** 10 game minutes

Range to cast: blade of target weapon

Power up per level: Doubles extra dice of damage per level.

Description: Causes the blade of a weapon to flame doing an additional 1D6 of damage at level 1. Each additional level of damage doubles the number of additional dice of extra damage.

DETECT MAGIC

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

Range to cast: 5' per spell 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.

LIGHT UP!

Level: 1 **Cost:** 1 WIZ **Duration:** 10 minutes

Range to cast: N/A

Range of effect: Will light up an area 10ft around the caster.

Power up per level: Doubles range/or intensity of light.

Description: Lights up finger (or tendril) with equivalent of light from a torch.

SMOKE 'EM IF YOU GOT 'EM

Level: 1 **Cost:** 5 WIZ

Duration: 10 minutes or 5 combat turns.

Range to cast: Line of sight up to 100'

Range of effect: Varies, but similar to range to cast.

Power up per level: Doubles range of effect.

Description: Creates smoky tendrils that you can control. You can't actually touch or carry anything, but you could create air currents to blow out a candle, open an unlocked window or even go into someone's lungs and create a coughing fit.

TAKE THAT YOU FOOL

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 IQ in hit points, but only affects a single target. Perfect for blasting Foolish Humans. Also works on Fiends!

LOCK DAT!

Level: 1 **Cost:** 3 WIZ **Duration:** Instant

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

Power up per level: Locks doors and lids — spell level = lock level (*A higher level Open Dat will undo a lower level lock or Open Dat spell.*)

Description: Locks most of the same or lower level. Prior to the locking, magical energy will create a snapping sound.

OPEN DAT!

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 of the same or lower level. Prior to the unlocking, magical energy will create a snapping sound.

OH DERE IT IS

Level: 1 **Cost:** 4 WIZ **Duration:** 1 combat turn

Range to cast: line of sight (up to 20')

Range of effect: target

Power up per level: double the range of spell

Description: Causes invisible items, doors or beings to glow with a soft purple radiance.

* N/A - Not applicable

GIT OUTTA HERE

Level: 1 **Cost:** 5 WIZ **Duration:** 1 combat turn
Range to cast: 20'
Range of effect: Targets only one being.
Power up per level: Doubles range to cast.
Description: Combines total IQ, LK and CHR of-caster to drive away foe with lower MR or IQ, LK & CHR. If spell fails, foe will chase caster, ignoring other characters.

TURTLE FEET

Level: 1 **Cost:** 8 WIZ **Duration:** 1 combat turn.
Range to cast: Touch
Range of effect: One target
Power up per level: Doubles duration.
Description: Target slows down by half. Any action that would take 1 combat turn to perform takes 2 combat turns. In combat character does only half damage per turn.

LEVEL TWO SPELLS

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

BOOM BOMB

Level: 2 **Cost:** 7 WIZ **Duration:** Instant effect on use, but spell fades after 24 hours
Range to cast: 5' **Range of effect:** N/A
Power up per level: +2' blast radius per level
Description: Infuses a small rock or pebble with energy such that it explodes on any sharp impact. Does 10 points damage split among targets. Suitable as a sling stone or thrown object, but not for a bullet (it would blow up in the chamber). Blast radius can affect friendly targets.

DARK EYES

Level: 2 **Cost:** 6 WIZ
Duration: 30 minutes or 15 combat turns.
Range to cast: 10'
Range of effect: 20'
Power up per level: Duration $\times 2$
Description: Gives target night vision of a nocturnal animal such as a cat.

SHADE MA EYES

Level: 2 **Cost:** 6 WIZ
Duration: 30 minutes or 15 combat turns.
Range to cast: 10' **Range of effect:** line of sight
Power up per level: Duration $\times 2$
Description: Gives nocturnal creatures perfect day-vision. Removes any light sensitivity issues (*Note this spell does not protect any creatures that are adversely affected by sunlight, it only allows them to see better in the sun*).

OH DREAD

Level: 2 **Cost:** 3 WIZ **Duration:** N/A
Range to cast: N/A
Range of effect: Self
Power up per level: N/A
Description: Premonition spell. Used to predict the next peril that will threaten you, but does not tell you when or where.

THAT'LL TEACH YA

Level: 2 **Cost:** 5 WIZ **Duration:** N/A
Range to cast: N/A
Range of effect: Targets only one being.
Power up per level: N/A
Description: May be used to teach another spell-caster a spell that the teacher knows. Target must have high enough attributes to be able to learn/use the spell.

WHACK A HOBB

Level: 2 **Cost:** 5 WIZ **Duration:** 1 combat turn
Range to cast: 10' **Range of effect:** Affects entire blunt weapon.
Power up per level: Duration $\times 2$
Description: Immediately doubles base weapon dice roll for a single blunt weapon. The weapon must not have a blade, i.e. a cutting edge. The spell works on clubs, maces, hammers, stones, and bullets, but does not work on daggers, swords, axes, or arrows. Doubles the dice roll, not the number of dice rolled. It counts as enchanting a weapon where only magical weapons can do damage. Great for knocking on Hobbs popping out of their burrows!

DOUBLE-TROUBLE

Level: 2 **Cost:** 9 WIZ **Duration:** One turn
Range to cast: Touch **Range of effect:** Touch
Power up per level: Doubles duration
Description: Doubles any prime attribute of any character for up to 5 turns. When the spell wears off, that attribute is halved for same number of turns.

HIDE US ALL

Level: 2 **Cost:** 10 WIZ **Duration:** 3 turns
Range to cast: line of sight up to 50'.
Range of effect: 6' radius around target.
Power up per level: Doubles duration
Description: Makes user and party invisible (usually undetectable) for 3 turns.

POOR BABY

Level: 2 **Cost:** 2 WIZ per 1 CON
Duration: Instant
Range to cast: Touch **Range of effect:** One creature
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 poison, only on CON damage.)

MAGIC FANGS

Level: 2 **Cost:** 4 WIZ; 2 per combat round to maintain. **Duration:** Varies; see text.
Range to cast: Touch **Range of effect:** Touch
Power up per level: N/A
Description: Changes a small non-living organic object (like a belt, shoes, wood, etc.) into a small, poisonous serpent with an MR equal to or less than the casters CHR. **Poison:** Any Spite damage scored is applied again each combat turn until the end of the fight. Snake cannot communicate, but will obey simple commands from the caster.

OMNIPOTENT EYE

Level: 2 **Cost:** 5 WIZ **Duration:** Instant
Range to cast: 5' **Range of effect:** N/A
Description: Allows caster to assess the nature and level of any one spell or magical effect on an object or being.

LEVEL THREE SPELLS

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

TRIPLE STRIKE!

Level: 3 **Cost:** 9 WIZ **Duration:** One combat turn
Range to cast: Touch **Range of effect:** One weapon
Power up per level: Doubles duration
Description: Triples dice roll of any weapon for one combat turn.

DOUBLE-DASH

Level: 3 **Cost:** 7 WIZ **Duration:** One turn
Range to cast: Touch **Range of effect:** Touch
Power up per level: Doubles duration.
Description: Allows up to two actions per combat turn.

I FLY!

Level: 3 **Cost:** 8 WIZ **Duration:** One turn
Range to cast: N/A **Range of effect:** N/A
Power up per level: extends duration by 1 turn per level
Description: Allows user to fly for one turn. (Only affects spellcaster) Flight is at running speed.

THEY FLY!

Level: 3 **Cost:** 9 WIZ **Duration:** One turn
Range to cast: Line of sight
Range of effect: One person/item
Power up per level: Doubles duration
Description: Allows user to levitate one object or person for a turn. (Approximately 50 feet).

TAKE ME AWAY!

Level: 3 **Cost:** 14 WIZ **Duration:** One turn
Range to cast: Touch **Range of effect:** 50'
Power up per level: Doubles range of effect.
Description: Allows user to teleport touched object or person up to 50' in the direction of their choice.

SLEEP IT OFF

Level: 3 **Cost:** 11 WIZ **Duration:** 1-6 turns
Range to cast: 30'
Range of effect: Affects single target.
Power up per level: Doubles duration.
Description: Puts foes to sleep for 1-6 turns (roll 1 d6 per foe) Caster's STR, IQ & CHR must exceed each victim's STR.

RAVEN'S VIEW

Level: 3 **Cost:** 7 WIZ **Duration:** 30 minutes or 15 combat turns
Range to cast: 50'
Range of effect: One animal, fish, or bird.
Power up per level: Doubles range.
Description: Provides exact visual data from any 1 animal, fish or bird. You don't get to summon the creature or control its movement, but instead must use a nearby critter as your eyes to scan an area.

PROTECTIVE PENTAGRAM

Level: 3 **Cost:** 24 WIZ **Duration:** 10 minutes
Range to cast: 15'
Range of effect: 3' radius around target.
Power up per level: Doubles radius.
Description: Creates a protective energy barrier around a single target. Barrier will protect others that can fit within its range approx. 9 feet total size of pentagram. Pentagram cannot be moved.

CURSES FOILED

Level: 3 **Cost:** 7 WIZ **Duration:** Instant
Range to cast: 40' **Range of effect:** N/A
Power up per level: Nullifies higher level curses if user cast the curses foiled at the higher level.
Description: Negates and or banishes magic of the same or lower level. Works on all magic within range, which may include friendly magic.

OBEY ME!

Level: 3 **Cost:** 7 WIZ **Duration:** Instant
Range to cast: Touch **Range of effect:** Target
Description: Used on an already-subdued foe, this spell will enslave them for 10 turns, if the victim's total STR, IQ, and CHR are lower than the spellcaster's.

NEED FOR STEED

Level: 3 **Cost:** 10 WIZ **Duration:** Until user dismounts

Range to cast: 50'
Range of effect: One animal, fish, or bird.
Power up per level: Doubles range to cast.
Description: This will summon a nearby creature that will then be forced to be your steed. It will not assist you in battle, merely provide transport. The spell works well on wild animals (wolves, giant spiders, and large birds of prey,) but may require higher level magic on trained steeds.

HEALS 'EM

Level: 3 **Cost:** 12 WIZ **Duration:** instant
Range to cast: Must touch target.
Range of effect: One being. **Power up per level:** N/A
Description: Cures diseases and stops all further damage from that disease. Does not restore CON points lost.

DEM BONES

Level: 3 **Cost:** 14 WIZ **Duration:** 2 combat turns
Range to cast: 30' feet **Range of effect:** N/A
Power up per level: Duration $\times 2$
Description: Animates one intact skeleton into an undead creature controlled by the caster. MR = caster's STR + DEX + CON. Crumbles into dust when spell ends. Buried remains may require a combat turn to emerge from graves or tombs.



LEVEL FOUR SPELLS

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

HANDS OF FIRE (AND DOOM)

Level: 4 **Cost:** 22 WIZ **Duration:** 1 turn
Range to cast: 50' **Range of effect:** Target
Power up per level: Double duration.
Description: Glowing hands rise up from the earth and grab the target causing damage of 1d6 per spell level (since this is a basic 4th level spell it will do 4d6 damage). Note: Regular armor will not protect you.

TOO-BAD TOXIN

Level: 4 **Cost:** 7 WIZ **Duration:** Instant
Range to cast: Touch **Range of effect:** One being
Power up per level: N/A
Description: Stops the harmful effect of any poison and removes it from the poison victim. Does not restore lost CON or heal wounds caused by poisoned weapons.

SLUSH-YUCK

Level: 4 **Cost:** 15 WIZ
Duration: 2 combat turns **Range to cast:** 40'
Range of effect: N/A
Power up per level: Doubles duration or volume affected $\times 2$
Description: Converts up to 1000 cubic feet of rock into mud or quicksand for 2 turns.

SMOKE IMP

Level: 4 **Cost:** 20 WIZ **Duration:** 1 combat turn.
Range to cast: 50' **Range of effect:** 10' radius
Power up per level: N/A
Description: Creates a cloud of poisoned gas in a targeted location (within the sight of the caster). Any who breathe it loses 25% of their CON or MR. One-time only damage.

SIDEBAR: MAKING MAGIC

Designing additional spells is possible with the input and direction of the GM and agreement of the players. The dT&T Rulebook also has over 100 spells to choose from.

LEVEL FIVE SPELLS

Level Five Spells require a minimum of 18 points in both INT and DEX

GIAGANTIFY

Level: 5 **Cost:** 11 WIZ **Duration:** 1 turn
Range to cast: Touch **Range of effect:** one being or object
Power up per level: $\times 2$ number of dice rolls per level
Description: Increases size and value of targeted object within the range area. Roll 1d6 +1 and multiply size and other attributes by the number rolled.

SHRINKIFY

Level: 5 **Cost:** 11 WIZ **Duration:** 1 turn
Range to cast: Touch
Range of effect: One object or being
Power up per level: $\times 2$ number of dice rolls per level
Description: Decreases size and value of any targeted object within the range area. Roll 1d6 +1 and multiply size and other attributes by the number rolled.

SUX TO BE YOU

Level: 5 **Cost:** 10 WIZ **Duration:** Takes effect instantly, permanent unless magically nullified
Range to cast: Touch **Range of effect:** one person
Power up per level: N/A
Description: This curse switches the target's LK with their lowest attribute. (Can be reversed with a 5th level *Curses Foiled* spell).

GLASS THAT!

Level: 5 **Cost:** 16 WIZ **Duration:** Instant
Range to cast: Line of sight.
Range of effect: Affects one item
Power up per level: N/A
Description: The targeted non-living weapon or item becomes as brittle as glass, so that it will shatter upon impact.

MIND POX

Level: 5 **Cost:** 19 WIZ **Duration:** 3 combat turns
Range to cast: 50' **Range of effect:** Targets
Power up per level: N/A
Description: Causes mental confusion in sentient beings; victims cannot attack or defend themselves. Number of beings affected can be equal to caster's level.



MONSTER CHARACTER MODIFIER TABLE

Roll 3d6 for each character stat and then multiply that stat by the number listed below to create the kind of monster you want. In some cases the stat will increase, in others it will go down. A "1" means that, whatever the total of the 3 dice rolled is the stat for your monster. Note for CHR column: ☠ = means terror; ! = some fear; ? = indicates surprise or disgust.

♥ = awe or liking; (These are reactions that regular humanoid kindred would have to the monster.)

HUMANOID MONSTERS

See monster descriptions beginning on page 25

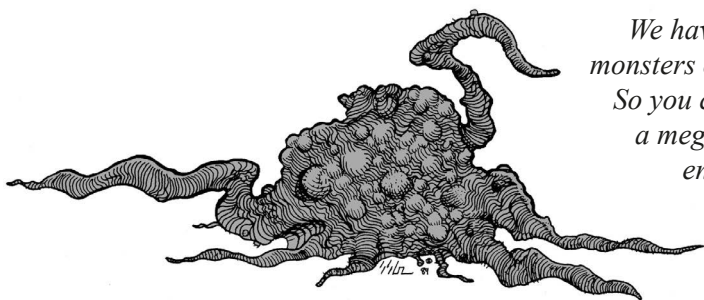
Monster	STR	CON	DEX	SPD	CHR	IQ	LK	WIZ	Wt.	Ht.	Special Power
1 Balrukh	×20	×20	×1	×1	×5 ☠	×1	×1	×3	×5	×4	<i>inflammable</i>
2 Bat Troll	×2	×1	×4	×1	×.50 !	×.25	×1	×.50	×1	×1.10	<i>self healing</i>
3 Centaur	×3	×3	×1	×2	×1	×1	×1	×1	×3	×1.50	<i>archery</i>
4 Demon	×4	×4	×1.50	×1.25	×3 ☠	×2	×.25	×2	×2	×1.50	<i>curses</i>
5 Dhesiri (Lizardmen)	×1.75	×1.75	×1	×1.10	×.75?	×.75	×1	×1	×1	×1	<i>armored skin</i>
6 Field Fiend	×1.50	×1	×1.50	×1	×1 ?	×.50	×.50	×2	×.75	×1.25	<i>sleep/drain power</i>
7 Ghargh (Gargoyle)	×1.50	×7	×1	×.75	×.75!	×1	×1	×1	×1	×1	<i>flight/armor</i>
8 Goblin	×.75	×.75	×1.50	×1	×.50?	×1	×1	×1	×.75	×.75	<i>underwater</i>
9 Gorgon	×1	×1.25	×1.50	×1	×1 ☠	×1	×.75	×2	×1	×1.25	<i>stone gaze</i>
10 Gremlin	×.50	×.50	×1	×1	×.50?	×1	×1.50	×1	×.33	×.33	<i>bad luck</i>
11 Harpy	×1.50	×1.50	×.25	×.90	×.25!	×.66	×1	×.50	×.50	×1	<i>flight</i>
12 Hrogr	×2	×2	×1	×1	×2 !	×.75	×1	×.50	×1.25	×1.50	<i>likeable</i>
13 Human	×1	×1	×1	×1	×1	×1	×1	×1	×1	×1	<i>2d chance SR</i>
14 Lamia	×2.50	×2	×1	×1.50	×2 !	×1	×.50	×1.50	×1.50	×1	<i>hypnosis</i>
15 Living Skeleton	×1	×1	×1	×1	×1.50?	×1	×.90	×1	×1	×1	<i>transparent skin</i>
16 Living Statue	×2	×10	×.33	×.75	×1	×1	×1	×.33	×10	×1	<i>stone skin</i>
17 Mallardorian	×.75	×1.10	×1	×1	×1	×1	×1.25	×1	×.66	×.66	<i>fly/water float</i>
18 Merperson	×1.50	×1	×1.50	×1	×1	×1.25	×1	×1	×1	×1	<i>underwater</i>
19 Minotaur	×2.50	×2.50	×.75	×1.25	×2 !	×.75	×1	×.75	×1.50	×1.25	<i>weapon talent</i>
20 Mummy	×2	×3	×.33	×.66	×.50 !	×3	×.50	×1	×1	×1	<i>undead</i>
21 Oozeekin	×1	×2	×.50	×1	×.50 !	×1	×1	×1	×.80	×1	<i>acid damage</i>
22 Ratling	×.75	×.75	×1	×1	×2 !	×.75	×1.25	×.50	×.75	×.75	<i>sense of smell</i>
23 Troll - Flesh	×3	×3	×1	×1	×3 !	×1	×1	×.33	×4	×2	<i>self healing</i>
24 Troll - Stone	×3	×3	×1	×1	×3 ☠	×1	×1	×.33	×4	×2	<i>self healing</i>
25 Uruk	×1.15	×1.15	×1	×1	×1 ?	×1	×1	×.75	×1.25	×1.15	<i>fire resistance</i>
26 Vampire	×2.50	×1	×1	×1.25	×2 ?	×1.25	×1.25	×3	×1	×1	<i>immortality</i>
27 Yeti	×4	×4	×1	×1	×2 !	×.25	×2	×1	×2	×1.50	<i>invisibility</i>
28 Zombie	×1	×2.50	×1	×1	×1 !	×.50	×.50	×1	×1	×1	<i>regenerate</i>

MONSTER CHARACTER MODIFIER TABLE

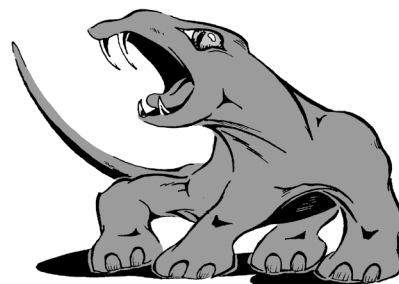
Roll 3d6 for each character stat and then multiply that stat by the number listed below to create the kind of monster you want. In some cases the stat will increase, in others it will go down. A "1" means that whatever the total of the 3 dice rolled is the stat for your monster. Note for CHR column: ☠ = means terror; ! = some fear; ? = indicates surprise or disgust. ♥ = awe or liking; (These are reactions that regular humanoid kindred would have to the monster.)

NON-HUMANOID MONSTERS

Monster	STR	CON	DEX	SPD	CHR	IQ	LK	WIZ	Wt.	Ht.	Spec. Power
29 Basilisk	×.25	×.25	×.66	×1	×.33 ?	×2	×1	×5	×.10	×.10	<i>petrifying gaze</i>
30 Chain Beast	×3	×3	×3	×1	×3 !	×.50	×1	×1	×2	×1	<i>magic chains</i>
31 Chimera	×4	×3	×.10	×1.25	×2 !	×1.20	×.25	×.25	×4.50	×1.33	<i>panic</i>
32 Chompcholla	×1	×1	×1	×1	×.25 !	×25	×.25	×.50	×.50	×.50	<i>grows nodules</i>
33 Dire Wolf	×2	×2	×.50	×2	×1.50 !	×1	×1	×.25	×2	×1.20	<i>telepathy</i>
34 Dragon	×25	×50	×3	×.75	×10 ☠	×5	×.50	×5	×50	×7-15	<i>flame breath</i>
35 Durdle "Demon"	×.67	×1	×1.50	×1	×.50 ?	×.50	×2	×1	×1	×1	<i>hearing/ngt. vision</i>
36 Gakk	×3	×3	×1	×1	×.20 !	×.25	×1	×.25	×1	×1	<i>walk on walls/smell</i>
37 Ghast	×2	×4	×1.50	×1	×2.50☠	×1	×50.	×50.	×1.5	×1	<i>sense of smell</i>
38 Giant-Slug	×2	×10	×.10	×.15	×.10 ?	×.10	×.25	×1	×10	×2	<i>poison slime</i>
39 Griffin	×10	×10	×.25	×1.20	×2.50♥	×1	×1	×.50	×9	×1.50	<i>flight</i>
40 Hopperman Toadster	×2	×1	×2	×1	×.50 ?	×.50	×1	×.50	×.50	×.50	<i>darter tongue</i>
41 Hydra	×15	×.25	×.66	×1	×2 ☠	×.10	×1	×1	×3	×2	<i>poison bite</i>
42 Mind Leech	×4	×2.50	×1	×1	×.50 ☠	×2	×4	×2	×.33	×.33	<i>body snatching</i>
43 Night-Gaunt	×3	×3	×3	×1	×2.50?	×.50	×.25	×.33	×1	×1	<i>flight</i>
44 Obsidian Spider	×2	×1	×2	×1.50	×2.50☠	×1	×.50	×5	×.50	×1	<i>armor/poison</i>
45 Quicksilver	×.50	×.50	×.50	×.50	×.50 ☠	×.50	×.50	×.50	×.50	×.50	<i>electrical attack</i>
46 Shoggox	×20	×50	×1	×1	×10 ☠	×.25	×1	×.33	×10	×5	<i>shape-shifting</i>
47 Sphinx	×4	×2	×.75	×1	×3 ?	×1.50	×.66	×1.50	×1.50	×1	<i>riddles</i>
48 Stingaree	×5	×5	×2	×1	×2 ☠	×.50	×.50	×.33	×6	×2	<i>poison</i>
49 Unicorn	×2	×3	×.25	×1.25	×3 ♥	×1	×1.50	×.50	×2	×1	<i>healing</i>
50 No Monster											



We have numbered all the monsters on the modifier charts. So you can also use these as a mega-random monster encounter chart.



MONSTERS OF TROLLWORLD

Most of you are familiar with Goblins, Minotaurs, Griffins and Harpies, but you probably don't know what a Gakk is. It is just one of the many creatures unique to Trollworld, the place where Monsters! Monsters! and Tunnels & Trolls adventures often take place. (*You may use the T&T/M!M! rules in any setting you choose. Trollworld is a default for people who don't have settings of their own. It's also where I set most of my games and adventures.*)

This brief guide will describe those creatures. We will also detail the special powers of all the monsters listed in the **Monster Modifier Chart**. Note to GMs: you can add additional powers or change them if that better suits the scenarios you are running.

In Trollworld, as on Earth, every creature has one or more abilities or powers that help it survive. The following list is meant to give you, the player, some idea of the abilities and powers of the creatures of Trollworld. These may be thought of as inherent physical abilities, or as Talents, or as the special casting of magical spells. Some can be activated at will by the players or GM while others may require saving rolls or certain numbers coming up on the dice during a combat roll.

These revised M!M! rules are changing **Spite Damage** from 6s to 1s on a dice roll, where Spite Damage is a point of damage for each 1 rolled in combat. Alternatively, when Spite Damage occurs it may activate a special power that a monster has. For examples: see the basilisks and gorgons below. Of course there are innumerable other kindreds and creatures that could be considered to be monsters. Some of them are explained in the dT&T rules. Others appear in various published modules. And you are encouraged to create your own.

Some of these creatures were submitted by Kick-starter backers. Those monsters are credited in their descriptions. Thank you one and all for your efforts!

BALRUKH:

They are a sort of super flame demon, associated with dark shadows and blazing flames. Not entirely solitary, they often seize positions of leadership among uruks and trolls, and have been

known to command dragons. Their preferred weapon is a many-thonged whip of flame, though they will also use flaming swords, axes, maces, etc. Inherently sorcerous and with great knowledge of the dark arts, Balrukhs could become the mightiest of wizardfolk if they didn't despise everything but raw power.

Special Ability: Balrukhs are *impervious to flame*, and have a flaming aura that surrounds them. Anyone closer than 2 feet must take 1d6 of damage to CON every game turn that they are that close to the Balrukh.

Rarity: Very Rare. Usually found deep underground.

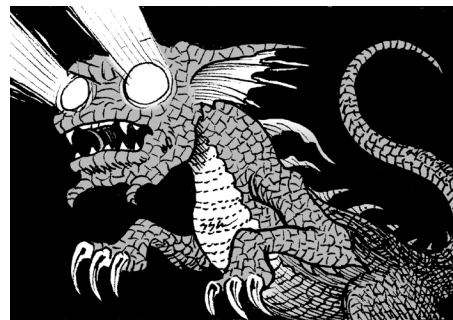


BASILISK:

Is a form of lizard ranging in size from that of a dwarf to that of a small troll.

Special Ability: *Petrifying gaze.*

A basilisk can sometimes turn a foe or victim from flesh to stone just by looking at it. This ability is only activated in combat if two or more 1s are thrown on the dice. As a non-combat ability, the basilisk must make a saving roll on its IQ equal to the level of the creature it is trying to petrify in order for the power/spell to take effect. Basilisk petrification is a temporary effect. The victim will revert to its natural self in 1 hour of game time with no memory of the intervening time, but with all its attributes decreased by 1 point. **Rarity:** Common



BAT TROLL:

The Bat Troll is one of the many kinds of trolls that inhabit Troll-world. It stands usually 6-8 feet tall and is notable for its oversized ears, eyes, and long prehensile tail. They avoid daylight because bright light hurts the super sensitive eyes, but love to hunt near dawn and just after sunset. Bat Trolls are mostly loners, but sometimes team up with werewolves to hunt. They are intelligent and may know various languages, especially Common and Elven. Bat Trolls despise elves and humans above all else. They attack with their long claws and tail, which can act like a whip and deliver cutting slashes with considerable force. They chiefly inhabit forested areas with plenty of caves, and are known to inhabit the ruins of Hael'ku.



Special Ability: *Regeneration.* The Bat Troll regenerates up to 1/10 of its CON (or monster rating) at the end of any combat round. It is also partially resistant to forms of magic that deal direct damage, taking only half the usual damage of the spell.

Rarity: Uncommon. Usually only found in caverns.
(Created by Jason Youngdale)

CENTAUR: Centaurs have a natural Marksmanship talent equal to their character level, generally used with bow and arrows as their favorite weapon, but sometimes it may be used with other forms of missiles. Centaurs can be especially deadly with gunnes.

Special Ability: *Archery.*

Rarity: Uncommon, many live on Maneland.

CHAIN BEAST: Appears as a shadowy creature with a size and build similar to a large adult tiger. Its body and limbs are festooned with chains that shift and move constantly. It can move with complete silence, but its malicious nature often causes it to torment its intended targets with the spooky sounds of rattling chains. The Chain Beast has a vicious tooth-filled maw. To restrain someone

with the chains, it hurls a section of chain from itself that wraps tight around the target and binds their limbs restricting all movement. The range is only 20 - 50 feet. Once entangled only a successful STR saving roll can free the victim — the level of the roll is determined by the creature's monster rating divided by 10 and rounding up. Thus a small Chain Beast with a MR of 100 would require a L10SR on STR to get free of entangling chains. The main weapon isn't the binding chains, but rather the many chains that will whip out of its body and flail about trying to strike everything within reach (probably around 10 - 12 feet, unless it's larger or smaller than normal).

Special Ability: *Magical Chains that entangle when spite damage is rolled.*

Rarity: Extremely Rare.

(Created by Robert Rosenthal)

CHOMPCHOLLA: A mutated version of the cholla cactus standing about 5 feet high. They look more like an ambulatory weed with cactus flower eyes and waving cylindrical limbs. They appear in groups of 2 to 18 (Roll 2D6) and only in desert environments. Created by a god-wizard sorceress to serve as guards for her desert domain, they have outlived their creator and are found in hot dry places like the Bronze Uplands south of Khosht.

Although they are intelligent, mobile, and vaguely manlike, the chompchollas are not a playable kindred. Their only interest in life is taking over water sources. They have neither language nor tools, and their weapons are detachable parts of their own bodies, nodules, with barbed needles that embed into whatever they touch causing damage. These nodules are often thrown at enemies. Needle wounds are extremely painful and can cause incapacitation, but are rarely fatal. Chompcholla do not eat their victims.

They are vulnerable to fire and physical damage as they are dry, brittle creatures. Water rejuvenates them though so be sure to burn any remains or they may form back up.... eventually.

Special Ability: *Grows nodules* **Rarity:** Rare

(Created by Joseph Rochester)



CHIMERA:

There is something about chimeras that induces panic — the inability to fight, and the desire to flee with all possible speed in most other living crea-

tures. The panic power can be resisted or overcome by making an IQ saving roll on the same level as the chimera.

Special Ability: *Panic.*

Rarity: Uncommon.

DEMON: Trollworld demons have little to no interest in souls and they take many forms from small imps, sexy succubi to large muscular hulks.

Special Ability: *Curses.* The curse power must be moderated by a GM, and it only takes effect if the demon is able to fully speak the curse aloud in the hearing of the victim. Curses may be ameliorated, resisted, or removed only by the power of Blessings. Simple curses like “I curse you to die.” are seldom used by demons. They are more diabolical than that, and generally wish to cause extended suffering to their victims. Trollworld demons have little to no interest in souls.

Rarity: Uncommon. Usually summoned by wizards.

DHESIRI: Human-sized Lizardmen.

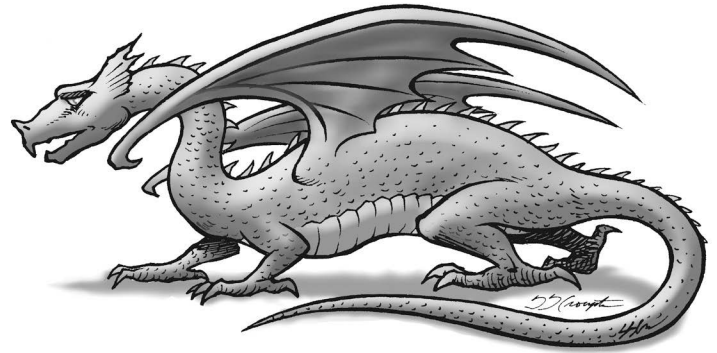
Special Ability: *Armored skin.* All lizardmen get double their character level in armor protection for their hides. Example: a L4 Dhesiri warrior would shrug off the first 8 points of combat damage each round when fighting.

Rarity: Common. Especially in the south of Rr’lff.

DIRE WOLF: A large Wolf the size of a tiger

Special Ability: *Telepathy.* Wolves can communicate with other animals and beings by projecting images directly into their minds. They cannot read minds or understand language unless Wizard Speech is being used, but they are adept at understanding what other creatures want.

Rarity: Common. All over Trollworld.



DRAGON: A giant reptile usually with batlike wings, and possessed of sharp claws and teeth. Many of them like to create nests out of gold and silver.

Special Ability: *Flame breath* is activated by rolling Spite Damage in combat. For each 1 rolled on the dice the dragon gets its own level in D6s of damage as a flame attack that cannot be avoided. Flammable objects will catch fire. When not in combat, Dragons may use their flame breath at will.

Rarity: Uncommon.

DURDLE “DEMON”: About the size of a chimpanzee that uses circular openings to ambush its prey. With its incredible hearing it can detect creatures passing through openings near its abode. They generally live above ground often in old ruins where there is an abundance of appropriate locations for them to hear. Their prehensile tail makes them adept climbers. Durdle Demons live in small family groups of 2 to 7 creatures. Although they have eyes, they see only in infrared, making them practically blind. They do have large movable ears and extremely keen hearing. They are not actual demons and have no supernatural or magical powers except an extreme agility. They are especially fond of eating Ratlings.

Special Ability: *Hyper-hearing.* Poison glands located on hands and feet near their claws exude a strong sedative that will often sedate prey into unconsciousness within 1-3 combat rounds if they do spite damage (make a L1SR-CON to remain conscious) They often leave victim creatures alive after eating only a small parts like eyes, ears, and other protuberances.

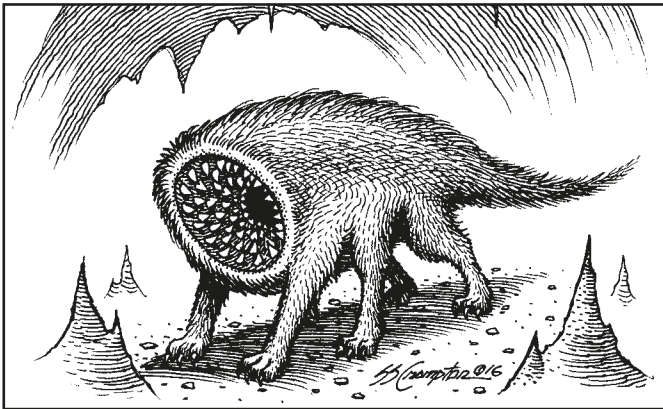
Rarity: Uncommon.

(Created by Stuart Skilton)

FIELD FIEND: Looks like a humanoid made of vines and plant material. It stands between 6' and 8' tall with a jack-o-lantern head. The Fiend is a plant, not an animal, and it isn't intelligent in the same way that animals are. That means it doesn't flee when damaged. It lives in fields, meadows, and the edges of wooded areas. It can stand perfectly still appearing to be a normal plant, waiting for an unsuspecting victim. It can also "walk" around to attack a victim. If no food comes along within a few days, the Field Fiend will walk randomly off to find something it can devour. The Field Fiend is a semi-intelligent plant, only interested in eating and growing. If there are no animals for it to eat, the fiend can subsist entirely on soil, water, air, and sunlight.

Special Ability: Can cause sleep and drain life force.

Rarity: Uncommon. Found especially in rural areas.
(Created by Bill Schaab)



GAKK: Looks something like a 6-legged wolf crossed with a tarantula. Its mouth is perfectly circular and emits a purple vapor each time the thing breathes out. Each leg is tipped with dagger sharp claws. It doesn't roar when it attacks. It burbles, but it is a very loud and frightening burble.

Special Ability: Gakks can walk or run on any solid surface including walls and ceilings. They also have a super sense of smell - even better than a dogs.

Rarity: Uncommon

GHARCH (Gargoyles): Smaller than humans and with hard, gray scaly skin, the Gharghs also have the added benefit of large bat-wings that allow them to soar into the skies. Found mostly in the northeastern corner of Rrr'lff, the Gharghs rule over that area and attack any outsiders who might dare to invade. They

have four cities, Tarka (the largest), Grach, Raaka and Skrat. They do very little trading with any others, apart from their own kind. They are sometimes hired as mercenaries by Vampire lords.

Special Ability: They have an inherent ability of flight and their tough skin is the equivalent of chain-mail armor in battle. (12 hits.)

Rarity: Common - especially in NE Rr'lff.

GHAFT: A large monster with the body of a kangaroo, the head of a shark, and a mane of prehensile tentacles. It also has formidable claws on both fore and hind legs. Their fur, teeth, and skulls are highly prized by subterranean kindreds such as dwarves, goblins, and dark elves. Each ghaft tooth is the equivalent of a small knife (2D6) and may be used as one if necessary. These creatures have large eyes that are well-suited for seeing in the dark.

Rarity: Uncommon

GIANT SLUG: Range in size from 3ft tall to over 12 feet tall. Slug slime is a contact poison and may be applied to weapons to increase their damage effect. It only has effect if an actual wound is inflicted and does not increase the weapons dice.

Special Ability: poison slime that does 1D6 of damage for each 10 points of monster rating or character level that the slug may have.

Rarity: Uncommon. Found in wet/humid areas.

GOBLIN: About the size of dwarves but much thinner, Goblins usually live near large bodies of water. they are adept at fishing, and know the spell: *Summon Fish*, but can only use it when underwater.

Special Ability: Goblins can stay *underwater* for long periods of time. 10 minutes for each level.

Rarity: Common. Found all over Trollworld

GORGON: Gorgons typically wear veils and masks to pass in society as normal humans.

Special Ability: Gorgons inherently know the *Medusa Spell*, (see dT&T rulebook), except that it works when you see the Gorgon's naked face including the open eyes. Gorgonic petrification is permanent unless counteracted by a *Pygmalion* spell (see dT&T rulebook). There are both male and female Gorgons.

Rarity: Rare.

GREMLIN: With green, scaly skin and long pointed ears, gremlins are some of the smaller of the humanoid kindred. *Special Ability:* *Bad Luck.* The mere presence of a Gremlin within 10 feet will automatically reduce the Luck attribute of every non-Gremlin in range by 25%.

Rarity: Common. All over Trollworld.

GRIFFIN: A creature with the body, tail, and back legs of a lion; the head and wings of an eagle; and sometimes an eagle's talons as its front feet.

Special Ability: Inherent *flight* ability.

Rarity: Uncommon.

HARPY: Harpies have poisonous talons (mostly because they are filthy). Wounds inflicted by Harpy talons will have a delayed effect of causing the victim to lose 1D6 of CON points due to infection. (This effect should be applied at the end of any adventure, not immediately when wounded.)

Special Ability: *flight.* Unless seriously injured, all harpies can fly. This is an inherent ability. They must rest for 10 minutes every hour of flight.

Rarity: Common. Found all over Trollworld.

HOPPERMAN TOADSTER: This monstrous hybrid is a sort of fusion of doberman pinscher and bullfrog, having the body like a dog and the head like a toad. This beast is about the size of a deer.

Special Ability: *Dart tongue.* If the monster rolls two 1's of damage, its tongue has shot out and grabbed the player's weapon, disarming that character.

Rarity: Rare. Found in swamps and wetlands.

(Created by Piper)

HROGR: (Ogre) An ancient race of humanoid-shaped beings who live among ruins and other wild places around the world. The common term for them is Hrogrs. Many are subject to mutations including multiple heads, eyes, horns, skin deformities. Larger than humans ranging from 6 - 10 feet tall

Special Ability: Likability *charisma bonus.* They can befriend any intelligent being and most of the smarter animals by making a CHR saving roll on the character level of the target. Hrogrs practice Jewel Magic (*which remains a mystery to all others.*)

Rarity: Common. Found all over Trollworld

HUMAN: *Special Ability:* a *second saving roll* as long as they don't critically fail the first one. This is due to humankind's persistence and optimism.

Rarity: Common. Found all over Trollworld



HYDRA: Hydras are multi-headed serpents. Each head has poison fangs. When hydras inflict wounds, each wound will cause repeating damage on each subsequent combat turn

as the poison takes effect, decreasing by just 1 point per combat turn until the wounded has either died, been cured, or outlasts the poison. Hydra poison damage is permanent to the victim's CON, even if cured.

Special Ability: *Poison bite.*

Rarity: Uncommon.

LAMIA: Lamias are actually the female form of Nagas. *Special Ability:* *Hypnosis.* Their special ability is to hypnotize and dominate/mind-control other humanoid creatures. This is done by making opposed saving rolls in IQ at successively higher levels until either the lamia or the target fails one. While the mental struggle is going on, the target cannot engage in physical combat.

Rarity: Uncommon.

LIVING SKELETON: Shunned by most other humanoids Skeleton men tend to keep to themselves. *Special Ability:* *Transparent skin.* This also affect their muscles, blood and organs, allowing only bones and teeth to remain visible. This can induce fear and panic in humans and elves, which can be resisted by a L1SR on IQ.

Rarity: Common. Found all over Trollworld

LIVING STATUE: *Special Ability:* *Stone or metal skin.* Living statues are always created by wizardry, and may sometimes be imbued with other special effects at the will of the GM. Their skin acts as natural armor providing 10 points of protection for each character level of the statue.

Rarity: Uncommon.

MALLARDORIAN: These recent arrivals to Trollworld currently have enclaves on Zorr, the eagle continent. About 25% smaller than the average human, their feathery bodies and duck-like features give them great swimming abilities and they can fly. (They cannot carry any passengers.) At a distance and in armor they are often mistaken for dwarves.

Special Ability: can float on water even when wearing armor. Although they have learned the Common Tongue, the unique duck-like accent makes them very difficult to understand.

Rarity: Rare. Only found in a few locations.

MERPERSON: **Special Ability:** Merpeople have 2 forms and may switch between them at will. One form looks perfectly human and can pass for human except for the gills visible on the neck while on land. The other form has the upper torso of a humanoid and the lower torso and tail of a large fish (scale color may vary). This is their more common form, and they prefer to live and do all things underwater.

Rarity: Uncommon.

MIND LEECH: A large flat symbiote, that attaches to the spine of their host where they can hijack the body. As a symbiote they can offer their long learned knowledge in exchange for some blood and cooperation. Mind Leeches vary in disposition from cruel masters to benevolent partners. They are light gray in coloration with black symmetrical marks similar to a Rorschach test. Each set of markings is unique to that leech. Sometimes they are 'handed down' through a family line. Mind Leeches live for centuries and are solitary. They essentially boost the IQ (add 3D6 to the INT of any character newly possessed.) With the Game Master's agreement, players hosting mind leeches may come up with a backstory that allows for the adding of skills, languages, and the occasional unusual perspective. A fully grown mind leech can cover the entire back of a humanoid. The top side of a mind leech is tough and leathery, providing 6 points of armor; the bottom is soft and contains numerous needle sharp cilia that penetrate the skin and into the main nerve that runs down the spine. Leeches learn what the human host knows, and can retain that knowledge their entire life. They can take over the mind of the host at will, and gain

total control of its body. When not attached to a host mind, leeches are generally found in shallow pools of salty water. Mind leeches without sentient hosts are no better than animals and are incapable of building a civilization.

Special Ability: Body Snatching

Rarity: Rare (Created by Todd Zircher)

MINOTAUR: **Special Ability:** Weapon Talent. Due to their singular focus on combat, Minotaurs are extremely proficient with a weapon of their choice. Minotaurs have a combat Talent that gives them 1 extra d6 for each character level with one chosen weapon, not all weapons. Minotaurs also have horns that can work as supplementary weapons, each horn getting 1D6 of damage per character level. Example: a L3 Minotaur with both horns at full length could do 6D6 plus combat adds damage in close combat simply using their horns as weapons.

Rarity: Common. Found all over Trollworld

MUMMY: Having died once already, and coming back as undead, no amount of physical damage will actually kill them again. Their CON attributes may be raised and lowered, but only physical dismemberment or burning actually takes them out of a fight. Even dismembered, the individual pieces of a mummy retain their unlife abilities to move, and parts will re-unite if brought into contact with each other.

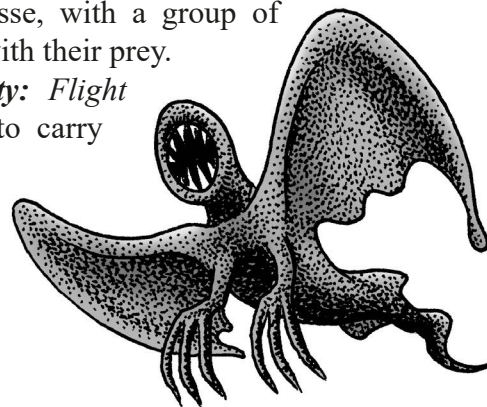
Special Ability: Undead.

Rarity: Uncommon. Found in dry, warm locations.

NIGHT-GAUNT: These dark creatures are roughly the size of an eagle, with dead-black rubbery bodies, featureless heads, and long prehensile toes. They also have leathery wings. Night-gaunts prefer to attack en masse, with a group of them flying off with their prey.

Special Ability: Flight and the ability to carry more than their weight.

Rarity: Uncommon.



OBSIDIAN SPIDER: 12-legged spidery horrors made of living obsidian. Intelligent, malevolent, solitary. Their nourishment is primarily rock-based, but the calcium of bones and teeth, and the iron in blood is food for them, and is enough incentive to cause them to attack fleshy life forms. Like rock trolls, they have regenerative abilities, but the regeneration is not nearly so speedy or magical in nature. An obsidian spider will regrow a damaged or amputated leg, but it will take weeks or months to complete the process. These spiders do not spin webs.

Special Ability: *Armor and poison bite.* Obsidian is very hard, but somewhat brittle. Obsidian spiders get 1 point of armor for each 10 points of CON. The bite of a spider injects tiny shards of obsidian into the bloodstream which has the effect of cutting tiny wounds inside the veins and arteries of the victim, causing 1D6 of CON damage every 30 minutes of game time for up to 1 day or character death.

Rarity: Rare. Only found underground

OOZEKIN: The mad wizard, Ogberdammus, experimented with blending humanoids with oozes, and slimes. The Oozeekin are the sentient result. Oozeekin in their natural state resemble humans made of firm gelatin. They are clear, though may be tinged with various colors. Oozeekin are capable of speech, though their soft voices possess a wet burbling quality and are incapable of shouting. While able to walk, they cannot run. However, this limitation is offset by their ability to collapse into a pool of ooze which can seep through the smallest of cracks and reform. Fire is their worst fear, for it will desiccate them into powder, and once turned to dust they are truly dead. Edged and piercing weapons cause wounds that close quickly and water helps them regenerate, albeit slowly. They retain some of the acidic qualities of their progenitors and can dissolve non-living organic material over time. Oozeekin do not wear clothing or carry weapons. Normal combat is done by splashing onto a foe and attempting to enter via nose or mouth, filling the lungs and asphyxiating the target.

Special Ability 1: Acid Damage activated by Spite damage. Every point of Spite damage does 3 points of acid burn damage to organic creatures.

Special Ability 2: *Ooze form.* Movement is one

quarter normal but they can seep through anything that isn't watertight. Ooze separated from the main body remains alive and may rejoin the main mass at a later time if physical contact is established.

Rarity: Uncommon.

(Created by Marzio Ombra)

QUICKSILVER: A living mercury metallic creature, it holds itself into a blob while alive. It feeds on noble metals (gold, silver, platinum, palladium, etc.) by quickly extending a pseudopod to touch the metal, dissolving it, then absorbing it. Quicksilver has no use for or effect upon, ferrous or base metals, and is even poisoned by lead such that a relatively small amount of lead will drive it off and larger amounts can kill it. It can flow through narrow openings and can be trapped in a container for years with no effect other than it will be VERY hungry on being released. Other than poisoning by lead, it is damaged by fire and can be immobilized for a time with cold. Ordinary weapons have no effect except to splash it about. Once dead it acts like, and essentially is, a puddle of mercury. Quicksilver is not intelligent and its only attack is the electricity it can emit.

Special Ability: *Electrical attack.* If anything moves to protect the noble metal from the pseudopod, it will make a lightning attack (1D6 of electricity for each 10 points of monster rating — round down.)

Rarity: Very Rare. Usually found in mines or caverns

(created by Brian Gross)

RATLING: **Special Ability:** *Heightened sense of smell.* Taller than dwarfs and shorter than humans, Ratlings are tough fighters with long teeth and claws. They can speak and wear clothing, but they are rather primitive.

Rarity: uncommon.

SHOGGOX: They are the substance of the worst nightmares, a large bubbling mass of greenish black, which can morph



into any shape with myriads of horns, teeth, eyes and tentacles. Incredibly tough and carnivorous, Shoggoxes have come to Trollworld via some long-forgotten dimensional rift. They are immune to most standard attacks and only magically enhanced weapons and strong magic spells can defeat them. Shoggox are usually found in deep caves or near ancient ruins as they prefer to remain undisturbed, as if waiting for some event to bring them forth on an unsuspecting world.

Special Ability: Their inherent *shape-shifting* ability is limited to basic forms. They are not able to flow through cracks and holes in search of prey. **Rarity:** Uncommon.

SPHINX: A Sphinx has the body of a lion, the wings of an angel, and the head of a human. They are mostly female, but male Sphinxes do exist.

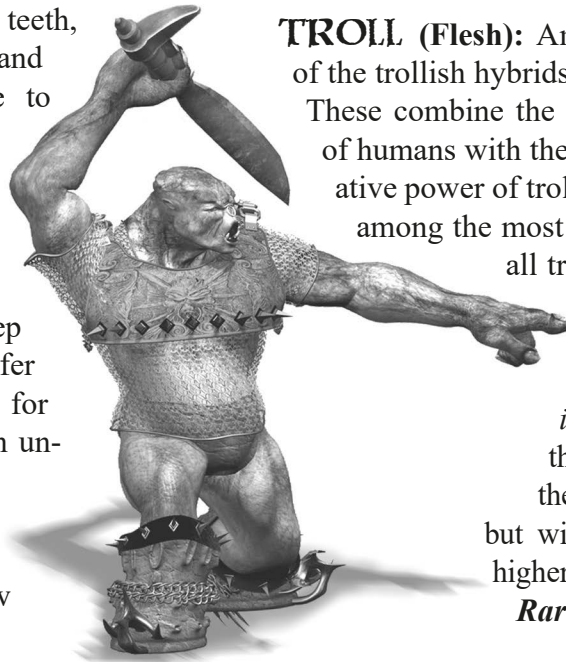
Special Ability: *Riddles.* They can remember hundreds of different riddles to ask and they love to play the Riddle game for high stakes, frequently life and death. Most of them know the 6th level *Divine Disapproval* spell (see *T&T rulebook*) which they use when the victim fails to answer the riddle. They can sometimes be tempted by other forms of gambling.

Rarity: Common. Found all over Trollworld

STINGAREE: Often confused with the common manticores, this monster is a chimeric semi-intelligent Trollworld beast that has the face and head of an Hrogr, the neck, torso, and upper body of a lion that changes into the lower body of a giant scorpion. It has 6 limbs, 2 lion-like front legs and 4 arachnid lower body legs. Its primary weapons are dagger-like claws on its front feet, and a long, scorpion-like sting instead of a tail.

The creature's sting is extremely poisonous — the venom can kill an adult human in a few minutes. The scorpion riders of the Bronze Uplands have domesticated stingarees and use them as hunting beasts.

Special Ability: *poison stinger* doing 1D6 of poison damage per character level or 10 points of monster rating. **Rarity:** Rare



TROLL (Flesh): Among the most frightening of the trollish hybrids are the human-troll mixes. These combine the relatively high intelligence of humans with the size, ferocity, and regenerative power of trolls. Troll-human hybrids are among the most common and dangerous of all troll types. (Including *forest, swamp and jungle trolls.*)

Special Ability: Trolls have accelerated *self healing*. They recover 1/10 of their CON or monster rating at the end of each combat round, but will not regenerate to a level higher than their natural attribute.

Rarity: Common.

TROLL (Stone): Rock trolls are the original inhabitants of Trollworld. They are a silicon-based life-form that evolved on this world before it had an atmosphere. They range in size from about six feet to sixty feet high weighing between 800 and 30,000 pounds. The larger ones are thousands of years old and seldom come to the surface except to stargaze on remote mountain peaks. Their coloring is often slate gray, but may range from sandy red to cobalt blue. It is not uncommon for lichen to grow on the usually shadowed parts of a troll's body.

Special Ability: Trolls have accelerated *self healing*. They recover 1d6 pts of CON/10 minutes. Trolls will not regenerate to a level higher than their natural attribute. Their skin is extremely tough and stonelike, and provides 1 point of armor for every 10 points of CON or monster rating. Their blood is acidic and does burning damage to any flesh that comes in contact with it. The GM is left to adjudicate how much damage and whether the acid affects metals or other substances as well.

Rarity: Common. (Giant trolls are Extremely Rare).

UNICORN: The horn of a unicorn contains the power of the unicorn. Unicorns may heal any physical wounds by simply touching them with the horn. Unicorn horns lose their power when separated from the animal physically, but retain some potency as a universal antidote for poisons when ground into a powder.

Special Ability: Able to *heal others*.

Rarity: Uncommon.



URUK: Uruks come in various skin tones, usually grayish, yellowish, or greenish. Their skin tends to be rough and scaly. About the same mass and weight as men, uruks are recognized by their lack of head and body hair except for vestigial eyebrows. Many also have sloping foreheads and prognathous jaws, but others can look almost human.

In a world dominated by humans, uruks tend to be regarded as monsters. Most uruks are members of nomadic tribes that inhabit the wastelands of the continent of Rrr'lff, or else dwell in the tunnel complexes that infest the landscape. They have better darkness vision than men and a far better sense of smell, and generally have little fear of death or wounds and make excellent fighters. Few of them have the talent for magic, and those who do often make mistakes or judgmental errors.

Special Ability: *Fire resistance.* Though not immune to fire by any means, they are less affected by it than other humanoids. They like to carry flaming weapons, and sometimes cover body parts with a flammable oil which they set afire and suffer little harm from doing so. Armor: 6 pts vs. all fire-based attacks.

Rarity: Common. Found all over Trollworld

VAMPIRE: Vampires are undead, can exist forever and are hard to kill. Only cutting off their head guarantees their death. Vampires have other powers as well, but these vary based on the knowledge, age and type of Vampire. Trollworld Vampires are not affected negatively by garlic, prayer, or running water. They do require a constant supply of fresh blood or else they will fall into a torpor and then a coma from which only a blood bath (literally) will arouse them. Some Vampires are wizards and have great magical powers (*see Vaults of K'horr for examples of such creatures*), but other, low level slave-vampires are scarcely more powerful than or-

dinary human beings. Vampires do not like the light of the sun but it does not kill them.

Special Ability: *Immortality.*

Rarity: Uncommon. Many are found in K'Horror.

WERE-CREATURES: Trollworld has a wide variety of were-beings. They are not affected by moonlight in any particular way. Their attributes vary depending upon the two classes of being they combine. For example, a standard horror movie werewolf would be equivalent to a Dire Wolf in attributes, but its special powers would be Regeneration up to .25 of max CON per combat round (yes, they regenerate damage even faster than Trolls) and Infection. Any bite wound that draws blood will infect the victim with the were-curse if the victim survives the bite. New weres will change involuntarily whenever they fail a CON or STR saving roll. Older weres may have learned to control their change voluntarily if they have INT of 13 or greater.

Special Ability: *Able to change form/fast healing.*

Rarity: Common. Found all over Trollworld

YETI: They are immune to cold, and prefer to live in lands perpetually covered in ice and snow. They have the inherent ability to turn invisible at will.

Special Ability: *Invisibility.*

Rarity: Uncommon. Found in forests & mountains

ZOMBIES: Zombies on Trollworld are not true undead, but are instead victims of a disease that mimics death in its early stages and produces horror movie zombies in its later stages. Like the were curse, zombieism is contracted by contact with another zombie that draws blood.

Special Power: *Zombies ignore damage* that might ordinarily kill a normal being of that type. Only destroying the head is a quick way of killing them, and headless zombies have been known to stagger around for hours or days before complete death takes them.

Rarity: Common. Found all over Trollworld.

Note to GMs: *You can create your own monster kindreds based on other legendary creatures or animals. Use the modifier chart and these monster listings as a guide to help you. Remember, it's always more interesting to give your creatures a weakness, as well as a special power.*



NAME: _____ KINDRED: _____

LEVEL: _____ 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.

SPECIAL ITEMS/CHAOS FACTOR: _____



CHARACTER SHEET

WEAPONS & ARMOR:

SPELLS & POWERS:

NAME: _____ KINDRED: _____

LEVEL: _____ GENDER: _____ HEIGHT: _____ WEIGHT: _____

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CHARACTER SHEET

WEAPONS & ARMOR:

SPELLS & POWERS:

THE RUINS OF HAE'KU

A GM ADVENTURE FOR MONSTERS! MONSTERS!

By Ken St Andre & Stefan Jones



This section details the monster-haunted ruins Hael'Ku. You can use it in GM run game sessions of both *Tunnels & Trolls* and *Monsters! Monsters!*

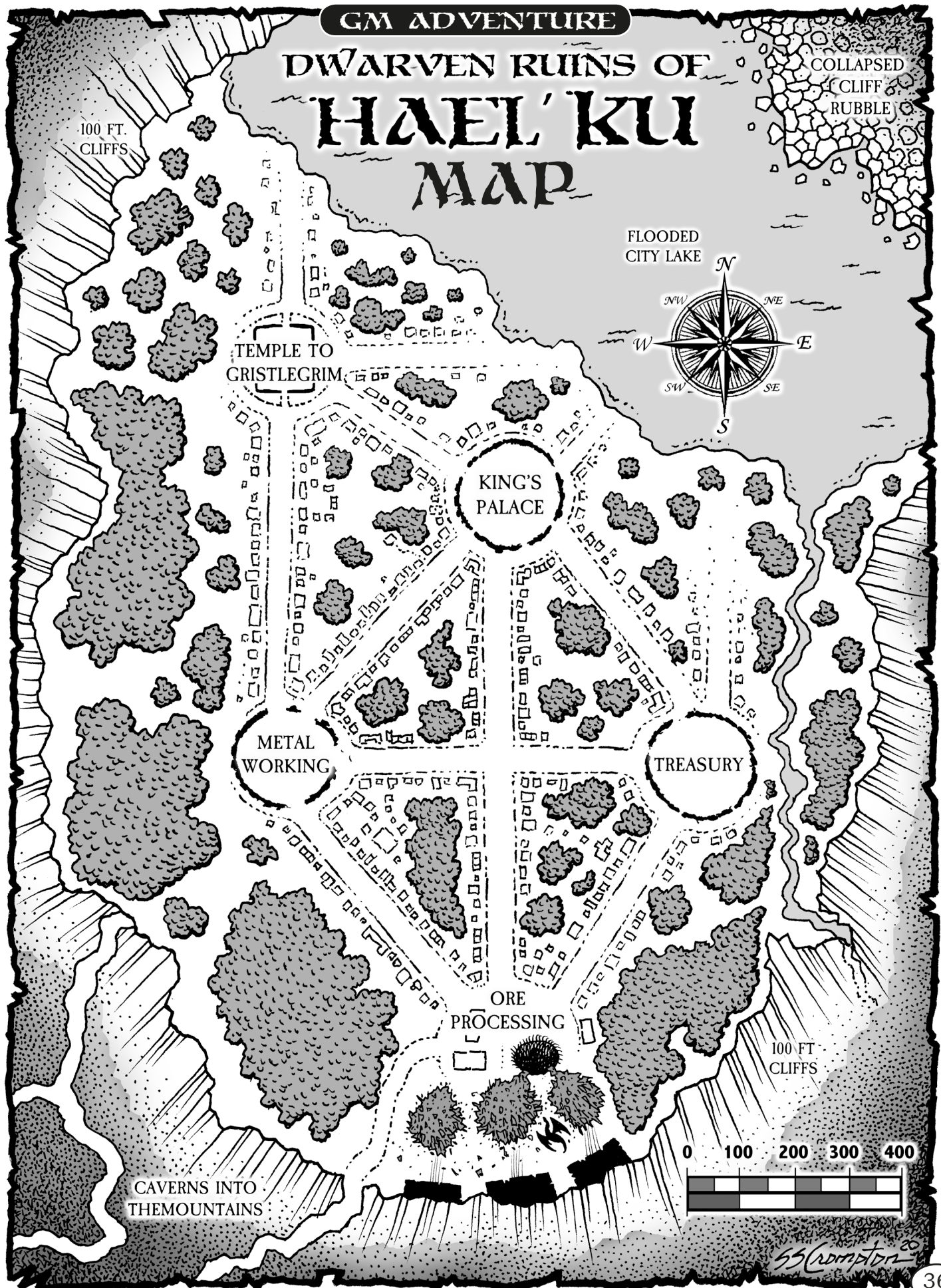
Located near the headwaters of the Khazan River, about 20 miles north-northeast of the once-great Hrogr city of Tharothar, Hael'ku lies deserted and broken except for the many monster kindreds and creatures that call it home.

The city was built thousands of years ago on the orders of Gristlegrim himself, to tap the mineral wealth – particularly magically potent crystals such as magnetite and diamond – that he had sensed in the roots of an extinct volcano. Constructed like a Naga city with ten centers of power, Hael'ku became one of the most important surface centers of Dwarven power and wealth.

Hael'ku died a casualty of the War of Liberation; the Dwarves sided with Khazan, the Hrogrs (Ogres) of nearby Tharothar supported Lerotha'hh's. A series of inconclusive, bloody battles finally ended when an earthquake struck the region. The floor of Hael'ku's home crater cracked and broke into fissures, lesser buildings crumbled, and mines and tunnels collapsed. Deprived of their stronghold, the Dwarven armies could not withstand the attacking Hrogrs. Hrogrs overran and sacked the city. Creatures from the Caverns of Hael came out and further harried the survivors. The few survivors fled and have never come back in force.

The Hrogr's assault and sack of Hael'ku incensed Khazan. The mighty wizard himself came out and inflicted the Hrogr plague on the Hrogr; 90% of the creatures died outright, and the survivors deteriorated into the short-tempered simpletons we know

DWARVEN RUINS OF HAEL' KUI MAP



today. Tharothar also perished. No longer occupied by the Hrogr kindred, Tharothar fell into ruins that were sometimes visited by adventurers looking for jewels. (The Hrogr loved jewels and based their form of magic on them.)

THE CITY TODAY

Hael'ku sits in the caldera of a dormant volcano. There may be lava left in the mountain, but if so, it is far underground and capped. When the city was destroyed by earthquake and attack hundreds of years ago, a few small streams were diverted into the crater, and they had no obvious means of escape. Since then, a lake has formed in the northeast section of the crater, the lowest section. The lake has been rising very slowly for over 400 years, as little as an inch per year. As the lake gets larger, it's rate of rise declines. In perhaps another 100,000 years it will completely fill the crater.

Despite the quake and looting, many of Hael'ku's buildings, especially the city centers, still stand. The carefully tended gardens have become overgrown forests with thick undergrowth, and the grand boulevards have buckled and fissured in many places. The refugees who fled centuries ago could only take a fraction of the city's wealth, and their regretful tales of what they left behind have survived to this day. As a result, the ruins have become a destination for treasure hunters. A small fraction of those who dare raid the city have returned with sacks of booty. Most never return at all.

GETTING TO HAE'KU

Hael'ku is located amidst rugged mountains. In the far past a great road ran from Tharothar to Hael'ku and then the chief elven city to the south. This way is now impassable, its numerous bridges crumbled and pavement riddled with fissures.

Here are the remaining ways to the summit of the extinct volcano where the ruined city nestles:

Flying: In ancient times Dwarves used lighter-than-air craft to visit the city. Flying to the city is still possible, at least in good weather, but fliers will share the skies with numerous predators, such as dragons

(including Vvvarr), wyverns, giant eagles, griffins and harpies.

Underground: Dwarves accessed the city through a system of tunnels. Some of these they dug, others were ancient lava tubes. Many lesser tunnels have collapsed, but the city can still be accessed through the Caverns of Hael.

The Forest Path: Near the source of the creek that feeds into the lake is a small building concealing a shaft sunk into the crater floor. A treacherous spiral stair runs down the shaft; at the bottom is the beginning of an underground trail. It runs through miles of tunnels and lava tubes finally emerging far to the south, in the elven forest.

Teleportation: A teleportation platform stands next to the Temple of Gristlegrim. Characters may enter Hael'ku via the platform if they started in another Dwarven temple that is linked to it, and the priests of Gristlegrim agree to transport them. There is one such temple inside the Dwarven city inside Khazan, another in a Dwarven temple in Stormgaard, another in Gull, and yet another in Z'karia on Zorr. The GM can choose to put a temple and platform in other cities, of course. (See the temple description for details on exiting the city by the platform.) For purposes of entering the city, it doesn't really matter where the players choose to start.

Mountain Climbing: A series of treacherous paths can get adventurers to within a few miles of the volcano; from there, dedicated and hardy treasure hunters could scale the side of the mountain and descend into city via the northeast side, where part of the crater wall has collapsed. This will require navigating the lake that has flooded part of the city. Alternately they can climb down into the city from any side if they brought at least 400 feet of rope.

STONE MAGIC

The "civic" structures of the city – the Temple, Palace, Treasury, sewers, aqueducts and the like – have been enchanted to resist magical assault. The Rock Fact spell protects against the *Slush Yuck* spell, and greatly reduces the effectiveness of Hellbomb Bursts.

A 12th level Dis-Spell will temporarily (2d6 turns) nullify Rock Fact, but those who dig through the walls can still be in for a nasty surprise. The walls conceal still-active water mains, and a breach can release a torrent of water. The walls of the vaults beneath the treasury contain entombed golems specifically placed there to attack those who try to breach the walls.

HAEL'KU KEY

The Streets and Gardens of Hael'ku

Dwarven cities are not much like human cities. They do not grow up around some random business or farm; they are planned from the beginning. The surface part of Dwarvish cities imitate those of Nagas. Deep underground the cities are built in concentric circles (See *Dwarf World* by Ken St. Andre). The streets of Hael'ku are all broad avenues about 50 feet wide and they connect all the adjacent city centers. The grand boulevards were once level and clear. They are now broken, cracked and irregular, with weeds and grass growing in the cracks in some places, but they are mostly clear and easy enough to walk along.

In between the streets are the houses where the people of the city lived. These neighborhoods are now overgrown with trees and underbrush. There are a lot of large spiderwebs visible stretching from branch to branch and from tree to tree, but these are mostly in the upper branches and higher locations. The lower terrain is mostly free of webbing, but overgrown with weeds, grass, and bushes. A few animal trails wind through the undergrowth.

The houses built near the roads are in ruins, with collapsed walls and roofs. They serve as the dens of large and small animals. Any exploration of a house will result in finding a den or nest of one of the creatures listed on the **Houses/Trees list**; roll 2D6 to see what lives there! The table also shows the number encountered; use the "rule of three" for large parties. It is possible that small amounts of gold, silver, or iron might be found inside the houses. If players enter a house, clean out the den of whatever vermin is inside, and say they are searching for treasure,

have each character attempt a saving roll on Luck at one level higher than their own character level. For example, a level 4 character searching for treasure would have to make a level 5 saving roll on Luck in order to find any. If treasure is found in this way, roll once on the random treasure generator. There is also a 1 in 6 chance of finding a usable metal (or stone) tool or weapon buried in the rubble. Not worth much cash, but handy if the adventurers lost their own gear.

ENCOUNTERS

There is a great deal of small animal life such as birds, snakes, insects, squirrels, and lizards. These vermin are everywhere, with insects being the most numerous. Many of the bugs are far larger than they would be on Earth, but nothing that could really be described as monsters.

However, there are plenty monsters too! The streets, homes, and wooded areas are dangerous. Every time adventurers try to travel from one location to the next there will be an encounter with hostile creatures. Wait until the players are at a midpoint between buildings/locations before announcing the attack. Players will generally see their foes coming on the roads; they will generally be taken by surprise and ambushed among the trees or inside a house. If they stand and fight, well and good, but if they run off the roads into the forest, or from the forest to the roads, hit them with a second encounter. After two combat rounds of this second encounter, have the creatures from the first encounter catch up and join the fray. None of these randomly encountered creatures carry any treasure.

ENCOUNTER TABLES

When the GM determines that a random encounter is about to happen on a road, roll 2D6 and look up the result on the appropriate table to determine what's coming. Let the players know what's coming and give them one free combat round to determine what to do. If they attack with magic or missiles, the attack is unopposed and can take full effect of it hits. Missile attacks all require 2d level DEX saving rolls to hit most creatures. Exception: Blood bats and harpies require 4th level DEX rolls to hit. They fly, they

don't move in straight lines, and they're fast.

Scaling Up: For parties larger than 3 characters, add another monster of the same size and type for every 3 members of the party. For example, if the party has 4 to 6 members, add one monster; 7 to 9 members, add two, and so forth. Feel free to add more if the

characters have especially powerful magic items, or if a party member is high level with powerful spells. With this many predators, most of them either sleeping or lurking quietly in ambush in the open spaces between the roads and city centers, the best thing any party can do is try to spend most of their time inside one of the five remaining city centers.

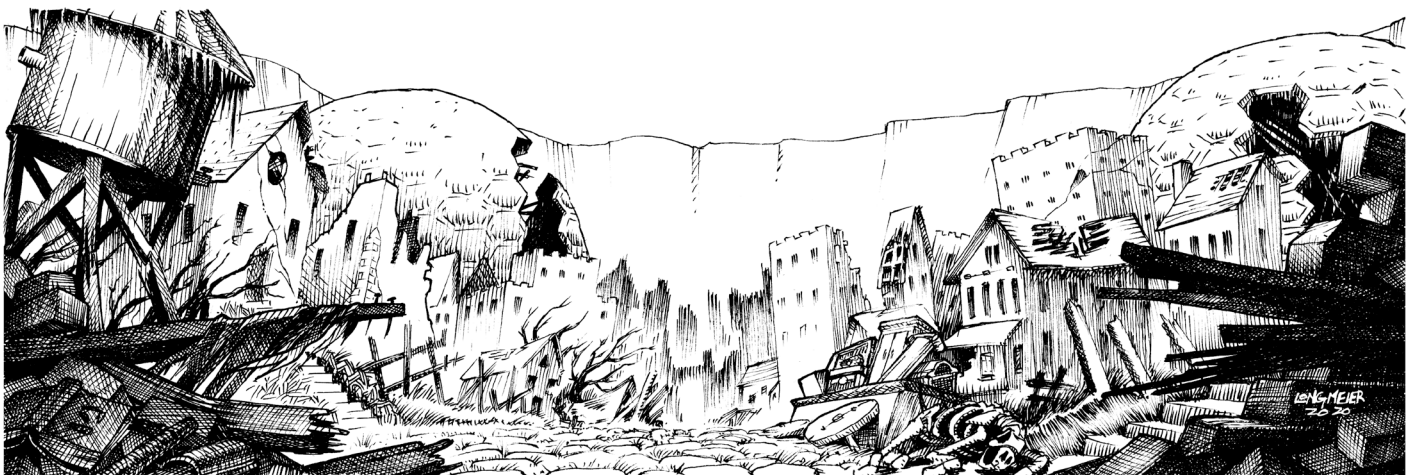
ROAD ENCOUNTER TABLE

Use this table to determine what creatures are encountered on the city's roadways.

#	Creature	MR	Description and number (for parties larger than 3 characters add another monster of the same size and type for each 3 members of the party)
2	<i>Griffin</i>	200	head & wings of eagle, body of tiger—huge, double the size of a lion or tiger.
3	<i>Forest Troll</i>	180	looks a great deal like a sexless gorilla about 9 feet tall. Regenerates up to 18 CON points per round. If the troll loses 2 consecutive combat rounds, it will break contact and flee into the trees. It will not communicate.
4	<i>Dwarf Zombie</i>	120	Undead Dwarves left over from the fall of the city. These will typically be armed with Dwarven hammers and pickaxes and wear Dwarven mail that takes 8 points of damage for them. These are 13D6 weapons in the hands of the Dwarves, but only 6D6 weapons if claimed by an adventurer—the weapons would be worth about 400 gold pieces each if taken out and sold.
5	<i>Skinkk</i>	100	Basically a very large, fast-moving crocodilian, this lizard has tough blue scaly hide that provides 7 points of armor. It is about 10 feet long from toothy head to tip of tail and may be about 4 feet tall.
6	<i>Bloodbats</i>	24	Roll 2D6 to see how many are in the pack that attacks. These fast-flying nuisances emit a high-pitched squeal that makes it impossible to hear anything else during the attack. They have claws on their wing tips and long sharp teeth to bite with. If they score more than 5 points of damage on a character they will attach themselves on an adventurer, knock it to the ground, and begin draining blood from an open wound. While they are in the air the player must make a L4SR on either DEX or LK in order to hit and do damage. When they are attached to a player and draining them they have no defense and require no saving roll to hit, but that character cannot fight back.
7	<i>Rakknidd</i>	50	Basically a giant hairy black, brown, or gray spider about the size of an eagle. The bite is poisonous with a venom that paralyzes. For every point of damage taken by a character reduce that character's DEX by 1 point. If DEX reaches zero, the character is totally paralyzed and cannot move other than to breathe (with great difficulty), move eyes, or speak. The effect will wear off at 1 point per game hour or can be neutralized by the Too-Bad Toxin spell.
8	<i>Skoorpidd</i>	60	Basically a giant red or orange scorpion about the size of a cow. It fights with pincers and poisonous sting. If a character takes damage from a skoorpidd, make a L1SR on LK to see whether or not they were stung. Each time a character takes damage increase the difficulty of the saving roll by one level. Skoorpidd poison both paralyzes and damages CON. For each point of damage done by a sting, subtract 1 point

of DEX and add an extra point of CON damage. If DEX reaches zero, a character cannot move except to breathe, and if it reaches 3, a character can no longer hold weapons or fight.

- 9** *Dire Bear* 90 This is just a big, fierce bear, not that different from a grizzly bear on Earth, except that the fur is mixed brown and light green for good camouflage in forests.
- 10** *Harpies* 60 The harpies of Trollworld combine the face and breasts of a human with the body and talons of a vulture. They are intelligent, but dirty and vile in every way. Hermaphroditic, every harpy is both male and female at the same time. They are not pretty, even if cleaned up. The mouths are more like beaks than mouths. They screech even when talking to each other. Their feathers are metallic in texture and provide light armor, taking 3 hits for them. They have movable claws at the end of their wings, and can pick things up with them. Three talons on each foot are each the equivalent of a large knife. They hunt in flocks of 3 to 9 creatures. (Roll 1D6+2) When they are airborne it takes a L4SR on either DEX or LK to hit them with any weapon. Unlike bloodbats, they do not fasten onto their prey, and so do not become helpless. The large nests seen in the upper branches of the trees belong to them.
- 11** *Hrogr* 150 Hrogrs sometimes wander into Hael'ku from the Great Fungus Forest. And sometimes they can't find their way back out. A few have even become permanent residents, though they tend to live just inside the caverns and only go to town to hunt. They are the one creature on this table that can be reasoned with, but only if someone speaks to them in their own Hrogr language. They are usually armed with a large club worth 16D6 in combat to them, but only a 4D6 weapon for lesser creatures like Men or Dwarves.
- 12** *Manticore* 220 The manticore is another compound beast, having a manlike head, the body of a lion - a very big lion as the Trollworld manticore can be up to 10 feet high at the shoulder, and the tale of a scorpion with a hard barbed point that acts as a spear tip when driven into another creature. The human head is not quite human as the mouth reaches from almost ear to ear with a triple row of teeth inside it. With a human-sized brain, manticores are intelligent and have a language, but have no interest in speaking to prey animals such as Men or Dwarves. Manticores are smart enough to run away if they are losing a fight. If their MR is reduced to half or less, they will try to break away and disappear into the trees.



TREES AND HOUSES ENCOUNTER TABLE

Use this table to determine creatures encountered in forested areas, or in smaller buildings.

#	Creature	MR	Description and number (for parties larger than 3 characters add another monster of the same size and type for each 3 members of the party)
2	<i>Forest Troll</i>	180	looks a great deal like a sexless gorilla about 9 feet tall. Regenerates up to 18 CON points per round. If the troll loses 2 consecutive combat rounds, it will break contact and flee into the trees. It will not communicate.
3	<i>Skinkk</i>	100	Basically a very large, fast-moving crocodilian, this lizard has tough blue scaly hide that provides 7 points of armor. It is about 10 feet long from toothy head to tip of tail and may be about 4 feet tall.
4	<i>Dire Bear</i>	90	This is just a big, fierce bear, not that different from a grizzly bear, except that the fur is mixed brown and light green for good camouflage in forests.
5	<i>Python</i>	80	large hungry snake, usually drops on prey from a tree branch above it. Not venomous, but the Trollworld poison has a semi-metallic scaly hide that can deflect up to 5 points of damage. A big one (and that's the only kind that dares attack large prey like Men or Dwarves can easily swallow a man whole.
6	<i>Viper attack</i>	20	Vipers attack from ambush, striking at anything that moves. Have each player attempt to make a L3SR on LK. If anyone fails, they get bitten. A viper bite does 3D6 worth of damage to the victim's CON at the end of the combat round. Vipers do not usually bother to stick around and strike again unless you disturb them in their nest. The poison is extremely deadly and will continue to do 3D6 of damage each combat round unless healed with a <i>Too-Bad Toxin</i> spell. In a nest there will be 2D6 (DARO) vipers at any given time, and they will fight with their small monster ratings, but any damage that gets through, including spite damage will have its full 3D6 effect at the end of each combat round.
7	<i>Rakknidling</i>	40	Basically a large hairy black, brown, or gray spider about the size of a hawk. The bite is poisonous with a venom that paralyzes. For every point of damage taken by a character reduce that character's DEX by 1 point. If DEX reaches zero, the character is totally paralyzed and cannot move other than to breathe (with great difficulty), move eyes, or speak. The effect will wear off at 1 point per game hour or can be neutralized by the <i>Too-Bad Toxin</i> spell. These are the younger spiders who are not considered grown enough to hunt on the roads. These younglings hunt in trios of 3. If one attacks, two more will be right behind it on the next combat round.
8	<i>Tse</i>	60	Mosquito men of Zorr How they came to this forgotten corner of Rrr'lfff is unknown, but there are nearly 100 of them living in Hael'ku. They want to drink your blood, but not all of it. If a character loses half his CON to Tse attacks with fingernails and tinging proboscis, they will fall asleep and be helpless. Once their venomous saliva has put you to sleep, they will deposit their eggs under your skin, and then let you go when you wake up, feeling a bit itchy. In about a week the eggs will hatch into larva which will invade your bloodstream and as they are absorbed into your body, you too will become a Tse.

- 9 Greencat** 88 Basically an lion-sized leopard with green fur and sabertooth fangs. They are arboreal and like to ambush prey from behind and above. If a greencat comes up as a monster have every party member roll 2D6. Whoever rolls lowest gets ambushed. The first attack does only stun damage, and the cat does not get its combat adds as part of it — just the 9D6. Armor will help protect against such damage. The rule of three applies with greencat attacks. If the party has 4 to 6 members in it, 2 cats will attack; 7 to 9 will get 3 cats and so forth.
- 10 Deathfrog** 98 Large, the size of a rhinoceros, green, warty, with a long prehensile tongue that strikes with the force of a whip, sharp teeth that can bite through iron, and powerful hind legs.
- 11 Bloodbats** 48 Big, big bloodbats. Roll 2D6 to see how many are in the pack that attacks. These fast-flying nuisances emit a high-pitched squeal that makes it impossible to hear anything else during the attack. They have claws on their wing tips and long sharp teeth to bite with. If they score more than 5 points of damage on a character they will attach themselves on an adventurer, knock it to the ground, and begin draining blood from an open wound. While they are in the air the player must make a L4SR on either DEX or LK in order to hit and do damage. When they are attached to a player and draining them they have no defense and require no saving roll to hit, but that character cannot fight back.
- 12 Eyesaur** 150 Eyesaurs are large ferocious reptiles 10 to 20 feet long. They hunt in packs (Roll 1D6+2 to see how many the party has encountered.) They run erect, and look like an allosaurus, only with more fangs and a bony knot on the end of their tails. They attack primarily with their teeth, but will swing the tail with piledriver force to do more damage. To make things worse, they regenerate extremely rapidly from any damage that doesn't kill them outright (5D6 per combat round).

THE LAKE AND THE BEACH

The lake has risen to a point where it covers half of the city. Five of the ten original major city centers now lie beneath its waters, and some of the basement levels and underground passages of even the “dry” parts of the city are flooded. This will ordinarily have no effect upon player characters unless they open a door leading to a flooded part of the city. If that happens they will get wet. Fast!

ENCOUNTERS

The lake provides a good environment for many different forms of life that would not ordinarily be found in this area. Fish come in via the two streams that feed the lake. Water birds have found it, as have Goblins that arrived through the caverns. Insects, including many of the giant insects that inhabit the wilder parts of Trollworld, are common, and where there are insects there are spiders.

The lake Goblins have formed a tribe of 77 males and 56 females. The shallower waters of the lake teem with Goblin tadpoles. These Goblins are at a stone age level of civilization. They have no metal, no pottery, no fire. They subsist on fish, insects, and some water plants, all eaten raw. They are neither hostile nor friendly, but would probably interact with adventurers in the manner in which they are treated. In spite of their low cultural level, they are not stupid, and would learn rapidly from any contact with the outside world. They speak a primitive form of Gobble.

The only other interesting thing about the lake is that it has recently been discovered by a flight of Mallardians. A dozen or more of the duck-like beings have arrived and are constructing a camp on the beach. They have been having some trouble with the giant spiders (raknids) that infest the nearest

part of the city's undergrowth. They have an uneasy truce with the Ratlings that infest many of the city buildings. Many of the larger monster kindreds, like Hrogrs, consider them a delicacy. (They are good to eat; they're ducks!) Since the ducks reached the crater by flying, they have no armor, and only light weapons such as javelins, daggers, and short swords. They are not an axe or hammer-using kindred. The Mallardorians and the Goblins have an uneasy peace, that is unlikely to last since they compete for the same basic food source—fish. Neither kindred speaks the other's language, nor do they speak Common.

Adventurers approaching the beach will encounter with $1D6 + 1$ Mallardorians. Again, the Ducks are not automatically hostile, only attacking if attacked.

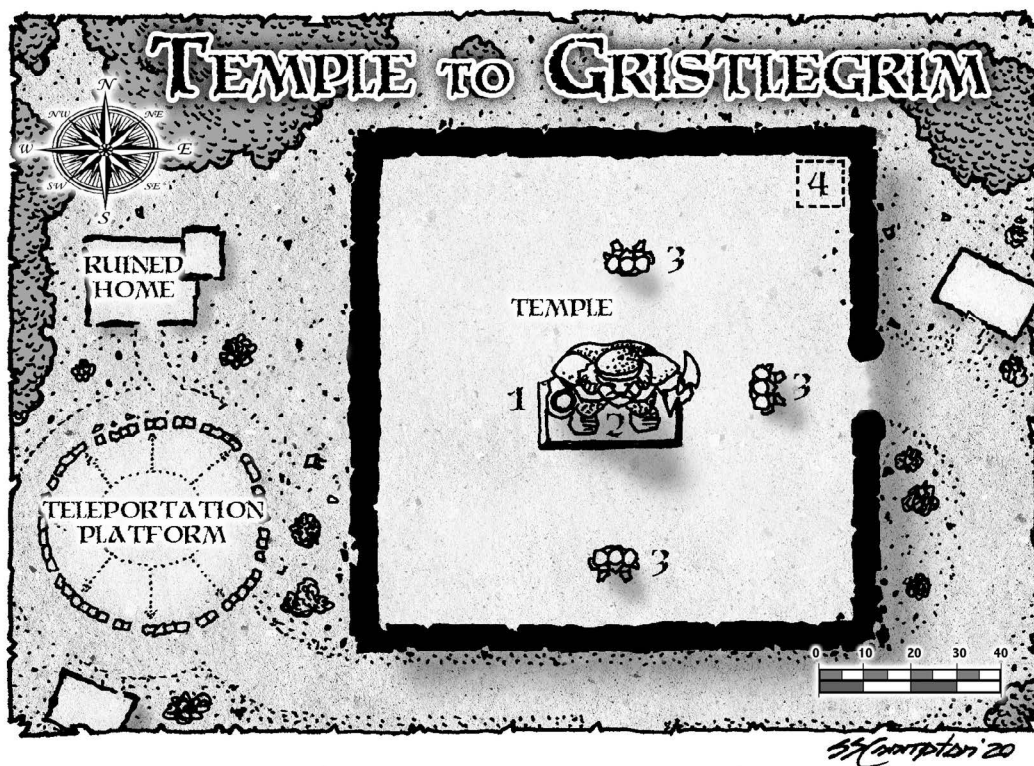
TEMPLE TO GRISTLEGRIM

This building is devoted to the worship of the god-wizard who creates – from a stone image – each individual Gristlegrim Dwarf. (Actually, he did that thousands of years ago when he first came to Trollword, but now high level Dwarven wizards and sculptors do all that in the deep cities far below the surface. All Gristlegrim Dwarves are originally sculpted into existence and brought to life by magic. There are other forms of Dwarves on Trollworld that do not share the stony origin, but they are relatively rare.)

The temple is surrounded by a grassy area with benches, little gardens (now overgrown, and home to small animals), and a few small outbuildings. The area isn't as dangerous as the boulevards and residential neighborhoods, and a party could hole up in one of the outbuildings if they take the usual outdoor adventure precautions.

The temple itself is large cube of stone about 100 feet square. A very strong aura of functional magic pervades the whole area. The image of Gristlegrim is etched onto the four walls and the roof; a bearded Dwarven face with an eye patch over his left eye; the beard and patch are sprinkled with jewels.

Outside the cube and off to one side is a teleport platform. It has the form of a circle of polished limestone 30 feet in diameter with another circle about 10 feet in diameter in the center of that. Etched into the ground are 8 long arrows radiating from the central circle to all points of the compass. Between each of the long arrows is a short arrow half the length of the long ones. At the end of each arrow is a short pillar about 4 feet high with a slot large enough to take a gold piece in the top, and the Dwarven letters for the word Travel (TRVL) etched into each post. To activate the outward teleportation, characters must stand where they can touch the post, insert a gold coin, and say "travel" in old Dwarven (TRVL). The 16 teleport posts connect to a corresponding Temple of Gristlegrim somewhere else in Trollworld (it doesn't really matter where).



INSIDE THE TEMPLE

The image's mouth on the east face is the door into the building. Operation is magical; it slides open by simply touching any gold item to the lip. (Another touch closes the portal.)

Inside the cube is one large room. The décor on the inside walls mirror that on the outside, with light entering the temple through the 5 open eyes on the faces.

1) In the center of the room is a 50 foot tall statue of Gristlegrim. Thus, the god contemplates his idol from five sides.

In one of the statue's hands is a war hammer etched with lightning bolts. In the other is a cup half full of liquid. Anyone who manages to climb up and look inside will learn there actually is liquid inside. Drinking even a sip of this powerful enchanted mead cures all wounds. Taking a second sip permanently doubles the character's CON attribute. A third drink turns the character to stone. (There is no safe time between sips; the gifts of Gristlegrim come only once in a lifetime!)

2) Between the statue's feet is a square hole about one foot wide leading into darkness. Etched into the stone beside the hole is the Dwarven word "give." The opening and the first few feet of the shaft beyond have a strong magical aura. Offerings and tribute to Gristlegrim were deposited here. Anything other than a gem or coin is tossed into the chute is ejected back at the "donor" at considerable speed. He can take a L2SR-LK to avoid the missile; on a missed roll, the item does appropriate damage (1 point off CON for a pebble, 2d6 for a small boulder, weapon damage if it's a weapon). A fairy or other tiny character who flies or jumps in will be shot straight upwards, bouncing off of the statue's crotch and take 3d6 damage.

The donation chute is one way. Magic and spring-loaded flaps keep items from being dragged up from below.

3) Standing in locations halfway between the doors to the north, east, and south are 3 guardian

statues. Each is a 10 foot tall Dwarf of some grayish stone. They are similar but not quite identical; One is armed with a hammer, one with an axe, and the third with a sword, all carved from the same grayish stone. These are living statues . . . stone golems. Each has a MR 1000, and they are impervious to attack from anything but weapons made of stone (that is, they don't take damage even if their opponents win a combat round). They are not immune to magic, although such things as flame and lightning have no effect upon them. The guardians remain inert as long as there is a Dwarf anywhere inside the room. If there are no Dwarves present the golems will animate and attempt to kill any other living or moving creature inside the room. They will not leave the room, and will return to their original guard positions when there is no threat.

4) In the northeast corner of the room is a hidden trapdoor ten feet on a side. The panel slides aside, revealing a ramp leading downwards, by saying the Dwarven word "travel" while standing nearby. The door remains open for 10 minutes, and then closes "automagically."

BENEATH THE TEMPLE

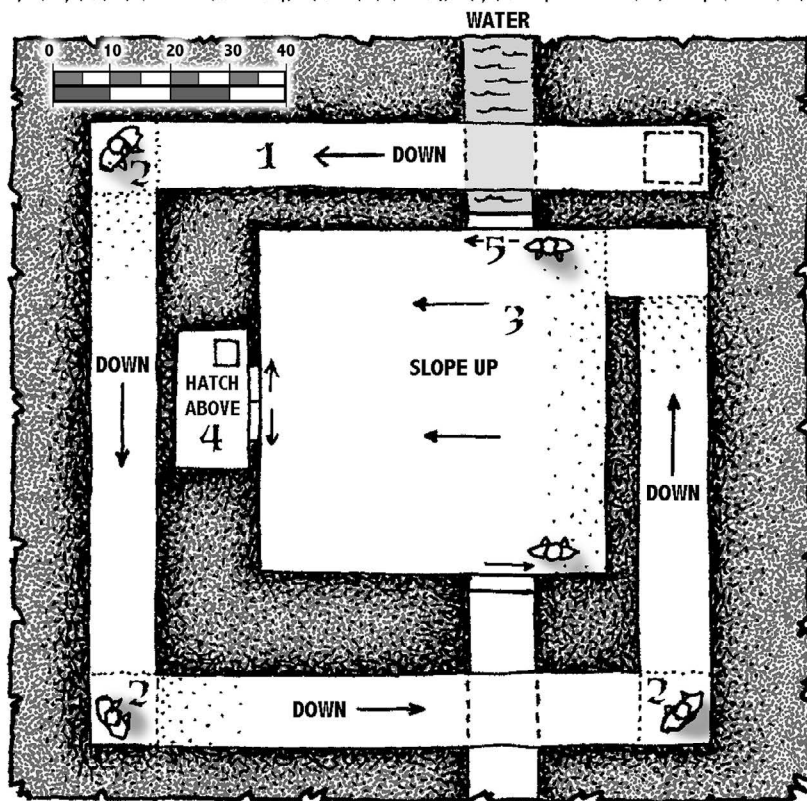
There is no light source underground. Characters exploring here must provide their own.

1) The ramp leads downward at a steep angle, following the corners of the building above. Fighting or running or carrying a very heavy, awkward load on the ramp can lead to a nasty fall; require a 2nd level SR-DX to avoid a spill (dealing 2D6 damage), depending on the situation.

2) At each of the three corners is a guardian statue (MR 1000). They were tasked with guarding the temple's treasure, and will attack anyone who tries to pass them without uttering a long-forgotten pass phrase.

3) The ramp emerges in the northeast corner of a room about 50 feet square. The floor is steeply sloped to the west; at its top is a door.

TEMPLE OF GRISTLEGRIM: LOWER LEVEL



4) Piled on the floor of this small room is an immense treasure of coins and bits of metal, mostly raw iron shaped into small cubes, but also small cubes of copper, silver, bronze, and gold. There are also coins. The coins are about 50% gold and 50% iron. There is a 1% chance of finding a jewel in this enormous heap of treasure. Generate jewels randomly from treasure generator in the rules.

A shaft in the ceiling of the chamber leads up to the donation chute beneath the statue of Gristlegrim. There are two more gruesome items of note: The desiccated bodies of two fairies. They are wearing little robes woven with gold threads. This let them get down the chute, but the golems outside kept them penned in here

5) On the north and south sides of the lower room are two large sliding doors. Standing beside each door is a guardian statue, as described above. The golems will attack those who try to leave or enter through the doors, or who exit the treasure room. The doors have no handles; they can only be acti-

vated by saying the word "travel" in old Dwarven. They then slide smoothly into the wall. The door can be closed by saying "close" in old Dwarven; they will close on their own after ten minutes.

The corridors beyond are 20' wide and 10' tall, carved into the stony bedrock beneath the city. The southern corridor leads to the metal working district.

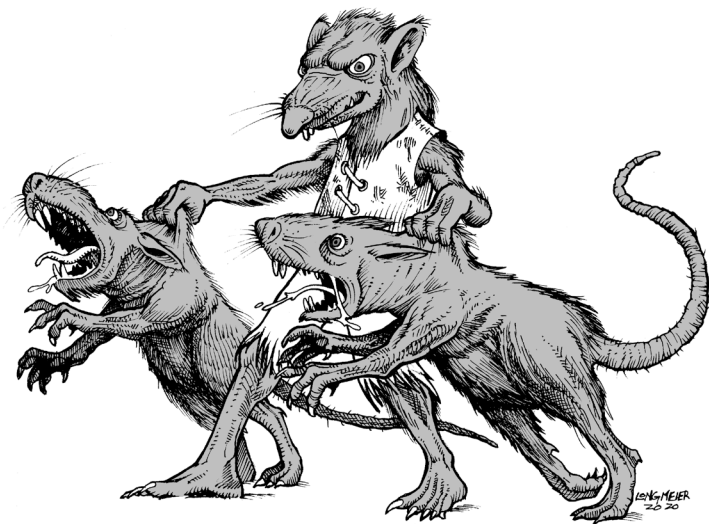
The corridor to the north is flooded by the waters of the northern lake, and opening it will be disastrous as the water will gush in and fill the room, possibly drowning anyone who remains inside it. Anyone standing in front of the door will be swept into the center of the room by the initial force of the water entering. Note that it is very difficult to swim in turbulent water while wearing armor or carrying a lot of weight in treasure or weapons. Gristlegrim Dwarves all swim like rocks, but need to breathe. Forced by water pressure from the lake, the water will rise until it reaches the ceiling.

THE KING'S PALACE

The king's palace is a huge circular building in what used to be the center of Hael'ku. Now that approximately half of the old city is under water, it is fairly close to the northern edge of town. The palace is four stories deep – deep not tall, because the 2nd, 3rd, and 4th floors lie beneath the first floor, not above it.

The exposed part of the palace is a cylinder about 200' across and 40' high. The roof is topped with one large and six small turrets; these are set with numerous quartz windows. These allow sunlight to reach skylights in the ceilings of the rooms below.

There are two entrances. On the north side is a grand entrance with a double staircase and a roofed entryway. On the southwest flank is a more modest entryway for servants.



INHABITANTS

The palace is inhabited by a large colony of Ratlings with their giant rat pets. The Ratlings are hunter-gatherers who use scavenged tools. They have become skilled at avoiding the monsters that plague the streets and forests of the city. They will be deeply suspicious if not outright hostile to intruders of other kindreds. Some Ratlings know an ancient dialect of the Common Tongue. Some may be able speak Dwarven – a tongue left over from ancient times when they were servants to their Dwarven masters. Most, however, speak only the squeaking language of the Rats.

The Ratlings avoid the “public” places on the first floor. They don’t like the sunlight, and there’s always a chance of a monster too big for them to handle wandering in. They leave plenty of evidence behind when they travel through the rooms and corridors on their way to hunt: Droppings, footprints, and fresh garbage. The Ratlings know about and use the secret passages beneath the floor.

The average Ratling has a MR between 12 and 20, depending on their age, size, and skill; however, they use weapons (either hand-made clubs and spears, or looted Dwarven weapons) which let them roll an extra 2 – 4 weapon dice in combat. Their giant rat pets have MR 12 to 16. Ratlings don’t like direct confrontation with superior foes; they will let the giant rats fight for them while they flee. If cornered, or defending their young, they let the rats engage in a melee while they stand back and hurl small spears (javelins).

The palace is also haunted by the ghosts of dead Dwarves. Most of the ghosts are harmless, unable to do anything but re-enact the scenes of their deaths hundreds of years ago. The Ratlings and rats ignore these spirits.

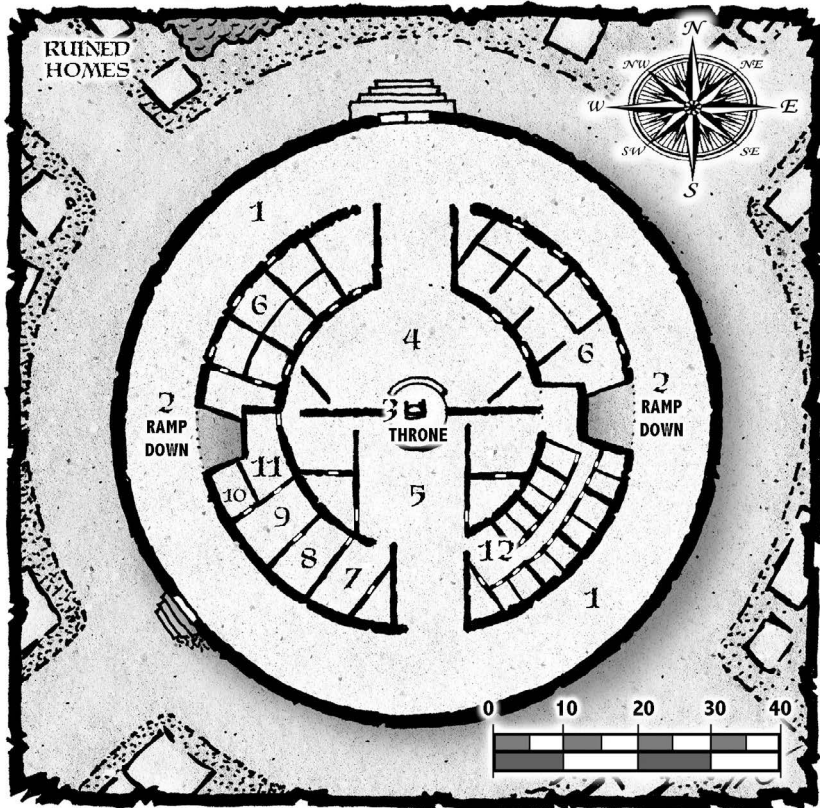
Some of ghosts have not entirely abandoned their bodies. These are liches; skeletons (sometimes with bits of mummified flesh clinging to them, and dressed in crumbling clothing and armor) driven by their ancient spirits, and able to move around and cause havoc with the living. Most of the liches were once warriors, and they will want to kill intruders. One of them used to be the royal chef. He’d rather cook intruders. Sometimes rats and liches fight, and the rats almost always lose, but are so numerous that it doesn’t matter if some of them die from time to time. Liches have monster ratings between 50 and 100, and may wear armor that provides 6 – 12 points of protection.

GROUND FLOOR

The ground floor is half palace and half bureaucratic offices.

A wide corridor **(1)** circles the entire floor; it is lined with statues and colorful mosaics. The art on the inner wall depicts the history of Hael’ku; the outer walls have murals glorifying Gristleggrim’s deeds and statues of notable warriors, wizards and smiths. Sunlight shines through quartz-paned windows high up on the walls; windows on the inner wall allow sunlight to filter through to the rooms within. There are ramps **(2)** at the eastern and western most points that descend to the lower levels. A dual throne room lies in the exact center of the palace. The throne itself sits on a raised circular dais **(3)** divided by a wall. The dais acted like a “Lazy Susan,” able to rotate on command. When facing north, the throne overlooked an audience room **(4)** where people would come to speak to the Dwarf king. When facing south, the dais became part of a luxurious parlor **(5)** where the king would entertain guests and hold parties of the Dwarven variety—basically communal drinking matches with rough sports. The mechanism clogged up long ago and now the throne only faces the audience chamber.

KING'S PALACE



(8), and a large bedroom (9). Hundreds of years ago there was a large bed, wardrobe, cabinets and all that bedroom material. That stuff has all been destroyed, carried off, or rotted away so that now there is nothing left except dust, bones, and a low stone platform where the bed used to be. In one corner of the room the ceiling has collapsed and there is a pile of broken stone. Open sky shows through the hole in the roof, and whenever it rains water comes in at that point making a puddle. As a result that part of the room is covered in a soggy form of moss.

Next to the bedroom is a garderobe (10) (i.e. bathroom) where the king used to relieve himself when he needed to.

Beyond the bedroom is the remains of a library (11). All the books that were written on papyrus have perished, but some older kinds of books still remain — those inscribed on flexible rolls of copper or tin, some clay tablets, and some inscribed stones.

To the east and west of the audience hall are many rooms (6) that served as offices and bedrooms for the king's officers and administrators. They all have doors that open on the peripheral corridor that encircles the palace. Some have secret doors that connect them to each other.

South and west of the public parlor is a large kitchen (7) with fireplaces, fire pits, and three large old iron ovens. There are cabinets on the walls and tables, but no chairs. Servants do not need to sit down, and if they do, the floor is good enough for them! Some of the tables are nothing more than large cubical blocks of stone, each about 3 feet high. Everything that was once made of wood has long since rotted away. The kitchen extends all the way to the peripheral corridor and has a doorway leading into it. (There used to be a door, but it has been gone for centuries.)

Next to the kitchen to the east is the king's personal living quarters consisting of a large private parlor

There is also a secret trapdoor that leads to a series of tunnels below floor level. The tunnels lead to the other major rooms in the palace, including the audience chamber, the library, the kitchen, the parlor, and two points in the outer rim corridor, near the ramps leading down. There are also ladders leading to two tunnels leading deeper underground, eventually resurfacing in park lands near the outer part of town. These tunnels have collapsed in several places well away from the palace. Even though they have collapsed it may be possible to get from one side of the cave-in to the other with some digging.

The rest of the southern half of the palace is divided into a warren of small rooms (12) that used to be servant quarters. These rooms have little of interest. Some may have ancient skeletons in them or old rusted metallic tools of various sorts such as knives, awls, hammers, broken pottery.

SECOND FLOOR (LOWER)

The first floor down from the palace is an armory. Every room (except 8) is, or has been, home to one or more Ratlings or their giant rat pets. There is a 10% chance (result of 11 or 12 on 2d6) that given room is occupied by 1D6 inhabitants at the time when the players open the door. The giant rats will always attack intruders; Ratlings will try to escape.

There are a few ghosts here too; the sad, shuffling spirits of Dwarvish armorers and servants, going about their duties in the forge rooms and store rooms. Like the floor above there is an outer corridor (**1**) running completely around the level, with doors leading into the various rooms. There are two pairs of ramps (**2**) leading up to the palace and down to the barracks level.

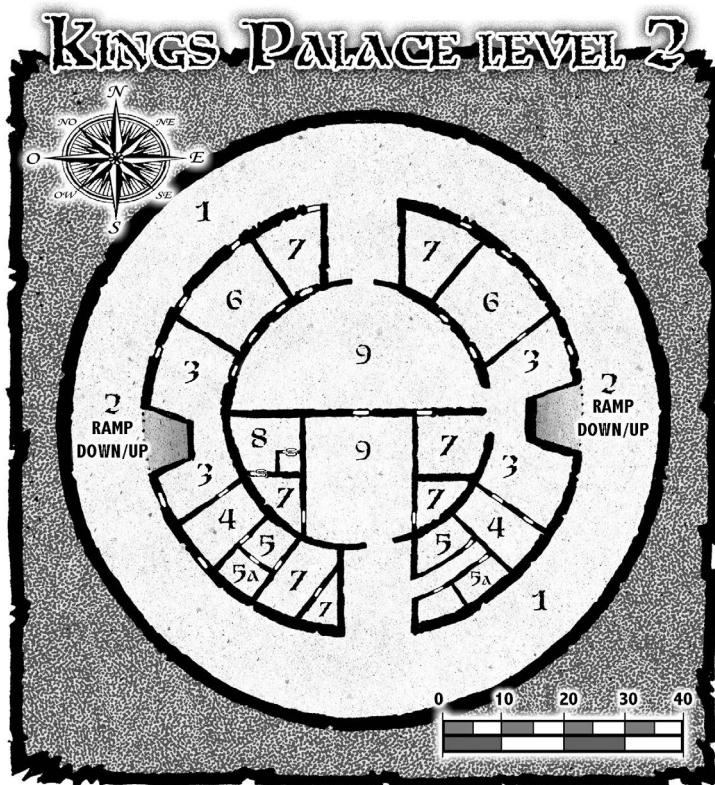
Near each ramp openings are two Arming Rooms (**3**). There is nothing inside these rooms but some low benches and some pegs on the wall. These rooms were designed to be a place for the king's warriors to put on and take off their armor and weapons.

Adjacent to these are room where suits of armor, helmets and shields were stored (**4**). This gear could be repaired and fitted in two workshops (**5**) which have small forges. Forge supplies are in (**5a**).

There are also two general store rooms (**6**) which cluttered with boxes, crates, and barrels; almost everything needed for the palace's operations can be found here. Anything that could rot, like food, has disappeared long ago, leaving only stains and sometimes a bad odor.

Most of the rooms are devoted to the storage of weapons (**7**). The palace guards had their choice of weapons: There is a wide variety of axes, hammers, spears, swords, knives, and crossbows. Note: Dwarves don't use longbows or other forms of self-bows, preferring the more compact and powerful crossbow as their missile weapon of choice.

The weapons here are made of ordinary steel, untempered iron, and bronze. There are a few, meant to be



used as ornaments or dress items, made of electrum. The weapons are relatively intact, and could be used even after centuries of neglect. Those weapons that had wooden parts will have decayed so that only the metal parts – primarily the blades and heads – remain. All of these weapons and parts of weapons would be worth money if taken to the outer world. Hidden behind a sliding rack in one of the weapon store rooms is a secret door. It takes a L2SR-IQ to spot it; an *Oh There It Is* spell will also reveal it. The door is locked. Opening it requires a L3SR-DEX, or a *Knock-Knock* spell cast at third level. A failed roll, or insufficiently high level spell, triggers a trap. Everyone within 10' of the door is peppered with steel bolts from holes in the ceiling. Anyone who fails a L2SR-LK takes 2d6 damage.

Beyond the door is a store room (**8**) for especially valuable weapons:

There are three great swords, four double-bladed Dwarven war axes, and four large combat daggers. These all have blades made of Dwarven steel, a specially tempered form of iron alloy of superior flexibility and hardness, such that any weapon made of it gets an extra D6 in combat.

There are also four heavy war hammers with heads of pure granite or basalt; they too get an extra combat die. They have handles of a sort of petrified wood that doesn't rot, but does make the weapons heavier (10%) and increase the Strength requirement by 2. (These are also one of the few types of weapon capable of damaging the city's guardian golems!)

Two dozen crossbow bolts with diamond heads. These are armor piercing, ignoring half of the value of the target's armor. (They too can damage the guardian statues.)

Two medium daggers made of enchanted obsidian. These get an extra combat die, and can hit and damage creatures normally immune to physical damage. They could sell for 200 gp, but Gristlegrim Dwarves will know that these are sacred daggers, meant for use by priests.

At the back of the secret armory is another secret door. This leads to the king's secret tunnel system.

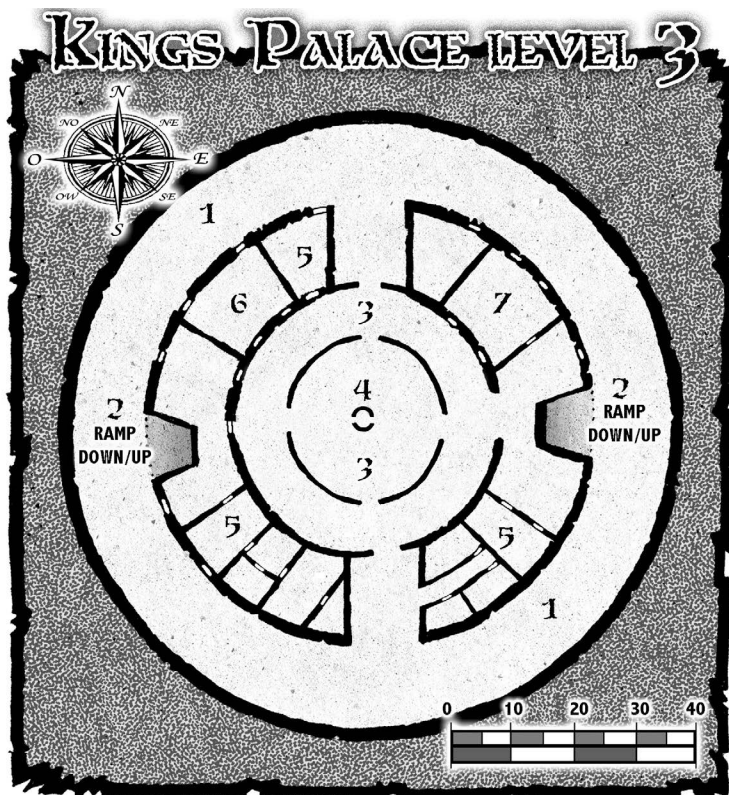
The other two large rooms (**9**) are places for troops to practice and test out the weapons stored on this level.

THIRD FLOOR

The third floor has an outer corridor (**1**) running completely around the level, with doors leading into the various rooms. There are two pairs of ramps (**2**) There are two ramps leading up to the armory, and one ramp leading down to the connections room. (**3**) filled with the stone beds and footlockers of the guards who were quartered there. Each footlocker has a 50% chance of containing treasure, mostly in the form of weapons or jewelry. Most of the lockers are closed and locked with Dwarven locks requiring a saving roll on DEX, or a knock-knock spell, to open. The level of SR or spell level required ranges from 2 – 7 (d6+1).

In the very center of the room is a large round table (**4**), only 2 feet high, surrounded by a low stone curb which warriors used as seating.

Around the perimeter are three large garderobes (toilets) (**5**), one kitchen (**6**), and a bathing area containing several shallow stone basins (**7**). All other



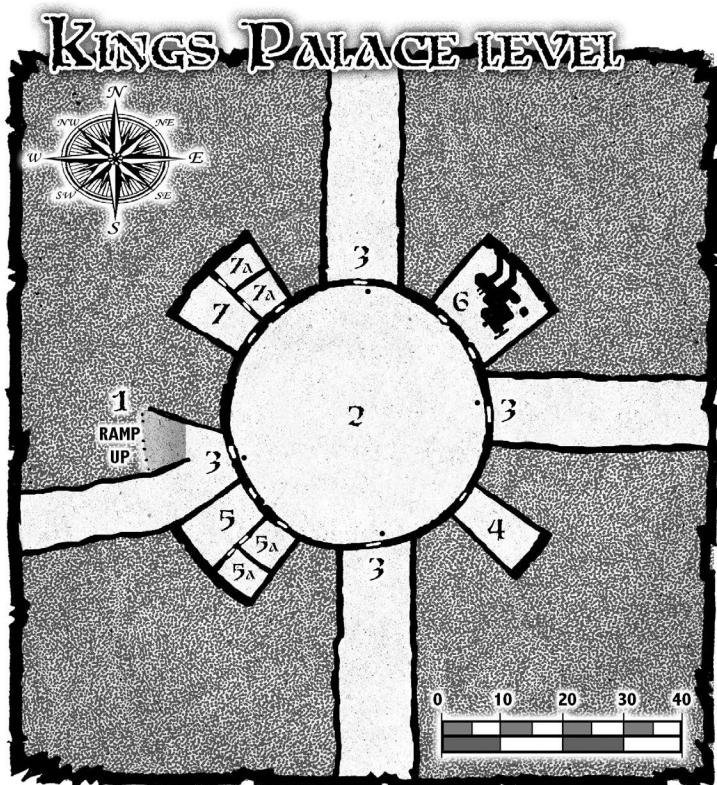
Rooms are empty, their use lost to history.

At one time the kitchen contained sinks with running water and cabinets full of cookware and tableware. The entire room has been overrun by Ratlings and their rats for centuries, and is now a stinking mucky mess where the floor has been completely covered by rat droppings, now several inches deep in places. The Ratlings still use the room's three hearths and cauldrons to roast meat and make stew.

FOURTH FLOOR

The ramp (**1**) leading down to the 4th level spirals downwards for at least 100 feet. It is an actual tunnel, carved through living rock. Near the bottom the inner walls disappear, revealing a large circular shaft-room (**2**) about 100 feet in diameter. This is a Connections Room, with doors to the north, east, south, and west. All of the doors leading out of the bottom chamber are closed and locked. (**3**)

The 4 connection doors are guarded by 10 foot tall animated statues – stone golems – of Dwarven warriors, just like those in the Temple. As long as there is a living Dwarf in the room the golems will not



physically attack. If there are none, the golems won't stop until all intruders have been destroyed or driven out of the room. The golems will not chase intruders onto the ramp from above.

There are a fair number of bones on the floor. Obviously rats and Ratlings have visited here over the centuries, but were never able to remain long before being killed or driven off by the golems.

The doors can be opened by speaking a secret word ("Ruler," pronounced RLR) or casting a *Knock-Knock* spell cast at level 3 or higher. These methods must also be used to open the doors at the far end of the tunnels. The tunnels behind the 4 doors are 25 feet wide and 10 feet high.

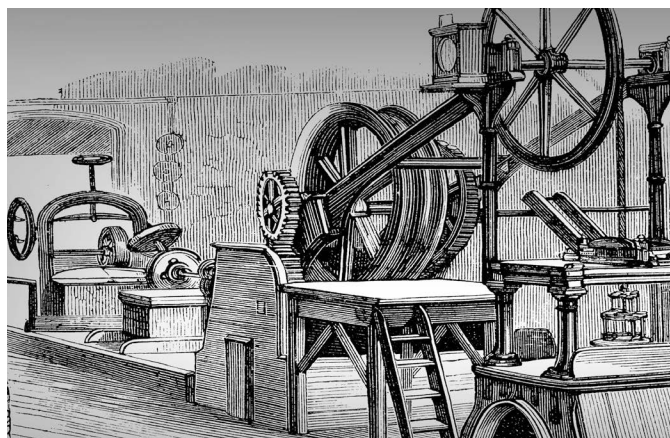
The southern passage leads to the Ore Processing works. A nearby room (4) was used as storage for some mining tools like pickaxes, shovels, hammers and chisels.

The western passage splits after 50'; the branch to the northwest leads to the Temple to Gristlegrim, while the southwest passage leads to the Metal Working

center. Next to western passage are some rooms that were used for security, (5) with two holding cells to hold drunk miners or other miscreants. (5a) One cell contains the skeleton of dwarf who must have gotten locked in there and then starved to death.

The eastern passage splits after 50'; the northeast branch trends slightly downwards, eventually ending in a pool of silty water. (The city center in that direction now lies beneath the lake.) The southeast branch leads to the Treasury. Near that entrance is a big room (6) that has a large piece of machinery in it. Pipes leave the machine and go thru the north wall. It appears to be some kind of large pump that either pumped water or air. It unlikely it could be activated without weeks of work (assuming the people working on it are familiar with how such a device would operate.)

The north passage becomes increasingly damp and drippy as it nears its destination. When the door at the other end is opened an immense rush of water will blast out, sweeping anyone in the tunnel back south. Savings rolls vs. Dexterity are called for to keep from getting knocked unconscious by the torrent, and Constitution to hold one's breath until they reach the Connection Room. The water will flood the connection room to a level of 20' above the floor. Next to the north passage are three connected rooms that were used as office space. (7) Dwarfs managed the large machine that is in room 6. There are plans for the machine that can be found in the drawers of some of the desks. There is also a drafting table and records for maintenance and workings of the machine. (Assuming you can read old dwarven.)



THE TREASURY

In addition to storing treasure, and housing an army of accountants and clerks, the treasury was a workplace. The upper levels housed shops where precious crystals mined from the mountain's lava tube were cut, polished, and enchanted.

The Treasury is a magnificent sight; it resembles a gigantic outcropping of mineral crystals, set in a black marble base. Even today the translucent crystal spires glow faintly at night. (In fact, the crystals are hollow, and were painstakingly assembled from panels of polished quartz. The glow comes from clusters of sun crystals hung within.)

UPPER LEVELS

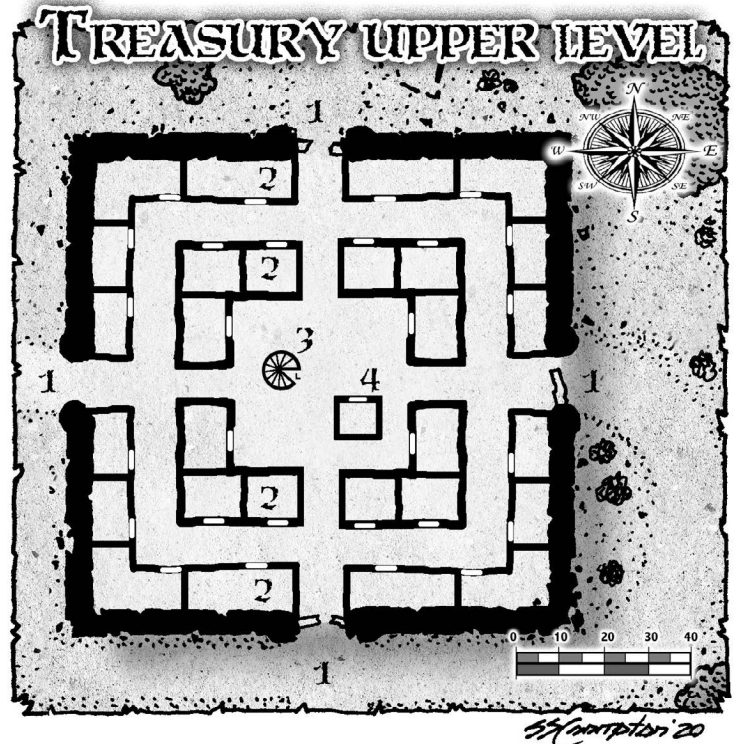
The ground level of the Treasury is 30' high and 80' on a side, and faced with polished black marble. It has four great entrances (1). They had gates, but were rarely closed; most of the ground level was open to the public. The maze of offices, workshops, and file rooms (2) are open to the great, hollow interior of the crystal outcropping, allowing the space to be lit by diffuse sunlight during the day and sun crystal lamps by night. A locked spiral staircase descends to the lower levels. (3) A nearby room was used as a guard post to keep an eye on the staircase. A few dwarven daggers can be found there. (4)

There are two levels of offices below the ground floor. They are reached by spiral staircases running along the walls of two wide air shafts. The shafts allow some sunlight to reach the office levels.

These levels are haunted by the ghosts of clerks, and occasionally patrolled by a pair of liches which were once Treasury guard-Dwarves. These have an MR 80 and wear armor that provides 8 points of protection.

THIRD LEVEL

The serious security begins on the third sub-level. It is reached by one spiral staircase with locked doors at either end. Sturdy metal gates and sliding stone slabs are used to seal off the areas beyond the entry stairs. Barracks and armories here supported the sizable security staff. The locks on this level require a L4SR-Dex, or a fourth level *Knock-Knock* spell, to



open. A single spiral ramp located in the northeast corner of the level leads to the levels below.

Pairs of warrior liches are stationed in the stair rooms, armory, and barracks. These will automatically attack parties which contain non-Dwarves, and will silently threaten and wave off Dwarf-only parties.

There is one liche which isn't a warrior. It was once one of the treasury guides which conducted officials to the treasure vaults (see "Labyrinth Levels"). It has the tokens necessary to bypass the stair guardian on level four. The guide can understand (but not speak) Dwarven, but can communicate freely by Wizard Speech or telepathy. It has a MR of 120. Characters who have learned how the Treasury works – esoteric knowledge known only by Dwarven sages and historians – could try to convince the guide to lead them to a vault door. This requires a L4SR-CHR. Unless they obtained one on a previous adventure, they won't have the second token needed to bypass a vault guardian!

FOURTH LEVEL

This is a connections room. (See the entry and map for the fourth level of the Palace.) There are two

doors; the tunnels beyond lead to the Metal Working center and the Palace. A guardian statue (see stats in the Temple section) is stationed by each of the tunnel doors, and by a spiral staircase leading down to the lower levels.

All three golems will attack if a party without Dwarves enter the room. The stair guardian will prevent anyone descending to the levels below; it will only step aside if presented with special stone token issued to Treasury personnel. (It is smart enough to know that a non-Dwarf with a token is up to no good!)

LABYRINTH LEVELS

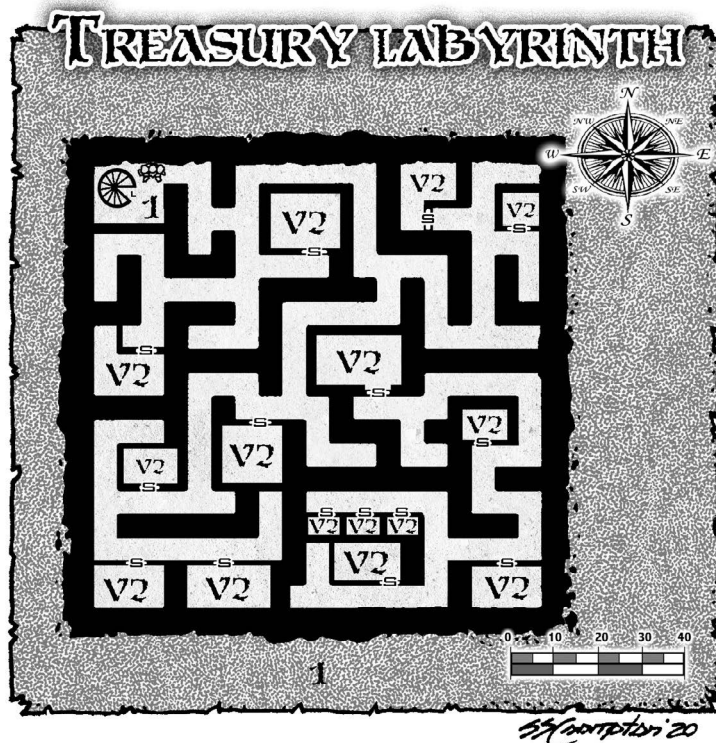
The treasures of the city were (and in some cases, still are) stored in labyrinths on the fifth and sixth sub-levels. The walls of these mazes are lined with slabs of enchanted crystal which project auditory and visual hallucinations. These range from confusing (a mirror maze) to terrifying (a maze with walls made of spider webs, strung with dead, silk-wrapped bodies). Ominous sounds and shadows abound. Even a wizard equipped with illusion-dispersing spells would find herself magically exhausted dealing with the onslaught of illusions.

The spiral staircase (1) is the only way in or out of the Labyrinth levels and next to the stairs a golem (MR 400) stands guard. These animated stone statues were programmed to attack anyone not accompanied by one of the guide Dwarves, all of whom are long since dead. (However it might be possible to get one of the ghosts of the guides to help a fellow living dwarf find a family heirloom that is in one of the vaults)

Back when the treasury was operating, a corps of blind, deaf Dwarves who had memorized the route to the various treasure vaults were employed to guide the clerks who made deposits and withdrawals.

The labyrinths are now home to very real monstrous tunnel-dwellers who invaded the complex from fissures in the walls.

There are dozens of vaults in the labyrinths; most have gone unlooted, even after centuries of raids by



dedicated treasure hunters. Each vault (V2) lies behind a hidden outer door. These were activated by a sequence of coded taps memorized by the guide-dwarves. (A 6th level *Knock-Knock* spell will also work.) The dwarves in charge of a vault had a unique token which opened an inner door; the equivalent of a safety deposit box key.

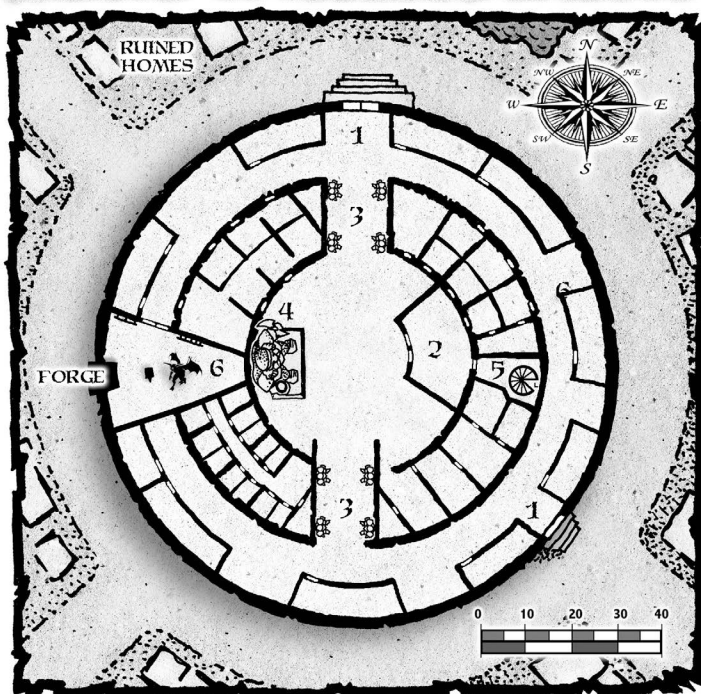
A typical vault has either six loads of precious metal ingots (see the table under Ore Processing Works), ten random treasures, or a magic item or two.

METAL WORKING DISTRICT

This district is home to dozens of shops devoted to creating metal goods, ranging from horse shoes and kitchen implements to intricate mechanisms. (1)

Dwarves are proud of skill, craft, and hard work. None of the shops were allowed to become sloppy or run-down, and even now the ruins maintain an impressive dignity. Like the homes that line the city streets, these shops are now home to dangerous creatures. Roll on the Trees and Houses Encounter table to determine what beasts have taken up residence. The chances of finding treasure are a bit higher here; allow two saving rolls per character searching

METAL WORKING DISTRICT



for loot. In addition to gems and coins, adventurers might find still-usable Dwarven tools here. Rust resistant, slow to dull, and well balanced, they sell for ten times the price of mundane tools.

The centerpiece of the district is the Guild headquarters. It is a truncated cone of white marble, 70' across and 50' tall, topped with a giant sculpture of an anvil, tongs, and hammer. Most of the ground floor is taken up by small offices. (2) is the guild master's office. The lofty ground floor have two grand galleries containing 20' tall statues of master Dwarf craftsmen. (3) A larger statue of Gristlegrim himself presides over the room from the western most point. (4) An upper story contains offices; the stairways to this level have collapsed, but the chambers are home to numerous flying creatures.

A spiral stairway (5) behind a locked door in the center of the headquarters leads down 100 feet underground to a connections room. It is almost identical to the one in the fourth level of the palace, but the four tunnels (to the north, northeast, east and southeast) lead to the Temple, Palace, Treasury, and Ore Processing works.

To the west of the Guild Hall lies a huge smithy. (6) An almost tangible aura of magic hangs over the smithy and the glow of a forge furnace can be seen through the double-sized doors on the North and entrance to the smithy.

The smithy is the prison-home of Balo the Balrukh. It was captured as a young demon by Gristlegrim himself 2000 years earlier and brought to Hael'ku to become the Master Smith of the whole city. The best Dwarven smiths trained it over centuries as did the greatest Dwarven wizards, but they only trained Balo to make cursed weapons. Since Balrukhs are actually flame demons in tangible form, any magic they learn or do will have an evil aspect to it. The smithy was built of enchanted stone to last 100,000 years by Gristlegrim himself. The earthquakes that devastated the rest of Hael'ku did not even faze it. The walls floor and ceiling appear to be made of obsidian. Inside there is only one large 4-sided room. At the western vertex is the forge, an immense oven 16 feet high with a mouth large enough for a man to walk into it. In the center of the room is the anvil, a piece of forged steel some 20 feet long, 10 feet wide, and 8 feet high. The anvil also serves as a throne for Balo. Along the northeast and northwest walls are racks made of steel to hold the Balrukh's tools, chiefly hammers, chisels, and tongs, but there are also bowls, vials, cauldrons, corkscews, vices, and other tools of the trade.

Balo has not been outside of this one room for approximately 2000 years..There is only one door. The walls and ceiling are unbreakable and there is only one door which he cannot pass through.

BALO THE BALRUKH

STR: 140	INT: 13
CON: 63	LK: 48
DEX: 20	WIZ: 32
SPD: 24*	CHR: 60

COMBAT ADDS: 84

HT: 18 FEET WT: 2000 POUNDS
AGE: 2222 YEARS. (Still young for a Balrukh.)



Balo the Bakrukh

Languages: Old Dwarven and Demon Tongue

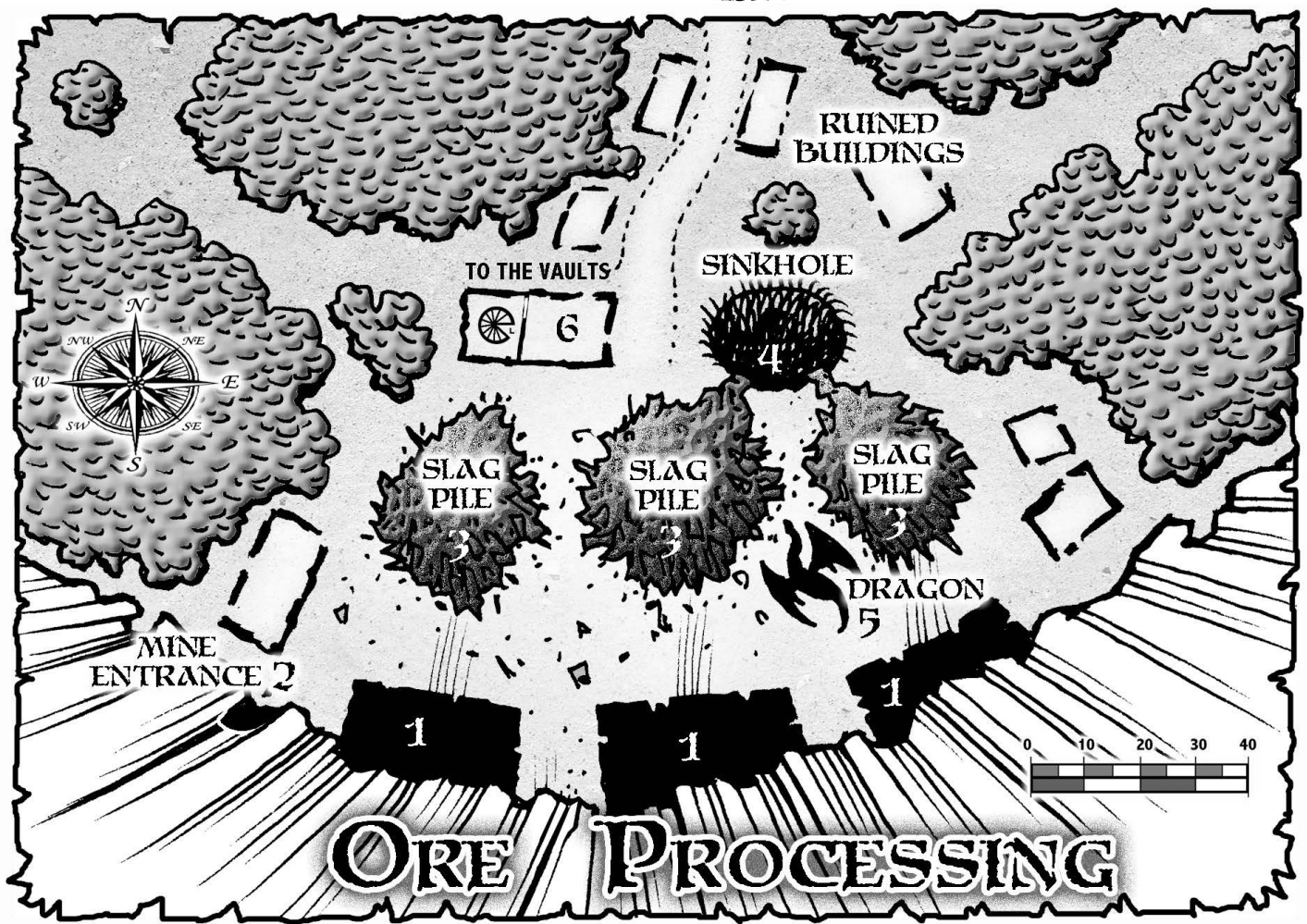
(I rolled triples for speed when creating Balo, and so it has demonic speed that roughly reacts twice as fast as ordinary characters — Ken)*

Balo has 2 friends that he sees only when they come to see him. One is the Dwarf Lich King: Gorah'kor. Balo forged that king's magical mithril axe for him more than 1000 years earlier. The other is the golden dragon X'garragarra'xa. (Both of these character monsters are explained later in this key.)

ORE PROCESSING WORKS AND DRAGON'S LAIR

The highest point in Hael'ku is the southern end of the city. This is where the Dwarves built their smelters. The southern end of the city is between 50 and 200 feet higher than the northern end. They had 3 smelting furnaces located on the highest edge of land right up against the southern crater wall. **(1)** The Dwarves brought the mined ore to the smelters via the nearby underground tunnel entrance **(2)**, melted it out of the raw ore with huge fires in furnaces and dumped the slag over the sides where it naturally ran downhill until it solidified. Since there were 3 main furnaces up against the cliff, the slag naturally formed into 3 hills of melted rock with depressions between them. **(3)** These hills generally look like featureless dark gray slopes of rock similar to lava or slate with occasional discolorations of darker or lighter material. *(See map on next page.)*

In addition to the natural height of the crater floor, there is also a large sinkhole located in this area. **(4)** The Dwarves enlarged the opening and channeled molten rock into it as an additional way to dispose of the waste. At the bottom of the sinkhole is an underground river flowing generally northward. The river dives very deep and does not connect with the lake at the northern end of the city. It ultimately feeds into the lightless lake at the base of the mountains where the Shadow Lord resides. The sinkhole is more than half filled and clogged with mining waste. It's just a big hole in the ground—a dangerous hole. Everything that was organic about the buildings and machines in this part of town has rotted away centuries ago. Most



of the iron has rusted into useless mounds. Weeds and trees have sprung up and grown huge over the centuries. What can be seen is a few stone buildings and huge hills of slag rock running up the cliff face in 3 locations at about a 60 degree angle. Small wildlife lives in the bushes near the north end of the location—treat it the same as the general overgrown city area using the same random encounter tables. Intelligent creatures usually stay away from this part of the city because the dragon is always hungry and will eat anything it can catch. From time to time the dragon (5) burns down the underbrush in this part of the city and eats any charred animal forms it finds.

Utilitarian but still well-ordered, the loud, hot, and noxious work of pulverizing, smelting, and extraction went on in this district. The buildings here are large but low, with numerous windows; these are really the skylights and ventilation systems for great vaulted chambers where the work was done. These

extend outwards, under the rim of the crater, as well as downwards. These windows are empty—no panes of any material obstruct the free passage of the air. The raw ore was delivered through underground passages, as was the copious amounts of water required for some of the processes.

The earthquakes did terrible damage to the works. The giant cranes, cauldrons, and catwalks suspended from the ceilings fell in heaps on the floors. Furnaces and forges broke open, starting fires and coating some areas with a crust of pig iron. The deeper galleries have flooded, and are home to hungry and noxious water creatures.

Some of the really heavy work was done by specialized golems. They tirelessly swung hammers, turned cranks, ran treadmills, and worked bellows. Most of these were deactivated, but a few survive, carrying out their programmed tasks as best they can on shat-

tered equipment. These golems have MR 200, but will not fight other than to defend themselves.

Treasure here is far rarer than in other buildings, but here and there, behind heavy vault doors, are small caches of precious metals. They were stored here until there was a large enough batch to transfer to the Treasury. The vaults were (and in some cases, still are) guarded by a golem; the creature was also tasked with opening the doors. These are smaller (MR 250) than the guardian statues in the Temple, and will only attack those who try to enter the vaults.

If they players manage to enter a vault, roll 2D6 to determine the type of ingots present:

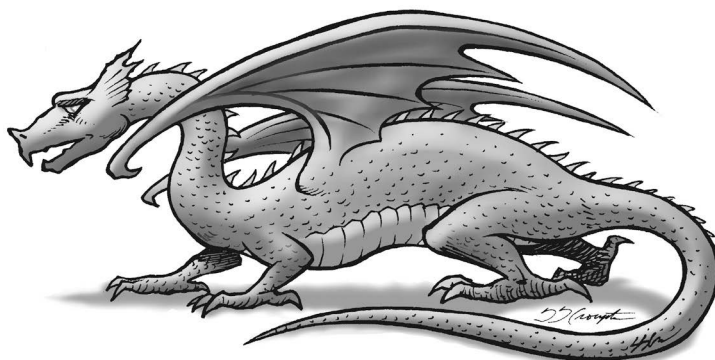
- 2-5:** Copper, 3d6 (TARO) ingots each weighing the same as 50 weight units.
- 6-8:** Iron. 3D6 (TARO) ingots each weighing 100 weight units,
- 9-10:** Silver, 2d6 (DARO) ingots, each weighing the same as 50 weight units
- 11:** Gold, 2d6 (DARO) ingots, each weighing the same as 25 weight units
- 12:** Platinum, 1d6 ingots, each weighing the same as 25 weight units.

The weight unit was the smallest unit of measure the Dwarves used and equates 0.1 pounds or 0.045 kilograms in earthy measure. Such a chunk of iron was called a piece of iron. Thousands of years later when coinage on Rrr'lfff was standardized so that each coin would weigh as much as 1 piece of iron, it became common to refer to coins as copper pieces, silver pieces, gold pieces and so forth.

One anonymous-looking building in the center of the ore complex has a locked door, behind which is a spiral staircase. **(6)** It leads down to a connections room. The four tunnels there lead to the Metal Working District, the Treasury, the Palace, and the Smelter sub-basements. From there another large tunnel leads to the mines, which are extensive and run for miles into the mountains. In places it connects to the *Toughest Dungeon in the World*, so any would-be-explorers had best be careful, or they might end up in a ogre's lair or a far worse!

THE DRAGON

A relatively young Gold Dragon lairs between two of the slag hills. 800 years ago or more the dragon had a working arrangement with the Dwarves where she would use her flame breath as a kind of blast furnace for the smelting of gold and silver, and she took payment in precious metals of one tenth of the Dwarven



output. That arrangement ended during the War of Liberation when Lerotra'hh secured an alliance with the dragons, and the Dwarves sided with humans and elves. Remembering her old agreement with the Dwarves, she never attacked the city or tried to harm her old employers, but she didn't protect them either. Her name is X'agarragarra'xa—that's the short form, of course, but she generally doesn't even think about her name any more. Ratlings and Hrogrs and spiders and Goblins and anything else that uses language just call her the dragon.

This Gold Dragon has the classic dragon form—long serpentine neck, triangular head, teeth and claws like sabers, a sinuous body about 30 feet long with another 20 feet of tail, a pair of huge batlike wings. She weighs about 6 tons and has a monster rating of 2000. Golden scales the size of dinner plates and cover her body from end to end, top to bottom.

There is only about a 50% chance of encountering the dragon as she frequently flies off to the elven forests to the south or the foothills and mountains to the north to hunt for food. She can breathe out dragon fire in a blast of flame that will do 20D6 damage to anything it hits. She could do more, but she needs something to be left for her to eat after she cooks it. That is not enough damage to melt metal—at least not steel, but certainly hot enough to inflict serious and probably fatal burns on any being caught in her fire.

The dragon is not automatically hostile if she isn't hungry, though she tends to see any larger life forms as food. Remembering her ancient partnership with the Dwarves, she would probably not attack any party with Dwarves in it unless they attacked her first or tried to take her treasure. X'agarragarra'xa, like many dragons, loves to rest and sleep on gold, and she has a small mountain of the stuff roughly shaped into a nest between slag hills 2 and 3. There is literally 10,000 pounds of raw gold scattered around between the slag hills with most of it forming a very crude nest, but a comfortable bed for the dragon. There's another 20,000 pounds of silver scattered around the bases of the slag hills, and some of it has been formed into crude featureless statues of Dwarves and other living creatures—the dragon has made these things just for fun over the centuries that the city has been abandoned. Like most dragons, she is a natural wizard, but she doesn't know spells—she just uses her magic to help her do things. She speaks Old Dwarven, Draconic, and has the wizard speech for communicating with anything else. After more than 700 years of solitude, the dragon is growing restless, and has been thinking about finding a mate. She would be a formidable ally or enemy for any person or group that could befriend, or might alienate her.

Some time near the beginning of any adventure taking place in Hael'ku, the dragon should be seen flying above the city. She will not attack the players at that time, unless they do something incredibly foolish to enrage or engage her.

ADVENTURES YOU CAN RUN IN THE CITY

This section presents two adventure hooks to get players to the city.

ADV. 1: THE HEIRLOOM

For Tunnels & Trolls adventurers.

A Dwarven king named Grundurg* has offered a magnificent reward for the finding and obtaining the great mithril ax. This legendary magical weapon was forged by a Balrukh. It was last seen in the possession of Gorah'kor, the last king of Hael'ku, who is believed to have died in the great earthquake that wracked the city.

If the adventuring party includes a Gristlegrim Dwarf, or if they do a lot of research, they will learn the basic facts about Hael'ku (see the history in the introduction). With the right amount of wheeling and dealing, they might convince a priest of Gristlegrim to use the teleportation platform in his temple to send the party to the ruined city. There's a cost, however; they must cut in the temple authorities for a third-share of the reward and any treasure they find. To keep them honest, the adventurers must take with them a zealous junior priest. She knows ancient languages and can supply clues if the party gets stuck; she also demands that the adventurers respect the memory of those lost in the city (e.g., no looting tombs) and pay proper reverence to Gristlegrim. She insists they stop to pause and bow their heads whenever they see an image of the god-wizard. (To speed things up, the GM might just have them arrive on the teleport platform

SIDEBAR: GRUN OF DURG

*Grun of Durg (aka Grundurg) is king of the deep underground city of Durg. The mines near his city are playing out, and he finds himself contemplating a future of increasing poverty for himself and his city. Having heard the legends of the fabulously wealthy city of Hael'ku, now lost and abandoned for over 700 years, he is beginning to think of how he can reclaim that old treasure city and the valuable things that must lie within it. His first thought was to send adventurers after the legendary Mithril Axe. Later on, his plans would grow more ambitious.



and say they have the background knowledge necessary for this adventure. It depends on you as Game Master. Do you want a long slow introduction to the adventure where the players must work through the background, or do you want to jump straight into the action?)

In fact, the old king – now a liche – is still wielding the axe. The undead monarch roams the city, his mind consumed with thoughts of revenge against Hrogrs. Gorah'kor has some allies; he has turned the Ratlings who live in the Palace into cowed servants. A small party (armed with javelins, daggers, and shields) often accompany him. Others act as scouts, letting him know what is happening in the city.

Gorah'kor spends most of the time in a vault on the fifth level of the Treasury, or in his own chambers and the throne room of the Palace. He knows the passwords to the tunnel entrances, and many other secrets of the city. It will be very hard to nail him down, especially once his spies report that there are strangers in the city.

KING GORAH'KOR

Level 8 Dwarven Warrior, now Liche

ST: 64 (+52)	IQ: 32
DX: 38 (+26)	WIZ: 24
SPD: 18 (+6)	CON: 82

LK: 32 (+20)	CHR: 54
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combat adds: 104

Weapons: Great Mithril Axe (double-bladed Dwarven war ax): 21d6+9, This weapon can damage creatures that can only be hurt by magic. It can hit immaterial foes and stop trolls, were-creatures, and vampires from regenerating. Requires Str 40, DX 30. Only a Gristlegrim Dwarf can wield the ax; anyone else is subject to a *Death Spell* #9 (beat a L9SR-LK or drop to Strength 0, Constitution 0).

Armor: Permanently whammied Dwarven plate 30 points of protection and the armor regenerates damage done to it at a rate of 10 points per combat round. Anti-Magic Amulet: Gives the wearer a saving roll vs. Luck to entirely avoid the effects of a spell targeted at him. Make the roll on the level of the spell.

The protection has a cost and limits; every use drains an amount of kremm equal to the level of the spell. When the wearer is out of kremm, the amulet stops working until the reserves rebuild.

Liche-Gorah'kor can understand Old Dwarvish, an ancient dialect of the Common Tongue, Elvish, a bit of Urukish, and a smattering of the chattering language of Ratlings. He cannot speak aloud (no tongue, lips, or lungs!), but he communicates by using the telepathic Wizard Speech and he can write messages in old Dwarvish runes.

Gorah'kor should always be located in the last place the adventurers look. Ideally that would be the Treasury location mentioned in the section about the Treasury. Other likely places to find him would be the Dragon's Lair or the Balrukh's smithy. Woe to the adventurers if they find him in those locations, for those two creatures are his friends and subjects and will fight for him.

ADV 2: RECLAIMING THE CITY!

For Monsters! Monsters! adventurers.

This scenario requires an experienced and confident Game Master. Basically, it is a wargame between the GM forces of invading Dwarves and the player forces of monsters. The object is to gain and retain control of the city of Hael'ku. As GM you want to give your players as hard a battle as possible, but still make it possible for them to win. You cannot be seen to throw the game, but if you just crush them that will not be a good outcome for either you or your players.

Grundurg, a Dwarven king, has decided to reclaim the city after all these years. He begins with an advance force (consisting of 15 warriors, 5 engineers, and 1 5th level wizard wielding Dwarf magic to act as force commander) sent in via the Temple's teleport platform. They have orders to investigate and seal off the Temple, and if possible retake the Palace. If they encounter difficulty, they can summon an additional force of 100 Dwarven warriors, and of course they will do so at the first sign of organized monster resistance. They will also summon the extra hundred warriors and a master 10th level Dwarf



Can the local monsters put aside their differences long enough to repel Dwarven invaders?

wizard if a week or more of game time passes. They are here not just to loot the Temple, but to retake the city if possible.

Of course, the monsters are not happy with this intrusion, and muster to slay/stop the invasion and destroy the teleport site that allows easy access to the city. The monsters have the advantage of knowing the terrain. The Dwarves only have ancient texts to work from, and won't know the details of the tunnel system, and know about the city's current inhabitants.

THE INVADERS

The invasion force is led by a powerful dwarven combat wizard and his lieutenant (also a wizard). See their write-ups below.

The warriors, engineers, and other wizards are divided into two squads. They all have good armor (chain mail).

The warriors have heavy crossbows and either a combat hammer (6d6) or dwarven war ax (7d6).

The engineers have a heavy pick, and carry a bag of crude grenades (medium-rock sized; L1SR-LUK to successfully detonate; 6d6 to everyone within 10'). They also have a sack of tools – saws, crowbars, bailing wire, spikes, and so on – in case they need to erect a barrier, spike a door shut, and so on. Given an hour of time they can turn a pile of rubble into a fairly sturdy wall.

The wizards have Level 1 – Level 5 Combat School spells, and all Level 1 and Level 2 spells, plus *Blindsight* and *Dis-Spell*; they carry a Staff Ordinaire and a kremm battery with 3d6 kremm (TARO, but max. 20). They act as scouts and intelligence officers.

The exact level and attributes of these squaddies depends on the challenge you want to give the monsters.

Commander Karag'tu "Granite-Fist"

Level 10 Dwarven	Wizard,	Male
ST: 48 (+36)	IQ: 32	
DX: 28 (+16)	WIZ: 107	
SPD: 18 (+6)	CON: 60	
LK: 21 (+9)	CHR: 45	

67 combat adds.

Karag'tu is a hardened veteran and skilled practitioner of combat magic. He's the sort of leader who is both hated by his men (because he's demanding and a relentless disciplinarian) but has their utter loyalty because they know he'll never waste their lives or fail to rescue them from captivity.

The commander carries a big war pick, and waves it around when leading men into a melee, but in actual combat he switches to his sax dagger, which allows him to use his adds and which he keeps enchanted with Whammy (which only costs him one kremm to cast via his staff). Karag'tu holds back on flat-out attack spells, preferring to confuse and weaken opponents first.

Spells: All Level 1 – Level 5 spells; Combat school spells to Level 10; plus *Wall of Stone*, *Energizer*, *Pygmalion* and *Medusa*.

Gear: Deluxe Staff, Kremm Battery (Maximum 89 kremm; currently has 62 points), Heroic war pick

(fine quality, 7d6+2), Sax (2d6+5, coated with silver); Master's Ward (detects and identifies incoming magic up to Level 3), wears Banded mail suit (13); three healing potions (cures 4 CON damage); Magic Tent scroll (usable once; creates a 20' diameter tent with the properties of an Invisible Wall. Lasts until the next sunrise.)

Lieutenant Zkarrrk, aka "Light Patch"

Level 5 Dwarven Warrior, Male

ST: 29 (+17)	IQ: 25
DX: 24 (+12)	WIZ: 51
SPD: 14 (+2)	CON: 32
LK: 19 (+7)	CHR: 35

38 combat adds.

Zkarrrk is oddly nerdy for a veteran officer. He would rather spend his time in magical research and practicing flashy magical-combat moves (he has learned to use Blasting Power to create bursts of flame that look and move like fabulous beasts). But duty calls, and he has come to crave the spoils of war.

Zkarrrk is a competent officer who likes joking around with the dwarves under his command. He tends to be cautious about advancing into an unknown area, posting men with crossbows to provide cover and sending in scouts to reconnoiter first. He has a weakness for magical treasure, however; the prospect of getting a unique item to investigate makes him overconfident. In combat, he prefers a direct approach, casting lots of attack spells (at low levels, to conserve power for the long haul).

Zkarrrk wears what looks like a large glowing eye patch over his forehead. He never removes it except in dire circumstances, so rumors abound as to what is under there. It's . . . an eye. A cursed third eye the size of a softball which can partially paralyze anyone it glances at. He has limited control over what the monstrous, glowing-purple orb chooses to stare at. If Zkarrrk removes the patch in battle, every ally present must make a L1SR-LK on each round, and every foe a L2SR-LK on each round. Everyone who fails the roll has their combat total for the next round halved.

Spells: All Level 1 – Level 3 spells; Combat school spells to Level 7; plus *Imp Whistle*, *Wall of Fire*, and *Rock the Walk*.

Gear: Staff Ordinaire, Kremm Battery (Maximum 48 kremm; currently full), Two medium handguns (He loads these just before going into battle, and saves them in case he runs out of magic power), Combat hammer (fine quality, 6d6+2), Sax (2d6+5), Magic snow globe (can be tossed up to 50'; if it breaks, it turns into a tornado of ice and wind which builds up over three combat rounds, then casts a combination of *Storm Force Five* and *Divine Disapproval*, both at level 6). Wears a suit of mail (12 points).

This scenario should be played in acts.

ACT 1: DISCOVERY

To get the game started, assemble a group of monsters, and send them on a foraging expedition in Hael'ku. Have them approach the teleport platform near the Temple of Gristlegrim. Let them see Dwarves arriving, one about every 5 minutes. There should already be at least 4 Dwarves on the scene. To make things simple, let all these Dwarves be nearly identical warrior scouts with monster ratings of 40 each, and all armed with axes and daggers.. Each Dwarf gets 5D6 + 20 in combat. (war axe + personal adds) They are lightly protected with scale mail (takes the first 10 points of damage). The Dwarves establish a perimeter and guard the arrival point from attack. They talk among themselves as they do so, and if any players understand Dwarven let them overhear such comments as "How long do you think it will take to reclaim this city?" or "What will we do about all the monsters here?"

ACT 2: PREPARING FOR BATTLE

To have a chance to succeed, the monster players must recruit allies from the city itself. The immediate possibilities are the Goblins from the lakeshore, and the Ratlings from the palace. The Goblins can bring a force of 50 fighters. The Ratlings can bring 80 fighters and another 80 giant rats. Another possible group of monsters would consist of Hrogrs. There are 6 Hrogrs in the city. Allow the players to recruit 1D6 of them if they think of summoning them. The players could also summon up to 1D6 trolls from the caverns. If the players come up with other possibilities on their own, encourage them to pursue those avenues and gain as many allies as possible.

Liche-Gorah'kor would naturally come in on the Dwarves' side. The golden dragon would probably come in on the Dwarf side. The Balrukh is trapped in its smithy and can't come out, but would be more likely to help the Dwarves than the monsters.

While the monsters are gathering strength, the Dwarves would also be increasing their forces. By the time the monsters are ready to attack, the Dwarves should have 100 warriors and possibly a level 10 Dwarf wizard to act as supreme commander.

ACT 3: BATTLE ROYALE

There are a number of ways this can play out depending on how much time you want to spend on it. The lengthy campaign style would have a number of skirmishes in different locales around the city. You could have a squad of Dwarves fighting Goblins on the lake shore, or a squad fighting Ratlings in the Palace, or a squad fighting Hrogrs in the treasury. It doesn't really matter who wins or loses these small battles. If one side starts to lose, they will run away, hoping to come back with reinforcements.

It should all lead to the big battle at the teleport pad. This is the only space in the city large enough and clear enough of undergrowth to allow a mass encounter. The relative strength of the two sides should break down like this:

Dwarves: 100 warriors at MR 40 each = total force strength of 4000 (ie. 401D6 + 2000 combat adds.)

Also: the GM playing **Gorah'kor** and possibly the **dragon** (see their stats in the city description)

Also: the GM playing 2 **Dwarven wizards**, one at level 10 and the other at level 5.

Monsters: 50 **Goblins** at 20 each = total force of 1000 (i.e. 101D6 + 500 combat adds)

Also: 80 **Ratlings** at 20 each = total force of 1600 (i.e. 161D6 + 800 combat adds)

Also: 80 **giant rats** at 16 each = total force of 1280 (i.e. 129D6 + 640 combat adds)

Also: 4 **Hrogrs** at 80 each =total force of 320 (i.e. 33D6 + 160 combat adds)

Also: the **player characters** themselves and whatever extra forces they may have been able to recruit during act 2.

Analysis: The monsters have superior numbers, but the Dwarves have superior fighting power. In order to have a good ending for the players, they have to win against the odds. One way to make this happen is for the dragon to switch sides during the battle and turn its destructive power against the Dwarves. If this can be accomplished through player agency, it will give your players their greatest sense of achievement. There are many other possible endings, depending on what the players themselves think of.

Rewards: There is an abundance of battlefield loot to reward the players with if they win, including possibly magic items the Dwarven wizards may have been carrying. Be generous. Make the rewards enormous. Give any surviving victorious monster player characters 1000 adventure points each for saving Hael'ku.

If the players are defeated, but survive, give them 500 adventure points each for a valiant effort.

If the Dwarves win, they take the city, clean out the monsters, open commerce with the outside world, and have another center of known Dwarven power under the rule of good king Grundurg.

OTHER ADVENTURES IN HAE'KU

For T&T or M!M! adventurers.

A ruined Dwarven City like Hael'Ku has a lot of potential for even more adventures you could run. Here are a few brief suggestions...

JUST PASSING THROUGH

Either regular adventurers or a group of monsters are travelling to somewhere else and end up having to stay in Hael'Ku overnight while on their journey. They can look for treasure, get attacked by the locals and have to fight their way out.

CAPTURE A GAAK

The particularly strange and spoiled sister of a nearby ruler wants to add a Gaak to her menagerie back at the castle and the party of monsters (or humanoids) have been hired to get into Hael'Ku and capture one alive and unharmed. The goal being that it can be returned to the kingdom for display

and study. The ruler will pay them 100 gp each for the task and will even provide airship transportation to Hael'ku and back again. However the strange princess insists on going and supervising the whole project to make sure that the Gaak is unharmed. She is more than willing to let any of the party die as long as the Gaak is protected.

HUNT FOR THE CRYSTAL SKULL

A demoness (succubus) convinces the party to help her find a crystal skull that is somewhere in the old Dwarven reasury. She will reward them handsomely, but can she be trusted, and why is the skull so important to her? Is she out to save the world or destroy it?

CAPTURED SPIES!

One of more of the party are captured by Ratlings, who believe their captives are spies sent by the dwarves or the Mallardorians. The players have to convince the Ratlings that they are not spies, or they have to find a way to escape or be rescued.

THE FINAL FLOOD

A newly active volcano is melting a nearby glacier and it is going to completely flood Hael'Ku and destroy it once and for all. This is the last chance anyone will have to search the city for valuables and/or warn others about the city's impending doom. The group going in have been hired to find what they can and warn whoever will listen. To make it more interesting, have a relative of one of the adventurers be a local resident there and they have to try to convince that person (or monster) to leave before it is too late!



TREASURE GENERATOR



As a GM, there are occasions when you may not want to write down what every monster (or human) in every room is guarding in the way of treasure; also, numerous older solitaire dungeons 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 as monsters leave magic items alone.

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

COINS

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

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

JEWEL SIZES

If you have rolled and discovered a jewel, roll 1 die to determine what size it is, or if it is a jeweled item. The symbol \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 roll 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	Sapphire	15 gp	11	Fire-opal	6 gp
4	Jade	13 gp	12	Aquamarine	8 gp
5	Serpentine	12 gp	13	Jade	9 gp
6	Aquamarine	11 gp	14	Serpentine	10 gp
7	Fire-opal	10 gp	15	Pearl	11 gp
8	Opal	9 gp	16	Ruby	13 gp
9	Ivory	6 gp	17	Sapphire	15 gp
10	Amethyst	5 gp	18	Diamond	17 gp

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.



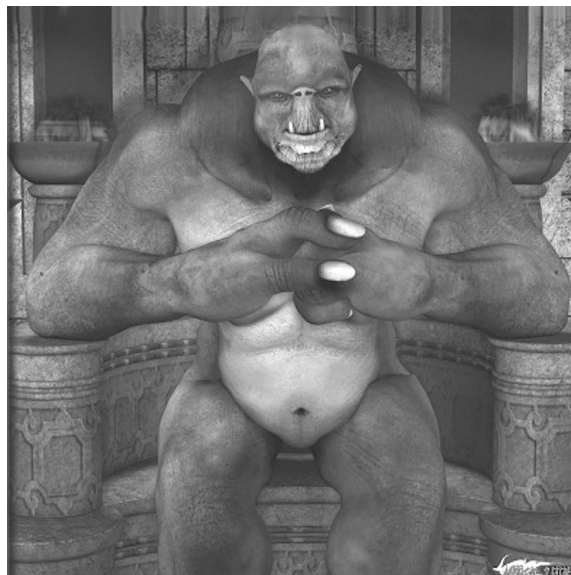
FINAL GUIDELINES FROM KEN...

I bet you're surprised to find this at the end of the document instead of the beginning. But, before you put the book down, perhaps forever, I wanted a chance to talk to you about what's important in gaming, and perhaps in life.

You have just finished reading a book full of rules for playing *Monsters! Monsters!* Some of the rules are pretty wacky when compared to other role-playing games. You may not agree with all those rules. You may not understand or like the Chaos factor with its ability to alter dice rolls. You might not like the spells or the idea that monsters can grow enormously big and powerful without limit. You may not like the simplified combat where you roll your dice, compare your totals, and the loser takes the difference. You may not understand Stunting. You can blame anything you didn't like about the rules on me. Hah! I am an old Troll, and blame rolls off me like water off a whale's back. It doesn't hurt me at all. I can take it, because I know a secret that I'm going to share with you.

You want to know the secret? I'll tell you, but don't go spreading this around, because knowing this gives you an advantage over all those people who don't know it. And I only want my friends to know the secret. Here it is: **THERE ARE NO RULES. THERE ARE ONLY GUIDELINES.** It's like the Pirates' Code. (If you don't know what I'm talking about, go watch *Pirates of the Caribbean* — imho, Johnny Depp's best role ever.)

In both Gaming and Life there are a lot of guidelines to help you behave properly, and people think they are rules. But those guidelines/rules change over



Ken The Trollgod

time and distance. Proper behavior in the U.S.A. is not so proper or accepted in Japan or the Congo, or the past or the future. Everything changes. Most of the time, the Guidelines are right and for the best. Sometimes they aren't. And when they're not right for you, then you need to break them, bend them, change them to achieve a good outcome for whatever is affecting you.

Here's another thing you should know. Everything has a cost; nothing is free. Somebody always must pay for everything that exists or happens. Knowing that, you can change the rules. **DO WHAT YOU WANT, AND PAY THE PRICE!** The price may be in money, or pain, or respect, or laughter or advantage . . . There is always a price and someone always pays.

The Game Master is God in *Tunnels & Trolls* and in *Monsters! Monsters!* The book might say A, but the Game Master says B while running the game. Who's right? Ken St. Andre who wrote the book/rule or the GM running the game? It's the GM! It's his/her game.

I hope you have a lot of fun with *Monsters! Monsters!* I hope it helps you bring your own monsters to life in a way that frees you from human constraints without harming others. I had fun creating it, and intend to have even more fun in the future playing it. If you want to talk about it, come find me on Facebook or Twitter.

Best wishes,
Ken St. Andre
May 20, 2020





MONSTER CHARACTER SHEET

NAME: _____

KINDRED: _____ ABILITY: _____

LEVEL: _____ GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

Character Portrait

PRIME ATTRIBUTES

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

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

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

MONSTER COMBAT ADDS: _____

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

CHAOS FACTOR NOTES: _____

MONSTER BIO: _____

ENEMIES LIST: _____

Adventure Points

WEAPONS & ARMOR:

SPELLS & POWERS:

MONSTER PORTRAITS

Cut these out and place one as your monster portrait on the M! M! character sheet. Permission granted to photocopy.



Mallardorian



Liche/Undead/Zombie



Ratling



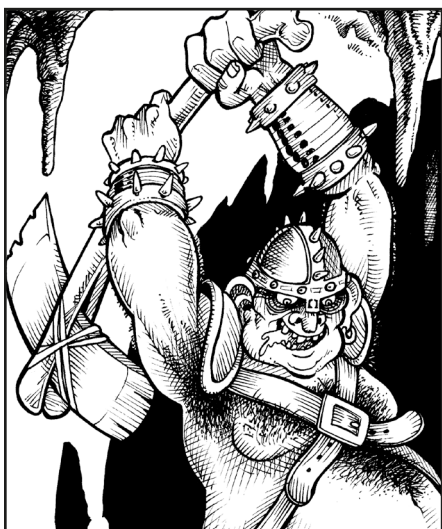
Stone Troll



Balrukh/Demon



Bat Troll



Hrogr



Goblin/Uruk



Uruk