

TROLLSZINE!

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AND MANY MORE!

#9
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THE FREE TUNNELS & TROLLS™ FANZINE

TROLLSZINE!

ISSUE 9

TROLLSZINE IS A TROLLBRIDGE PRODUCTION

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CREDITS

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NEW EDITOR

Welcome to Trollzine #9. I hope you do find it 'well come' – it has been a long time in the pot, stewing away until all the different flavours have emerged in some sort of balance. I've been lucky. Taking on the editorship was easy in terms of gathering contributions. My predecessor was able pass some work on and my initial emails were rewarded by very willing trolls. I have this hankering for Trollzine being a 6 -monthly adventure in amateur publishing and perhaps it will be harder to gather up riches without the benefit of a long winter before harvest time.

At any rate, Old Number Nine (as Casey Jones makes me think of this fanzine) is bejewelled with many of the great names from T&T's illustrious history. I think you will be glad of that. At the same time, new writers and artists appear for the first time in these hallowed pages. Now that is something to celebrate! I can see how many people feel the call to put on the proselytising sandwich boards when they see the opportunity to share this great social feast with anyone ready to open their hearts and minds. I'm convinced that there will be a good few of you reading this now who might well contribute a first-timer's piece to #10. Solos, GM adventures, articles on magic, combat, kindreds, geography, history, flights of fancy additions to the ranks of wizards, warriors and rogues – Trollworld is and always shall be your lobster, oyster or any juicy crustacean.

You will find a short solo aimed at gathering your feedback. I hope this little gimmick elicits a weighty catch as knowing what you all think can only make the sun burn more brightly over the horizon tomorrow and beyond. You don't have to take its threats too seriously but on the other hand...

Does Trollworld look very different today compared with the epoch that nested Trollzine #8? It rather does but then again it is still very much the home it has always been to fun and creativity. We have gotten used to having Deluxe Tunnels & Trolls with us now and a beautiful creature that truly is. We have entered the world of mid-tech with MetaArcade's explosion into the T&T

multiverse with its phone ap adventures. We have accepted the loss of Trollhalla, as the Trollgod's journey has taken him away from that lofty, chaotic realm, but we still have the Tollbridge to meet upon. Gains seem to outweigh the losses and time has been kind.

I read a New York Times article the other day – which I am assuming is not fake news – which pointed to rpgs gaining a new momentum as the antidote to the screen-based world so many have moved to, lock, stock and barrel. That is most heartening. I've come to think that the rule mechanics don't matter particularly just so long as folk will gather to imagine and play together on the physical plane. The T&T mantra of 'if it's reasonable and fun' can be injected subversively into any other system and I say, "Just do it!" Keep those dice rolling and keep asking for the improbable.

Every time we play, something new seems to come up, something that makes every game seem sufficiently different to any other to make its successor seem a glittering prospect to be rushed towards with open arms. I've not seen the spell, Know Your Foe, used that much but I've just stumbled across the need for a warrior's version. This would be one that enable them to 'see' the WIZ of a hostile sorcerer, letting them know whether fight or flight is the best option. Surely such magic could be fashioned. Would your Wizards' Guild engage it that? Mine would. They are wanting to make their magic-rich world safer for decent citizens, without innocent folk having to fear sudden attacks by magicians whenever they go out onto the streets. But maybe your Trollworld has a Guild with quite a different philosophy. This little conundrum, which rose up seemingly unbidden when a seasoned warrior running a monster safari park suddenly had to decide how to deal with an unknown wizard disrupting the park's operations and kidnapping the monsters, epitomises the endless variety of games played out under the lights of human minds.

Enough! Play until you wear the edges off your dice, whatever you play. I'm sure you will join with me in thanking all the talented contributors to this new incarnation of Trollzine.

Editor - Mark Thornton



PAYO – THE PEACOCK CONTINENT

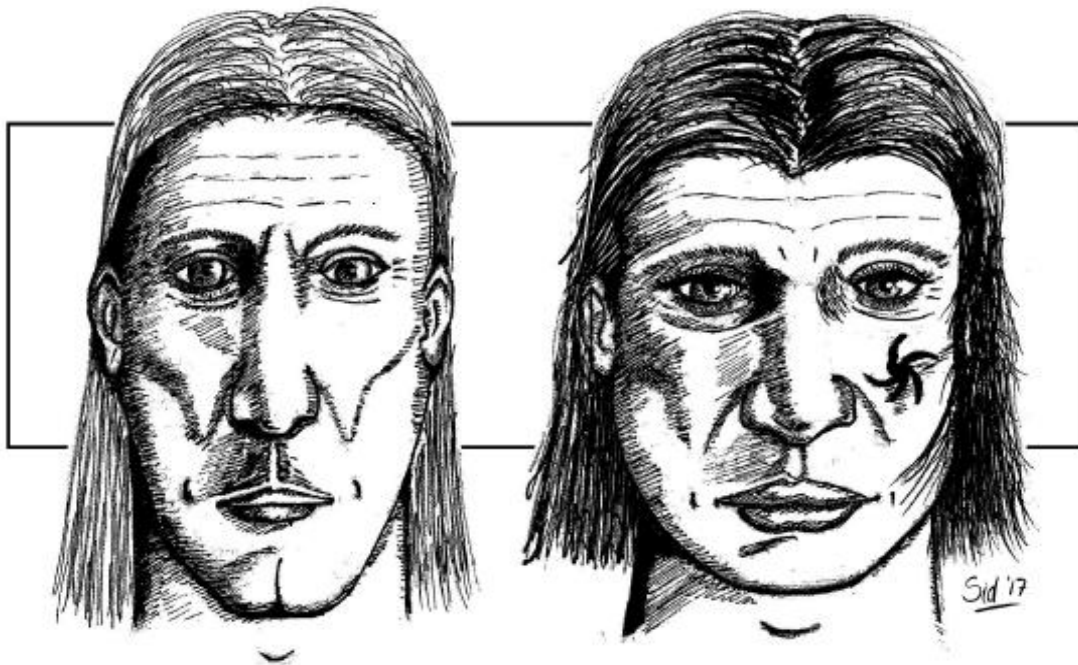
By Ken St. Andre

The Tjousê

The tjousê (pronounced tah-wous-ay) are the native people of Pavo, the distant Peacock Continent of Trollworld. Almost completely insular, they have had little contact with the other continents. And, generally, the other continents tend to avoid the tjousê.

They appear to have both human and elven features, making many suspect they have some sort of ancestry with either or both. Their skin tends to run somewhere between silver and gold, their hair pale yellow like wheat. Their limbs are long and their eyes are large, their facial features sharp. The nose, sometimes called the “tjousê beak,” is a prominent feature, long and sometimes hooked.

Their culture is divided into two castes along gender lines. Males are the artists, poets, singers, writers, and playwrights. Humans would call them “bards,” masters of every art. Meanwhile, the females spend their entire lives devoted to only two areas of expertise: warfare and procreation. There is a third caste of gender-neutral individuals who serve as surrogate parents, merchants, manual labourers, and servants of every description. These people are literally created in vats and imprinted with their duties by the male wizards. These “newts”, as they are called, come in all the colours of the rainbow as far as skin tones go, but each different type of servant newt has its own distinctive shade; for example, caregivers/teachers are all a delicate shade of robin egg blue.



Tjousê Males

The proverb warns you to shade your eyes when looking directly at the brilliance of the tjousê men, and in fact, special darkened lenses in a wearable wire frame have been invented for that very purpose. These "glory glasses" are often adorned with small gems and elaborate filigree work, which may hide half of a person's face. The men dress in elaborate gowns (there is no better word for something with sweeping skirts, trailers, and shoulder-flares that may rise well above the head of the wearer).

Although the garment is more like a robe or a skirt, they commonly have oversized codpieces in contrasting, and often jewel-bedecked magnificence. Elaborate helmets and masks along with every variety of boots complete their outfits. Beneath the flamboyant outer garb, they generally wear a form-fitting garment of spider-silk, and it is considered both daring and shocking to let parts of that body-stocking show through artfully designed vents in the outer garb. The men all carry their instruments with them whenever they meet at a public function. The wizards carry elaborate staves; the bards always carry their jewel-encrusted lutes, flutes, harps and tambors under one arm, or strategically mounted in a carrying harness upon their backs.

However, the warning about the protective lenses is valid. The first incantation any tjousê male learns is the 'Shine' spell. They literally glow at all times, and they have also learned to make their clothing glow. The more adept magicians can cause the glow to vary in brightness to create a strobe effect that can be either hypnotizing when done slowly, or maddening when accelerated. In spite of the foppish appearance the men may have, it should be

understood that the tjousê are supreme on the Peacock Continent because of the potency of their magic. Transmutation and shape-shifting are easy for them. Mind control and dominance spells are their bread and butter. With such powers at their command, they could have easily wiped out their foes except that they have reason to allow the uruks and tze to exist in the wastelands. How can they exhibit their magnificence if there is no squalor to contrast it with? Plus, fighting the beast kindred gives the women something important to do. One of their ancient proverbs states that: "A fighting woman is an exciting woman". These men do love excitement and novelty. And besides, they have no need of the wastelands; they show their magnanimity by allowing the lesser kindred to eke out their lives far from the jeweled cities of their masters. (Understandably, the uruks and the tze do not see things that way.)



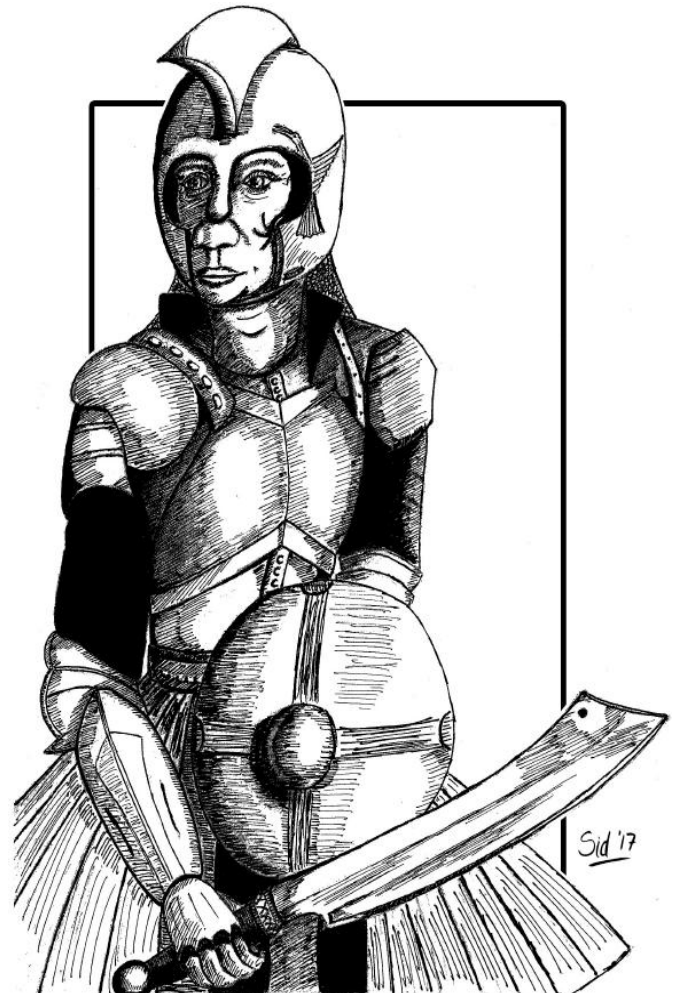
Tjousê Females

The warrior women of the tjousê are short, drab, and brawny in nature. They have strong, wide, square jaws. Their skin tones are darker than the males and frequently blotched with eczema or leprous white discolorations. Their bushy hair is naturally a dreary shade of brown that quickly goes grey as they age. Most of the women dye it brilliant shades of red and orange. They also tattoo their faces and bodies with crimson whorls and flame-spouting monsters such as firedrakes, volcanobats, and fireflies. Their arms and legs are hairy and very strong. A tjousê warrior woman can do a standing high jump greater than her own height. They typically dress in lizard skin skirts and warrior harness; just two leather straps connected to a waist belt that cross between the breasts and again at the same point below the shoulders.



They wear calf-high boots made of either uruk-hide or tze-hide: boots that are very supple, but quite resistant to blades and damage. Such is their casual wear, but in serious battle they cover themselves from head to toe in scarlet scale mail. This armour is frequently blazoned with the face of their "husband". Their favourite weapon is a short, thick, broad cleaver of tempered steel that can cut through rock. Those who ride flamebirds also use a sturdy steel lance that is ten feet long.

The tjousê women, unlike the men, are entirely devoid of magic-working ability. This does not, however, keep them from using every kind of magical tool and weapon that their husbands and paramours can create for them.



Sexual Dimorphism

Of the humanoid kindred on Trollworld, the tjousê exhibit the greatest degree of sexual dimorphism. Men are tall, thin, willowy and relatively weak but compensate for this with their brilliant minds and great potential for using kremm to power their magic. Except, they don't use their Wizardry ability that way. Somehow, some way, they pay for magic by using their Charisma. When a tjousê wizard is casting spells, first their glow goes out, and then they seem to become dowdier and dowdier until one can hardly stand to look at them. At the same time the normal sweet perfume of their bodies changes into a sickly rotten odor that could gag a swamp hog.

By contrast, the women of the tjousê, are short, muscular, and not particularly attractive, except to their men folk who see them as rare princess-protector figures, exotic and alluring.

In the land of the tjousê, men outnumber women by about five to one. This has led to the practice of the warrior women actually collecting a harem of men. Status among the warriors comes from the number of males in their harem, and the power and reputation of these men. Although the word "harem" is used to describe these groups of men all bound to a single woman, one should not get the impression that the men are kept segregated and out of society. No, these proud peacocks would never stand for such treatment.

They usually have their own palaces, their own households, all of which defer to that of their Warrior Queen.

In most parts of Trollworld, there is no significant difference between males and females in terms of attributes, but because of the disparity between males and females among the tjousê, the following table is used to determine beginning attribute values of adults in this society.

Legend of the Origin

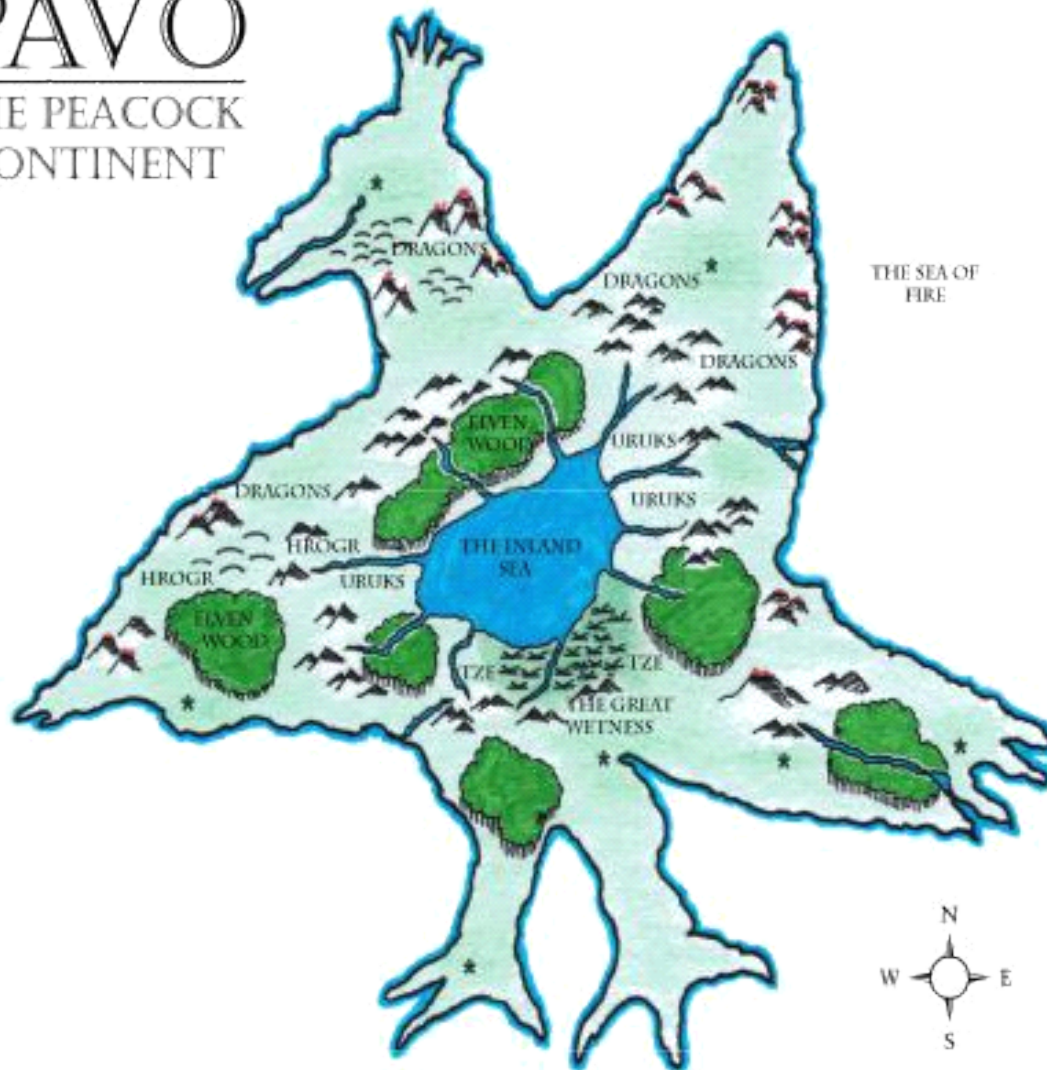
The male wizards of the tjousê, although perfectly capable of leaving the Peacock Continent and mingling with the other peoples of Trollworld, rarely do so. The cause of this standoffishness is revealed by the legend of their origin.

The Peacock Continent was once just a very large island in tropical seas. Then came Ven, the Great Wizard from another universe. Who knows why Great Wizards do what they do? Ven reshaped the land into the form of his favorite creature, the peacock. Perhaps Ven noticed that other continents in the world had the outlines of dragons and unicorn heads and the mythical phoenix. He ringed the land with mountain ranges, and he set the seas afire with volcanic fury. The land was already inhabited by uruks, elves, and the tze, but there were no humans there.

Attribute	STR	CON	DEX	SPD	INT	WIZ	LK	CHR	HT	WT
Female	x 2	x 1.5	x 1	x 1	x 1	x 0.67	x 1.5	x 0.67	x 0.8	x 1.5
Male	x 0.67	x 0.67	x 1.5	x 1	x 2	x 1.5	x 2	x 2	x 1.2	x 1

PAVO

THE PEACOCK CONTINENT



Key

* The cities of the tjouse



Marsh/Swamp



Volcano



Mountains

Ven did not come to Trollworld alone. He brought with him hundreds of his sons; he had no daughters. He also had no wife when he arrived. His sons became the tjousê; an alien word meaning "We are lost in a strange land and loving it because we are the most glorious of all people here". Apparently, Ven spoke a very concise, but very complex language, and the tjousê still speak that tongue today.

Ven established himself and his progeny in the city of Tmalli on the Peacock's Head. Oddly enough the other six cities of the tjousê all claim to be the first city founded by the great Ven and his demigod sons.

Wizards can live nearly forever, but only the Great Wizards can stand the strain of true immortality. Lesser wizards burn out, become senile, and die of sheer self-neglect in something under 20,000 years. Some means of reproduction is necessary for any self-perpetuating culture. And so, Ven made women for his sons. He made them from uruks and tze; both had female genders. He made them to be the opposite of his sons in almost every way he could imagine. Zen knew that opposites attract each other, and he built that attraction into his sons and his creations. He set a great glamour upon both genders so that both tjousê men and women would see the others as their ideal mates.

And then, sometime during the great Wizard Wars of antiquity, Ven left Trollworld. He did what he always did when situations became too unpleasant; he fled to another universe and slammed the door behind him when he departed. Most of the other Great Wizards stayed on Trollworld. The loss of their Father-God-Creator devastated the tjousê. Their continent was cut off from the rest of the world by the protective ring of volcanoes, and they were cut off from the society of outside wizards by the loss of Ven.

Best to stay home, and not meddle with "lesser" races. At least, that is what they claim.

Other Kindred on the Peacock Continent

Although the tjousê are the dominant civilization in this part of the world, there would be no need for warriors if they were alone in the land. They are actually limited to seven fairly large cities spread across 'the Bird'; one in the head, two in the wings, two in the feet, and two in the tail. The centre of the continent is a semi- arid waste inhabited chiefly by uruks in the dryer parts and the blood drinking tze ("mosquito men"). Both races are fierce fighting cultures and regard anything humanoid as their natural prey.

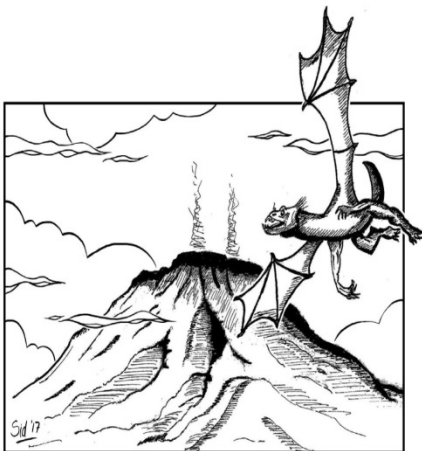
The (Mostly) Unknown Peacock Continent

The Peacock Continent is almost unknown to the rest of Trollworld. It is the smallest continent worthy of the name and it rests on the other hemisphere, located on the equator near a chain of active undersea volcanoes. There are also many volcanoes along the coasts of the Great Bird. Constant volcanic activity heats the waters around the mainland to almost boiling point and there is a lot of mist and water vapour in the air; they call it the Sea of Fire. The animal life in that part of the ocean is heat adapted. The most dreaded creatures are the fire-breathing sea trolls. The burnt dragon worms are also a menace to navigation and any seafarers bold enough to sail there. Most communication with the outside world is through air travel. Elite female warriors of tjousê ride flamebirds to protect the land, and merchants travel in huge floating, magically powered skyships. Such craft are well known on

the Kraken continent to the south, but virtually unheard of in the Dragon hemisphere that contains Rrr'lf, Zorrr, and the Mane Land.

Although volcanic mountains ring the Great Bird along the coasts, the inner part of the continent is a huge basin, nearly 1000 miles in diameter. Along the mountain slopes there are great forests where elves and other arboreal creatures dwell. Rivers flow down from the mountains through the forests to finally empty into a central sea approximately 200 miles wide and 300 miles long. The hills that slope down from the mountains get progressively dryer as the elevation decreases. This is the home of the many uruk tribes that roam the land. Finally, there is a great marsh along the edge of the saline inland sea, known as the Great Wetness. This is where the tze live in all their blood-sucking squalor.

Although the tjousê, the elves, the uruks, and the tze are the dominant humanoid kindred on the Peacock Continent, they do not have the place completely to themselves. Dragons love the high, hot volcanic peaks and live there in great numbers. There are hundreds, perhaps thousands of them living in the mountains.



Dragons need food, and though they get most of their sustenance from the sea, they are an intermittent menace to the cities of the tjousê. Where there are volcanoes, there are lava trolls. Where there are volcanoes, there are jewels, and where there are jewels, there are hrogrs, living in their jewel-encrusted, polygonal towers in the high hills between elves and uruks. These hrogr never fell and degenerated into ogres. They are the same noble race of crystal-worshipping wizards as their ancestors. A love of glittery stones gives them something in common with tjousê males, and the more extrovert wizards of both groups sometimes meet and trade shiny rocks with each other.

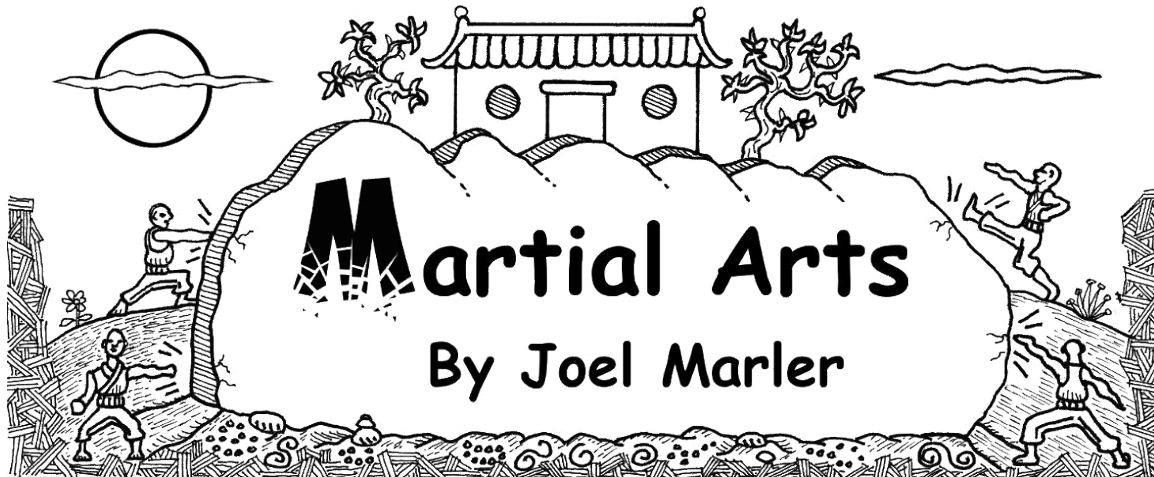
The edges of the inland sea are marshes and swamps, and where one finds marshes and swamps, one also finds goblins. Hordes of goblins swarm in this part of the continent. They seem different from the goblins of other lands in that their skins are light blue in colour. They are hairless and scaly, and both fingers and toes have webs between them.

The goblins are the major food source for the blood-drinking tze. Peacock goblins have the most primitive imaginable. Due to a lack of suitable stone near the Great Wetness, they have not even entered the Stone Age. These goblins are still in the Wood Age where pointy sticks and nets woven of waterweeds and grasses are their chief weapons.



Although they are not an intelligent kindred, it is worth mentioning that the Great Wetness is the home of Deathfrogs; toothed amphibians as large as a wolf that are the dominant predator in this part of the country. Other major menaces present in the swamp include oversized electric eels and hundreds of types of poisonous serpents. Of course, the place teems with fish, other smaller amphibians, turtles, insects, and aquatic lizards. Crocodilians abound in all sizes from the newly hatched to century-old leviathans. The Great Wetness is a very dangerous place to be. ■





Martial Arts Introduction:

So, young grasshopper, you wish to learn the finer points of combat eh? Swinging that axe around gets a bit boring, huh? What's that? You please me. The study of the martial arts is a noble act, a graceful act that, when rehearsed and executed to perfection, allows us to experience nothingness, if only for an instant. So come, young grasshopper, hop with me. Pay the thousand gold coin donation and we shall begin.

Apprentice Belt Training:

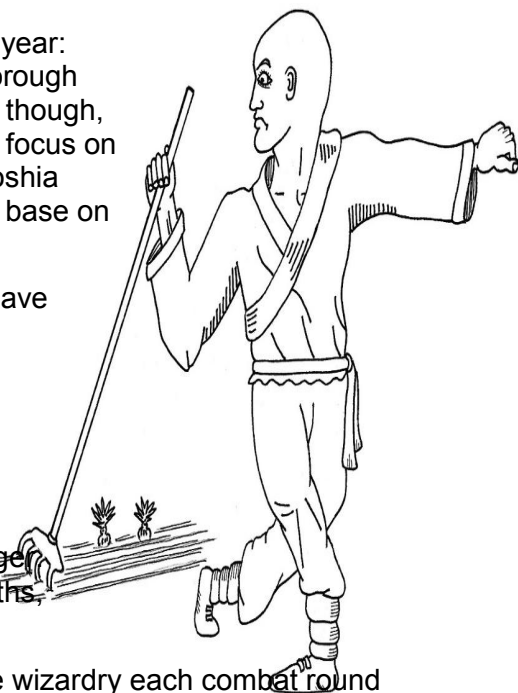
Your instructions begin with a simple task: the tilling of this field. Why? Because you will not be tilling it like some crude peasant, no; you will crouch, like so, and shift your weight from foot-to-foot with each stroke of the rake, trying to be graceful as you do so. You will do this every day for a year: holding this pose will give you great stamina and a thorough knowledge of how your body moves. Most importantly though, a year of this task will clear your mind, allowing you to focus on your opponent's intentions during combat. We at Shaoshia temple call this 'Great Tilling the Field Exercise'; it is a base on which more advanced techniques will be built.

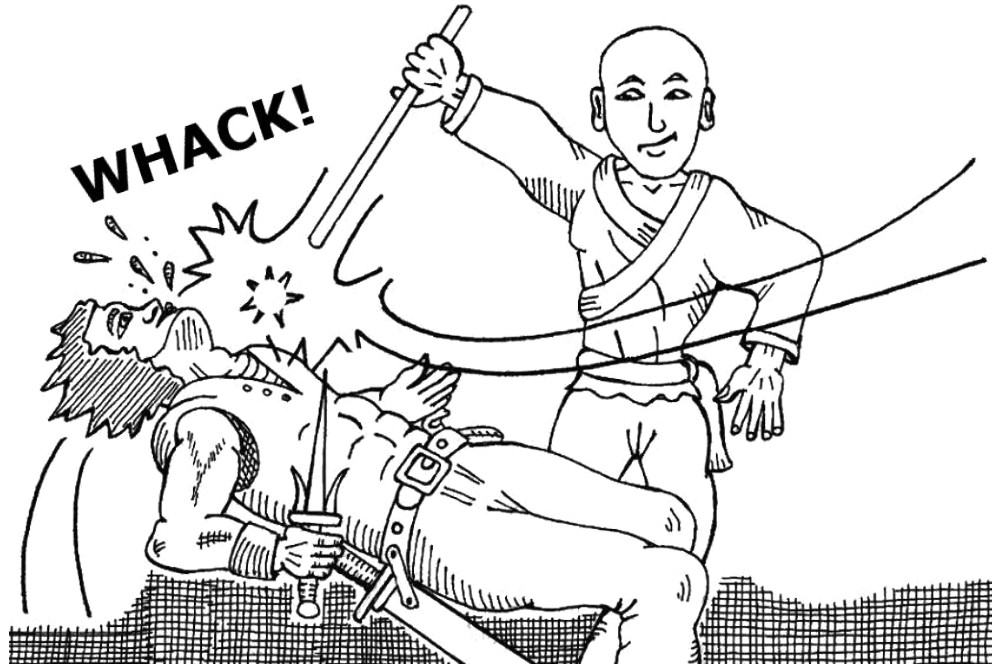
Once you finish 'Great Tilling the Field Exercise' you have earned your *apprentice belt*, *leather hand cloths*, and *brass knuckles*. Well done. If you wish to further your training, pay me the 3,000 gold coins to continue.

Apprentice Belt Techniques (1/):

Grabbing Monkey (1/): Take one small item from the target, such as an amulet, potion, or unequipped dagger. Can only be used when wearing knuckles or hand cloths, or if unarmed.

Owl Style (1/): While this style is active you regain one wizardry each combat round instead of every five. Only the style you've most recently used is active.





Crashing Palm (1/): Add the weight of your weapon, in kilograms, to your combat roll.

Avalanching Mountain (1/): Lower an opponent's armour value by your shield's armour value for the rest of the battle.

Ebbing Back Stance (1/): Gain extra armour this round equal to your speed. You cannot damage foes this round. Warriors cannot double this armour. Can only be used when wearing knuckles or hand cloths, or if unarmed.

Apprentice Belt Items:

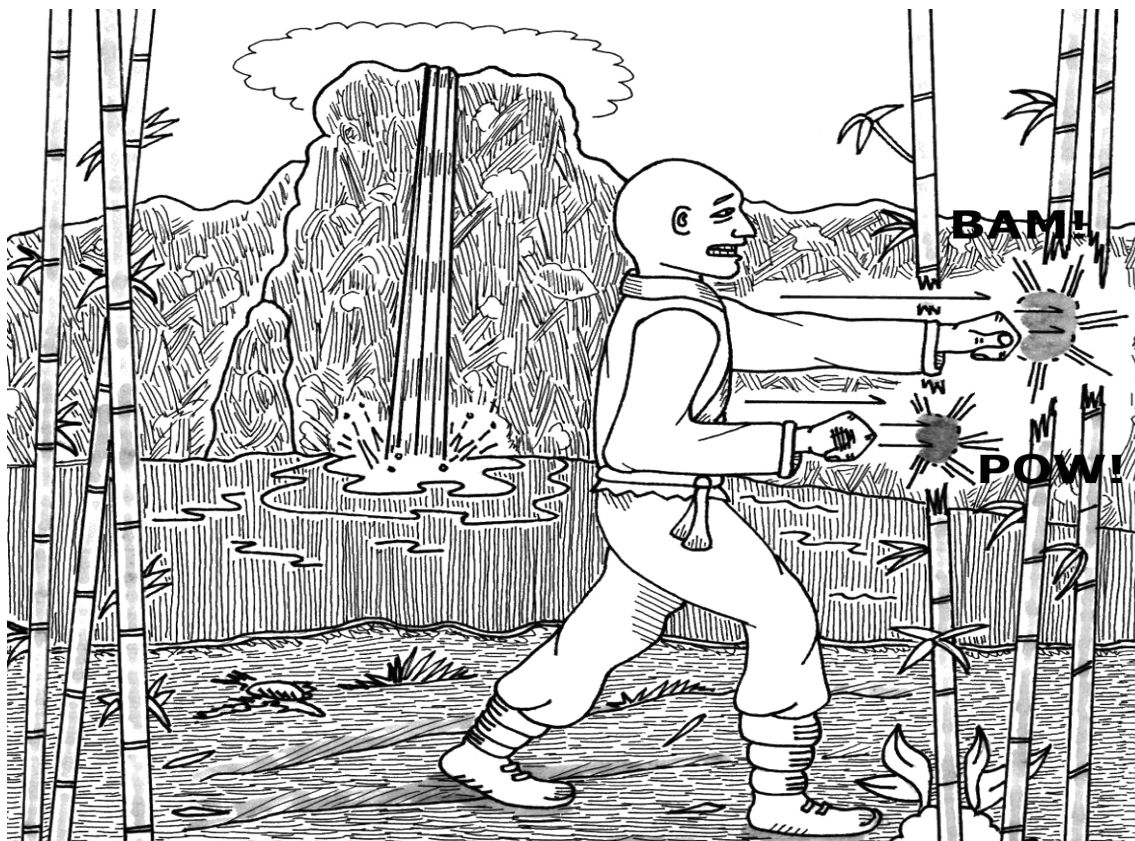
Apprentice Belt. 1-1. Apprentice belt techniques require one fewer spite dice to use. Requires four dexterity to use. Worth 50 gold coins.

Leather Hand Cloths. 1+0. Provides two armour. Requires four dexterity to use. Worth 50 gold coins.

Brass Knuckles. 1+3. Requires three strength and six dexterity to use. Worth 50 gold coins.

Adept Belt Training:

The next stage of your training takes place in the bamboo forest. Between the waterfall to the east and the glade to the west there are 10,000 mature plants, each as thick as the human body. You must strike them with your feet, fists, and palms until they have all been felled, every last one. You must strike hard and fast: young shoots already grow to replace them.



Shaoshia school martial arts is not just theatrics, as they say in the cities. The 'Arduous 10,000 Sequence Exercise' is evidence of that. This activity will build up your bodily strength, force you to practice combat techniques to perfection, and give you the determination to attack until you have neutralised the threat you face, no matter how long that may take. Although we practice martial arts to achieve enlightenment, we never ignore the seriousness of combat.

Once you finish 'Arduous 10,000 Sequence Exercise' you have earned your *adept belt*, *kremmatic hand cloths*, and *iron knuckles*. Well done. If you wish to further your training, pay me the 6,000 gold coins to continue.

Adept Belt Techniques (2/):

Willow Snap Kick (2/): Take a speed check, the level of which is equal to the number of foes you face. If you pass, you only take half damage this round.

Flying Dragon (2/): The target is knocked back, negating its adds for this round. Costs five wizardry to use. Can only be used if you're wearing knuckles or hand cloths, or if unarmed.

Diving Dragon Claw (2/): Add your strength to your combat roll. Can only be used when wielding an axe.

Dancing High Kick (2/): Ignore armour this round. Can only be used when wielding a dagger.

Twenty Sequence Style (21): Add one dice to your combat roll the first time you use this while this style is active. Add two dice the second time. Add three dice the third time. Add four dice the fourth time, and so on. Only the style you've most recently used is active. Can only be used if you're wearing knuckles or hand cloths, or if unarmed.

Adept Belt Items:

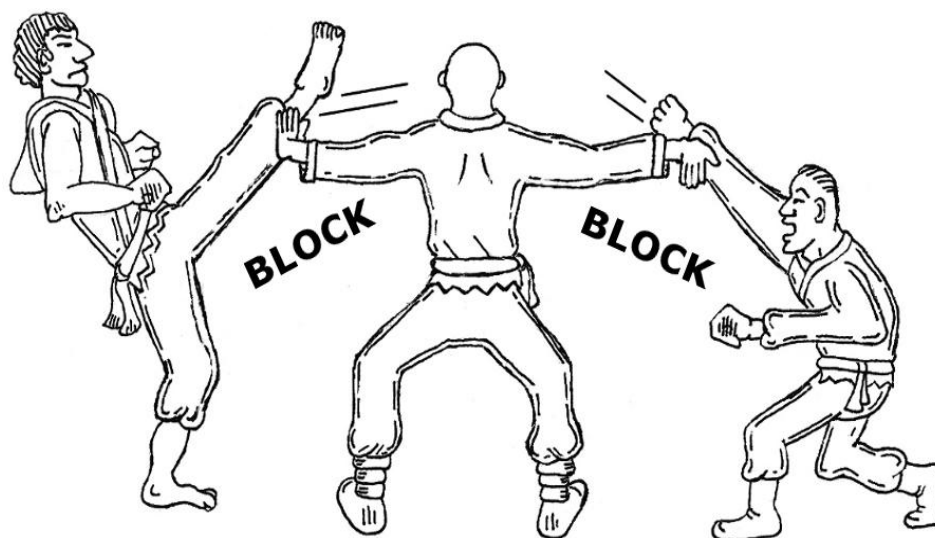
Adept Belt: 2-2. Adept belt techniques require one fewer spite dice to use. Requires eight dexterity to use. Worth 100 gold coins.

Kremmatic Hand Cloths: 1+0. Provides six wizardry. Requires eight dexterity to use. Worth 100 gold coins.

Iron Knuckles: 2+4. Requires three strength and six dexterity to use. Worth 100 gold coins.

Master Belt Training:

You are progressing well, cricket. We shall skip 'Long Splitting Bamboo Exercise' and go straight to 'Shaoshia Disciples Under Heaven Exercise'. Highly unusual, but you already show precision enough.



This activity is, like the others, simple: you will spar with the other adepts each day from dawn to dusk, pausing only to drink vegetable broth at noon. But you will not spar as they do for barbaric martial arts, like boxing: you will instead focus on your brother's eyes, read his intentions, and block his attacks before they ever land. Then you will attack him, and he will block your every move. There is no need for gloves or armour under this system. If you are ready, you will never be hit over this year. If you are hit, then I am sorry - perhaps we should've stuck to the bamboo.

Once you finish 'Shaoshia Disciples Under Heaven Exercise' you have earned your *master belt*, *blessed hand cloths*, and *steel knuckles*. Well done. If you wish to further your training, pay me the 6,000 gold coins to continue.

Master Belt Techniques (3/):

Eight Direction Swinging Cyclone (3/): Deal extra dice of damage equal to your level multiplied by the number of foes you face. Can only be used when wielding a pole arm.

Stinging Scorpion (3/): If you were damaged in melee combat this round, deal one dice of damage to one nearby foe per damage you took (target's armour protects).

Snapping Serpent (3/): Lower the target's adds by your dexterity for the rest of the fight, including for this round. Can only be used if you're wearing knuckles or hand cloths, or if unarmed.

Swooping Swallow Drop Kick (3/): Double your adds this round. Can only be used if you're in *Owl Style* and if you're wearing knuckles or hand cloths, or if unarmed.

Crab Strike (3/): You trip the target, negating its adds and armour during the following round. Can only be used when wielding a staff, wearing knuckles or hand cloths, or when unarmed.

Master Belt Items:

Master Belt. 3-3. Master belt techniques require one fewer spite dice to use. Requires 12 dexterity to use. Worth 250 gold coins.

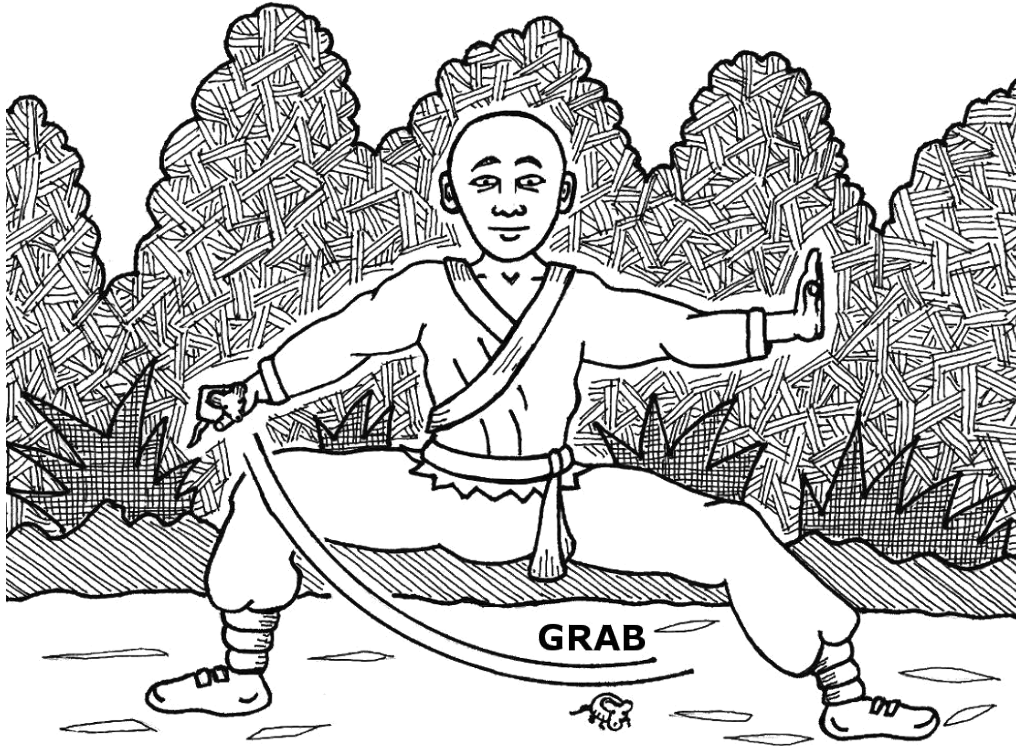
Blessed Hand Cloths. 1+0. During a combat round you may lower your luck by one dice for the rest of the adventure. If you do so you may use any martial arts ability that round, no matter how many spite dice you rolled. Requires 12 dexterity to use. Worth 250 gold coins.

Steel Knuckles. 3+5. Requires three strength and six dexterity to use. Worth 250 gold coins.

Grandmaster Belt Training:

Over the past three years you have focused on four elements of martial arts: body, will, technique, and dialogue - the dialogue of combat, I mean. Now you must tie these elements together under a style. This gives direction and purpose to the way you fight, and forces your opponent to be reactive instead of proactive. We practice 'Method of Imitating Nature Exercise' to learn styles.

Go out in the forests, and the mountains, and study nature's movements. You will find that all expressions of nature move in their own way and that those movements work towards a purpose, whether catching a mouse or bending with the wind. Find expressions of nature you think move towards purposes useful to you, and copy them. This will not only make you a better fighter, but will make you more conscious of the world around you.



Once you finish 'Method of Imitating Nature Exercise' you have earned your *grandmaster belt*, *spirit barrier hand cloths*, and *mithril knuckles*. Well done. If you wish to further your training, pay me the 10,000 gold coins to continue.

Grandmaster Belt Techniques (4/):

Fourteen Heavenly Winds Style (4/): All projectiles fired at you and nearby allies miss while this style is active (although they still count towards your foe's combat roll). Only the style you've most recently used is active. Can only be used if you're wearing knuckles or hand cloths, or if you're unarmed.

Plum Blossom Style (4/): While this style is active, add any constitution you're missing to your adds. Only the style you've most recently used is active.

Gathering Water Buffalo Style (4/): While this style is active, nearby allies add your shield's protection value to their own armour value. Only the style you've most recently used is active.

Raging Rhino Style (4/): While this style is active, any damage you deal also reduces the target's adds. Only the style you've most recently used is active. Can be only be used when wielding a hafted weapon.

Eight Gate Strike (4/): Deal an extra dice of damage for every 10 points you have in each attribute. Costs 10 wizardry to use.

Grandmaster Belt Items:

Grandmaster Belt. 4-4. Grandmaster belt techniques require one fewer spite dice to use. Requires 16 dexterity to use. Worth 500 gold coins.

Spirit Barrier Hand Cloths. 1+0. You may ignore spells if you spend wizardry equal to its base cost. Requires 16 dexterity to use. Worth 500 gold coins.

Mithril Knuckles. 4+6. Requires three strength and six dexterity to use. Worth 500 gold coins.



Sage Belt Training:

You are, how you say, a star pupil, outsider - certainly one with very deep pockets. I was not expecting an adventurer to progress this far. Most till the field for a few weeks, then leave.

I am impressed with your study of wind, plum blossoms, water buffalos, and rhinos: you mastered a range of expressions, and captured their movements with grace. Now you must make connections between the styles. All things on Trollworld, however different they seem, are manifestations of kremm. We are not different, we are shades of colour - the same colour at that. Because of this, all expressions of nature carry out certain movements similar to one another. Discover these links between your styles, and exploit them to move seamlessly between styles depending on the flow of battle. We call this 'Wheel of Life Study'.

Once you finish 'Wheel of Life Study' you have earned your *sage belt*, *sparrow hand cloths*, and *adamantine knuckles*. Well done. If you wish to further your training, pay me the 15,000 gold coins to continue.

Sage Belt Techniques (5/):

Darting Sparrow (5/): You may perform another action this combat round that isn't an attack. Switch from *Fourteen Heavenly Winds Style* to *Gathering Water Buffalo Style*.

Wounded Tiger Claw (5/): Deal one dice of damage to a target for every constitution you've lost. Switch from *Plum Blossom Style* to *Raging Rhino Style*.

Bending River (5/): Ignore one spite ability that targets you this round. Switch from *Gathering Water Buffalo Style* to *Fourteen Heavenly Winds Style*.

Heavenly Star (5/): Make another attack and add it to your combat total. You take one spite damage for every dice you roll. Switch from *Raging Rhino Style* to *Plum Blossom Style*.

Twenty Sequence Feint (5/): Take a charisma and dexterity check. You ignore spite damage this round equal to the combined level of the check you made.

Sage Belt Items:

Sage Belt: 5-5. Sage belt techniques require one fewer spite dice to use. Requires 20 dexterity to use. Worth 1,000 gold coins.

Sparrow Hand Cloths: 1+0. Doubles your dexterity when worn. Requires 20 dexterity to use. Worth 1,000 gold coins.

Adamantine Knuckles: 5+7. Requires three strength and six dexterity to use. Worth 1,000 gold coins.

Celestial Belt Training:

We come to the final stage of your training, the 'Perfection of Nature Study'. For this activity you must study the manifestations of nature you've based your styles on to find what each manifestation does best. Then, you must figure out how to do it better. Augmenting these abilities is particularly difficult, and impossible through bodily movements alone. There are books in the temple's library detailing how to access your inner powers. To perfect nature's movements you must draw on your kremm.

Once you finish 'Perfection of Nature Study' you have earned your *celestial belt*, *light hand cloths*, and *meteoric knuckles*. I cannot help you beyond this point. There is one more belt you could earn, but you would have to talk to Shaoshia himself in the Jasmine Dragon Tea Rooms, way over in Tyree. And convince him to teach you. He has stopped devoting himself to the Great Boddisalvia, you see: he worships green tea now instead.

Celestial Belt Techniques (6/):

Heavenly Kite Sequence (6/): You cannot be damaged by melee combat this round. Costs 15 wizardry to use. Can only be used in *Fourteen Heavenly Winds Style*.

Kremm Gate Release (6/): Reduce your constitution to one. All allies recover as much wizardry and constitution as you lost. Can only be used in *Plum Blossom Style*.

Celestial Ghost Barrier (6/): You take damage to your wizardry this round instead of your constitution. Can only be used in *Gathering Water Buffalo Style*.

Quaking Palm (6/): Destroy a target with less MR than your carried weight in kilograms. Can only be used in *Raging Rhino Style*.

Jade Emperor Style (6/): While this style is active you may re-roll any combat dice, including for your opponent. You must spend one wizardry per dice you re-roll.



Celestial Belt Items:

Celestial Belt: 6-6. Celestial belt techniques require one fewer spite dice to use. Requires 24 dexterity to use. Worth 2,000 gold coins.

Light Hand Cloths: 1+0. You may use multiple spite abilities each combat round. Each spite ability requires its own spite dice to use: for instance, you must roll eight sixes to use a rank three and rank five ability in the same combat round. Requires 24 dexterity to use. Worth 2,000 gold coins.

Meteoric Knuckles: 6+8. Requires three strength and six dexterity to use. Worth 2,000 gold coins.

Secrets of Shaoshia, Part Two:

Several seasons later...

Your old teacher was right. Shaoshia himself, he who transcends the six ranks, he who developed the techniques still used today, sits at a small table, stooped over a cup of green tea, sipping. You know it must be him. He's old for one thing, yet his frame is muscular and wiry, like a coiled snake. And he wears the orange robes of your school. His school. You take a seat opposite him.

'Greetings, illustrious master. Long have I travelled here. I am one who has attained celestial mastery of the first six paths -'

The old man holds up his finger to interrupt you. You worry that you've got the wrong person. He sips his tea before speaking.

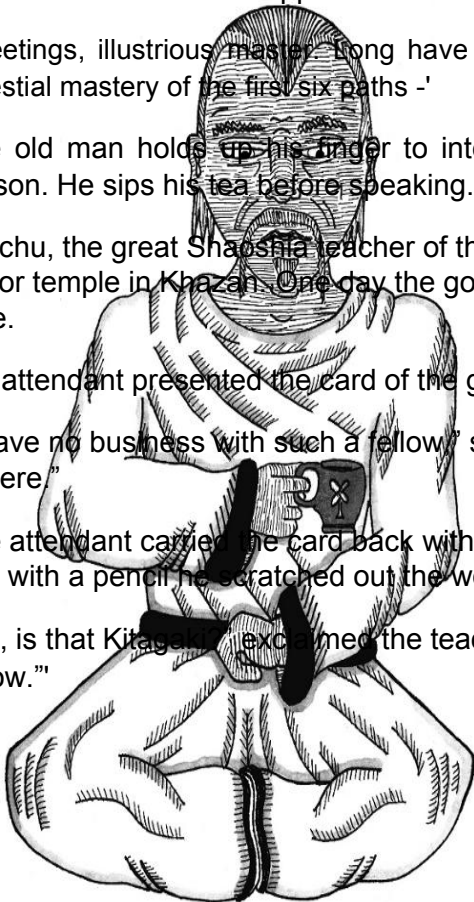
'Keichu, the great Shaoshia teacher of the Daojisa era, was the head of Tofukuyo, a minor temple in Khazan. One day the governor of Khazan called upon him for the first time.

His attendant presented the card of the governor, which read: Kitagaki, Governor of Khazan.

"I have no business with such a fellow," said Keichu to his attendant. "Tell him to get out of here."

The attendant carries the card back with apologies. "That was my error," said the governor, and with a pencil he scratched out the words Governor of Khazan. "Ask your teacher again."

"Oh, is that Kitagaki," exclaimed the teacher when he saw the card. "I want to see that fellow."



The old man sits silently, as if expecting you to respond. You may repeat your introduction at **1**, introduce yourself as Taozen at **2**, or ask him why he told that parable at **3**.

1 - You uneasily begin again. 'Greetings, illustrious master. Long have I travelled here. I am one who has attained celestial mastery of the first six paths -'

The old man looks at you sternly. 'If you cannot grasp the meaning of that parable, no celestial master are you. I'll end our conversation with one you may understand:

Hakuin used to tell his pupils about an old woman who had a teashop, praising her understanding of Shaoshia. The pupils refused to believe what he told them and would go to the teashop to find out for themselves.

Whenever the woman saw them coming she could tell at once whether they had come for tea or to look into her grasp of Shaoshia. In the former case, she would serve them graciously. In the latter, she would beckon to the pupils to come behind her screen. The instant they obeyed, she would strike them with a fire-poker.

Nine out of ten of them could not escape her beating.'

And with that he orders another tea and refuses to talk to you.

2 - You begin again. 'I am Taozen, a humble monk of your school. A former pupil of yours tells me that you know several techniques beyond the celestial rank, and have come to beg for you to teach me.'

The old man smiles. 'That's much better. However much we achieve in this life, we must not become proud. Pride is an attachment to the self. It stops us from achieving enlightenment.'

You nod in agreement before pulling out a large pouch of gold. 'But you're not so humble that you won't accept a little 'temple donation' for your teachings, are you? I can pay well for your secrets, Shaoshia. Teach me how to fight and you'll be able to buy all the tea you'll ever -'

You're dismayed to see Shaoshia lift his finger once again. You knew the gold was a mistake. There seems to be a world of difference between your old master and this man.

'Bodhisalvia said: "I consider the positions of kings and rulers as that of dust motes. I observe treasures of gold and gems as so many bricks and pebbles. I look upon the finest silken robes as tattered rags. I see myriad worlds of the universe as small seeds of fruit, and the greatest lake in Trollworld, Lake Calamere, as a drop of oil on my foot. I perceive the teachings of the world to be the illusion of magicians. I discern the highest conception of emancipation as a golden brocade in a dream, and view the holy path of the illuminated ones as flowers appearing in one's eyes. I see meditation as a pillar of a mountain, Nirvana as a nightmare of daytime. I look upon the judgment of right and wrong as the serpentine dance of a dragon, and the rise and fall of beliefs as but traces left by the four seasons.'"

You may place a second pouch of gold on the table at **4**, or ask whether you could do him a favour in return for his teachings at **5**.

3 - The old man looks at you sternly. 'If I must explain the meaning of that parable, no celestial master are you. I'll end our conversation with one you may understand:

Hakuin used to tell his pupils about an old woman who had a teashop, praising her understanding of Shaoshia. The pupils refused to believe what he told them and would go to the teashop to find out for themselves.

Whenever the woman saw them coming she could tell at once whether they had come for tea or to look into her grasp of Shaoshia. In the former case, she would serve them graciously. In the latter, she would beckon to the pupils to come behind her screen. The instant they obeyed, she would strike them with a fire-poker.

Nine out of ten of them could not escape her beating.'

And with that he orders another tea and refuses to talk to you.

4 - The old man scoffs. He refuses to talk to you until you leave the tea room, rich in worldly possessions but poor in true knowledge.

5 - 'Hey, now we're talking. Put those coins away; let's transact favours instead of gold.' Shaoshia drains his tea before continuing.

'Perhaps you have heard from your master that I've forsaken The Way to better slake my thirst for tea. Well, that's not entirely untrue. In my old age, my views have begun to diverge from those of the school I established. I see now that enlightenment cannot be achieved through martial arts, and that martial arts are in fact often used for ill. Enlightenment is detachment, so can only be arrived at through inaction. I engage in inaction by drinking tea. Focusing on the tea helps clear my mind.'

Shaoshia cradles his empty cup for warmth. Sleet slaps the roof of the tea house. 'Taozen, there is a favour you could do me. An exotic strand of herb, called 'fisslewort', grows far to the east in a place called 'The Rainbow Kingdom'. Find the plant, and bring me back some of its seeds. It has a rare preservative power, and could make a potent tea - perhaps it would prolong my life enough for me to achieve enlightenment. In return I will teach you my greatest techniques, as much as I despise to do so.'

You may agree to bring back the tea leaves at **6**, or remind him that clinging to life is a form of attachment at **7**.

6 - If Shaoshia is pleased that you've agreed to such a dangerous quest, he doesn't show it. He merely walks out of the tea house to see you off.

Outside of the establishment is a beggar. Shaoshia looks at you expectantly. You may give the beggar nothing at **8**, give the beggar some money at **9**, the amount of which you note, or give the beggar all of your money at **10**.



7 - Shaoshia sighs. 'You are right, stranger. Perhaps I have grown cowardly in my old age. Thank you for refusing such as base request.' He pays for his cup of tea, bows, and leaves.

8 - The beggar holds his hand out towards you. You fix your eyes on him and say:

'No one saves us but ourselves. No one can and no one may. We ourselves must walk the path. To be idle is a short road to death and to be diligent is a way of life; foolish people are idle, wise people are diligent.'

Shaoshia turns to you. 'This is why I have turned my back on martial arts. You are too hard: Bodhisalvia taught compassion above discipline. Go back to your temple and meditate on your faults.' The old man presses a coin into the beggar's hand and returns to the tea house.

9 - The beggar holds out his hand expectantly. You place the gold in his palm, to the approval of Shaoshia.

'A nun who was searching for enlightenment made a statue of Bodhisalvia and covered it with gold leaf. Wherever she went she carried this golden Bodhi with her.

Years passed and, still carrying her Bodhi, the nun came to live in a small temple in a country where there were many Bodhis, each one with its own particular shrine.

The nun wished to burn incense before her golden Bodhi. Not liking the idea of the perfume straying to the others, she devised a funnel through which the smoke would ascend only to her statue. This blackened the nose of the golden Bodhi, making it especially ugly.

It seems you are not like this nun. Go forth with my blessings, and take care.' You bow, and begin to make your way towards the city's gate at **11**.

10 - The beggar holds out his hand expectantly. You pour two pouches of coins into his palm.

Shaoshia turns to you. 'You are a worldly man, and proud too: proud enough to flaunt your wealth. Go back to the temple, and give them all you have. You will never reach enlightenment with such riches.' And with that the old man returns to the tea house.

11 - You walk along the main thoroughfare, slipping through the throng like a rivulet among pebbles. After several minutes you encounter a large crowd blocking the path. They cluster around one of the Death

Goddess' cultists, who preaches for the onlookers to surrender themselves to her will.

You may attempt to convert the audience to the True Path at **12**, or ignore the cultist at **13**.

12 - You somersault onto the stage to the audience's gasps. But how well do you debate? Take a level three intelligence and charisma check. If you pass both checks you win them over to your cause at **15**; if you fail either check you fail to win them over at **16**.

13 - Bodhisalvia does not look kindly on your cowardice. Lose three dice of luck for the rest of this adventure before continuing on your way to the city gates at **14**.

14 - Arching gracefully, like the branch of a weathered pine tree, is Tyree's main gate. Before you can walk through them, however, bells begin clanging throughout the town. The guards rush out of the city limits, charging some unknown enemy, and two guards begin closing the gates to defend the city. You may rush out to assist the guards at **17**, or wait inside the city for safety at **18**.

15 - Little by little, you begin to win the onlookers over to Bodhisalvia's teachings. Seeing that he cannot spar with you verbally, the furious *cultist* decides to spar with you physically.



If you survive the fight you carry on to the city gates at **14**.

Cultist: MR 140.

Round one: Enters *Twenty Sequence Style*.

Twenty Sequence Style (2/): Add one dice to your combat roll the first round this style is active. Add two dice the second round. Add three dice the third round. Add four dice the fourth round, and so on. Only the style you've most recently used is active. Can only be used if you're wearing knuckles or hand cloths, or if unarmed.

Round Two: Uses *Disciplined Technique of Flowing Grace*.

Disciplined Technique of Flowing Grace (7/): The extra dice you roll from *Twenty Sequence Style* are, from the following turn, until the style ends, all sixes. Can only be used in *Twenty Sequence Style*. Round Three and Onwards: Uses *Crab Strike*.

Crab Strike (3/): You trip the target,

negating its adds and armour during the following round. Can only be used when wielding a staff, wearing knuckles or hand cloths, or when unarmed.

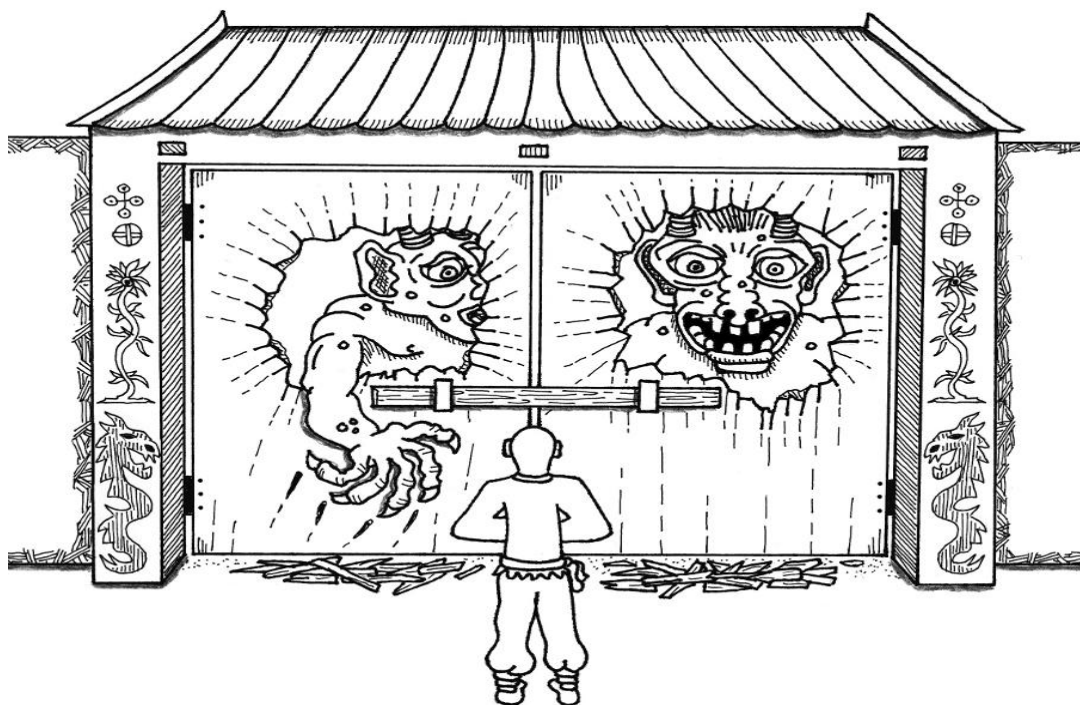
16 - You flub. Sorry Bodhisalvia. You continue to the city gates at **14** to the heckling of the crowd.

17 - You slip outside the city just before the gates snap shut. Now you see them. Three *ancient trolls*, each twice as tall as a man. At least you have six *guards* to help you. If you survive the fight you travel outside to the nearest village at **19**.

Ancient Troll: MR 80. 2/ The troll regenerates any lost MR.

Guard: MR 20.

18 - You hear the sounds of clubbing, and the screams of guardsmen. Then you don't hear the screams of guardsmen anymore. Soon two *ancient trolls* manage to bash through the gate, and proceed to slaughter civilians. It's up to you to save the townsfolk.



If you survive the fight you travel outside to the nearest village at **19**.

Ancient Troll: MR 80. 2/ The troll regenerates any lost MR.

19 - The road is long, but by nightfall you reach a small hamlet on the edge of the desert. The village is too small to support a tavern, but perhaps you can rest in the mean temple. You knock on the door.

An elderly monk answers. 'Yes, who is it? The night watchman has sounded the bugle: that means the curfew has begun.' You wonder what the curfew protects the villagers from.

'Greetings, brother: I am Taozen, celestial master of the sixth rank. I beseech you to let me rest in your temple tonight, for I am weary and burdened with calloused feet.' You remove one of your sandals and reveal your blistering sole.

The monk strokes his chin. 'I cannot tell whether you are a monk or desert bandit. Let us see. Give me your judgement on this parable and we shall know your true character:

There was an old woman in Khaboom who had supported a monk for over twenty years. She had built a little hut for him and fed him while he was meditating. Finally she wondered just what progress he had made in all this time.

To find out, she obtained the help of a girl rich in desire. "Go and embrace him," she told her, "and then ask him suddenly: 'What now?'"

The girl called upon the monk and without much ado caressed him, asking him what he was going to do about it.

"An old tree grows on a cold rock in winter," replied the monk somewhat poetically. "

"Nowhere is there any warmth."

The girl returned and related what he had said.

"To think I fed that fellow for twenty years!" exclaimed the old woman in anger. "He showed no consideration for your need, no disposition to explain your condition. He need not have responded to passion, but at least he could have evidenced some compassion!"

She at once went to the hut of the monk and burned it down.

So, stranger, what do you think? Was she right to do so, or was the monk right to rebuff her so steadfastly?' Go to **20** if you think the woman was right, and go to **21** if you think that man was right.

20 - You tell the monk that she was certainly right to criticise her guest. 'Correct: compassion is the highest principle one can hold. And now, stranger, I must show compassion for you. Enter, eat, and rest.'

You drink noodle soup with your host and sleep well into the morning. Recover three dice of constitution before continuing eastwards the next day into the desert at **22**.

21 - You tell him that the monk was certainly right to not give her any hope they could enter into a relationship. 'Then you have not grasped the message of this parable, and have no concept of compassion. Draw your sword, brigand: I see through your disguise.' The *monk* attacks.

If you survive the fight you flee the village and camp out in the wilderness. Groggily, you set out through the desert at **22** come morning.

Monk: MR 100, 50 wizardry. Begins the battle in *Jade Emperor Style*, and always pays to change any ones, twos, or threes he rolls into sixes.

Each round you take a level six intelligence check: if you pass you realise that he's getting his power from the necklace he wears. Equipped with a *jade necklace*.

Jade Emperor Style (6/): While this style is active you may re-roll any combat dice, including for your opponent. You must spend one wizardry per dice you re-roll.

Jade Necklace: You enter *Jade Emperor Style* at the beginning of each battle. Requires 50 wizardry to use. Worth 5,000 gold coins.

22 - Walking through the desert is exhausting, particularly in armour. Unless you have water with you, take one piercing damage for every two points of armour you wear.

Towards noon you hear a curious yelping sound, like a pack of hyenas. But it's not hyenas. It's worse. It's a pack of well-equipped bandits on horseback, making their war-cry.

'Your money or your life!' shouts the leader, cocking his bow from a safe distance. You may give him all your money at **23**, or attack at **24**.

23 - You allow yourself to be searched. As well as having all of your gold stolen, the bandits also take your most valuable item. At least they don't take your life. Once they leave you be you continue eastward at **25**.

24 - With no warning, you flip onto the leader's horseback and break the leader's neck. The five *bandit horsemen* certainly weren't expecting that, but they recover admirably well. They must be veterans.

If you survive the fight you continue walking eastward at **25**.

Desert Horseman: MR 30. On odd numbered turns they attack with their swords and have double adds.

On even numbered turns they attack with their bows, which are ranged weapons.



25 - During the dusk you stumble across something invaluable: a well. You thank Bodhisalvia for his compassion, bow in the eight heavenly directions, and drink.

If you have a day's worth of *provisions* you could rest here and eat it tomorrow at **26**. Otherwise you must continue eastwards in the morning at **27**.

26 - The rest you have is invaluable: you recover three dice worth of constitution during the day. Afterwards, you continue eastwards at **27**.

27 - Finally, your trek through the desert comes to an end. You reach the outskirts of something much worse: the Sawtooth Mountain Range.

You walk towards one of the outlying hillocks, a small mound made of grass and stone. You notice something curious. A monkey-like man is trapped under the mass, so thoroughly so that only his head sticks out. A paper seal, inscribed in ancient calligraphy, is stuck to his forehead. Also sticking out of the hill is a circlet.

Take a level four intelligence check. If you pass, you can read the seal at **28**; if you fail, go to **29**.

28 - The seal is written in ancient Sand Script. It reads:

'Imprisoned under this mountain, by the hand of Bodhisalvia, is the Monkey King. Do not remove this seal to release him unless the crown is upon his head. He is strong, dangerous, and wild.'

You may remove the seal at **30**, try to remove the circlet at **31**, or continue on your way at **32**.

29 - It's all Greek to you. You may remove the seal at **30**, try to remove the circlet at **31**, or continue on your way at **32**.

30 - Did you place the circlet on *King Monkey's* head? If you did, he joins you as an ally; if you didn't, he attacks! Either way, you continue eastwards after this encounter to **32**.

King Monkey (foe): MR 100, armour 20. King Monkey uses his highest cost spite ability each round.

2/ King Monkey doubles the length of his stick, doubling his adds and armour for the rest of the battle.

3/ King Monkey summons an exact replica of himself at that point in time for the rest of the battle.

4/ King Monkey fights from his cloud. He cannot be targeted by melee attacks for the rest of the battle unless the attacker is in *Fourteen Heavenly Winds Style*.

King Monkey (ally): MR 30, armour five. King Monkey uses his highest cost spite ability each round.

1/ King Monkey doubles the length of his stick, doubling his adds and armour for the rest of the battle.

2/ King Monkey summons an exact replica of himself at that point in time for the rest of the battle.

3/ King Monkey fights from his cloud. He cannot be targeted by melee attacks for the rest of the battle unless the attacker is in *Fourteen Heavenly Winds Style*.

31 - The thin band is buried in solid rock. Take a level seven strength check. If you pass you manage to dislodge it at **34**; if you fail you may remove the seal at **30** or continue on your way at **32**.

32 - The hike through the mountains is arduous, so it is with some relief that you stumble across a dwarven settlement. The leader, seeing your fatigue, beckons you into the cavern.

'Ach, lost are we? Nay sane human wou' wander through goblin lands on 'is lonesome, I know tha' much! M' name's Daltimdur, chief o' th' Iron Beard Clan: y' safe 'ere, so come down.'

You may enter the cavern at **37** or continue eastwards at **38**.

33 - This seems like the perfect place to practice emptiness. You close your eyes and meditate on a famous parable:

Subhuti was Bodhi's disciple. He was able to understand the potency of emptiness, the viewpoint that nothing exists except in its relationship of subjectivity and objectivity.

One day Subhuti, in a mood of sublime emptiness, was sitting under a tree. Flowers began to fall about him.

"We are praising you for your discourse on emptiness," the gods whispered to him.

"But I have not spoken of emptiness," said Subhuti.

"You have not spoken of emptiness, we have not heard emptiness," responded the gods.

"This is the true emptiness." And blossoms showered upon Subhuti as rain.

34 - The circlet must be enchanted. Just holding it has a calming effect on you, sapping your will to fight. You may place it on the monkey man's head at **35**, or place it on your own at **36**.



35 - You place the band on the monkey man's head and step back. He feebly tries to remove it, but it seems to be stuck.

You may remove the seal at **30**, or continue on your way at **32**.

36 - You place the *circlet* on your head, and feel it dig into your skull. When you try to remove it you find that it's stuck.

You may remove the seal at **30** or continue on your way at **32**.

Circlet : You recover no wizardry while this circlet is worn. Can only be removed by a powerful wizard. Worthless.

37 - You glide down the chute leading to the cavern, landing softly on your feet. Inside toil hundreds of dwarves, all mining, smelting, hammering, and, of course, drinking.

Daltimdur follows you down the ladder. 'Tha' was qui' th' jump! Maybe y' nay so defenceless after all.'

You point to your belt. 'I am Taozen, celestial master of the six paths, creator of the fourteen heavenly winds style and the darting sparrow. I could jump from a height thrice as high and land unscathed. And I am not some poor lost traveller afeared of goblins, as you suggested before. I only come inside your halls to rest my feet awhile before continuing eastwards.'

The dwarven leader shakes his head. 'Dinnay be contemptuous o' goblins. They're weak, but th' go' numbers t' overwhelm th' stronges' o' men an' dwarves. Take our tunnels eas' instead. Y' may run in to Grolk in there, bu' it's still safer.'

You thank Daltimdur for his advice. You may continue eastwards over the mountains at **38**, or under the mountains at **39**.

38 - You hike through the mountains until night-time. You're unable to sleep, however. The sound of goblins attempting to ambush you wakes you up.

Take two level seven luck checks: one dice of *goblin slingers* and *goblins raiders* ambush you for each level you missed the checks by respectively. If you survive the fight you lay your head down and drift back to sleep.

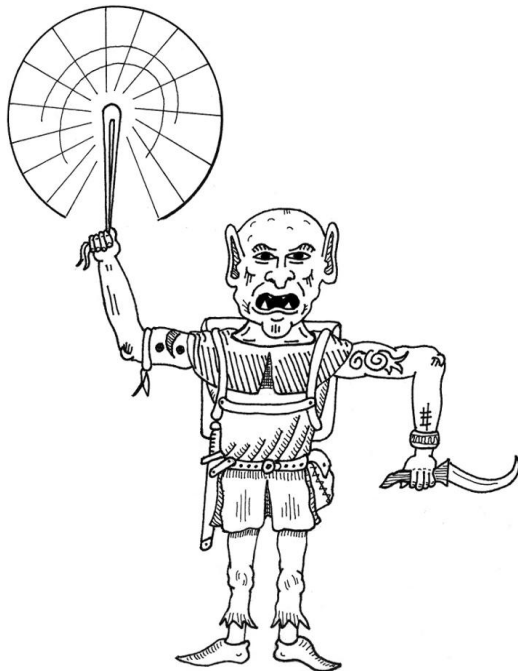
The rest of the trek through the mountains is without incident, but very long: several days long.

Lose three dice of strength for the rest of the adventure unless you eat a day's worth of *provisions*.

You finally emerge from the mountain range at **42**.

Goblin Slinger. MR 10. All attacks are ranged.

Goblin Raider. MR 12, armour six.



39 - You march along the tunnel, which gets darker the further along you go. If you have a source of light all is well, but if you don't you will fight with half of your normal speed and dexterity.

A rank stench wafts from ahead, like the smell of rotting flesh. Grolk sits gnawing the bones of a dwarf. You fear Daltimdur sent you here to deal with a problem he could not.

'Urrrr... 'umans! Jus' one 'uman? Jus' one 'uman no' a big snack, what's th' point.'

Perhaps you can convince him to not attack. Take a level ten charisma check, and add one to your roll for every dice you normally roll in combat. If you pass he lets you pass at **40**; if you fail he tries to club you at **41**.

40 - The rest of the tunnel is dark, dank, and damp, but free of giants. After several hours you emerge one the other side of the mountain range at **42**.

41 - One blow from *Grolk the Giant* will probably fell you, but he swings clumsily enough for you to dodge his first attack. What happens then is anyone's guess.

If you survive the fight you continue walking along the tunnel at **40**.

Grolk the Giant. MR 250. Only attacks on odd- numbered combat rounds. Equipped with *Grolk's club*.

Grolk's Club: 15 -15. Two-handed. You cannot take any action the round after attacking with this weapon. Requires 30 strength and 10 dexterity to use. Weighs 50 kgs.

42 - You've done it: you've made it into the Rainbow Kingdom. All you need to do now is ask the peasants where fistlewort is grown, which you do so with quick success. You enter the tea-growing hamlet, and call out from the village square:

'Greetings, peasants. I am Taozen, master of the six heavenly true paths. I come from lands far away seeking that most rare and powerful herb, fistlewort, so that I may save the life of my beloved master. Give me a pouch of seeds, and I will make haste and depart with thanks.'

The villagers herd around you like so many bemused cattle. 'Hey, how do we know you're a master of the six bloody paths?' one of them shouts. 'Yeah, you don't look like some bloody monk to me: whoever heard of a monk in orange robes?'

You may prove yourself through a display of martial arts at **43**, demonstrate your knowledge of the sutras at **44**, trick them into thinking you're enlightened at **45**, or attempt to perform a miracle at **46**.

43 - Take a level six dexterity check to see whether you impress them at **47**. If you fail you will have to demonstrate your

knowledge of the sutras by passing a level five intelligence check, trick them into thinking you're enlightened by passing a level four charisma check, and attempt to perform a miracle by passing a level three wizardry check. If you manage to do all three things you still manage to impress them at **47**; if you fail, you have failed in your quest and must close the book.

44 - Take a level five intelligence check to see whether you impress them at **47**. If you fail you will have to give them a display of martial arts by passing a level six dexterity check, trick them into thinking you're enlightened by passing a level four charisma check, and attempt to perform a miracle by passing a level three wizardry check. If you manage to do all three things you still manage to impress them at **47**; if you fail, you have failed in your quest and must close the book.

45 - Take a level four charisma check to see whether you impress them at **47**. If you fail you will have to give them a display of martial arts by passing a level six dexterity check, demonstrate your knowledge of the sutras by passing a level five intelligence check, and attempt to perform a miracle by passing a level three wizardry check. If you manage to do all three things you still manage to impress them at **47**; if you fail, you have failed in your quest and must close the book.

46 - Take a level three wizardry check to see whether you impress them at **47**. If you fail you will have to give them a display of martial arts by passing a level six dexterity check, demonstrate your knowledge of the sutras by passing a level five intelligence check, and trick them into thinking you're enlightened by passing a level four charisma check. If you manage to do all three things you still manage to impress them at **47**; if you fail, you have failed in your quest and must close the book.

47 - The slack-jawed yokels stand slack-jawed. 'A monk: a real-life monk! Not one

of them fat buggers in the church, but a holy one!' shouts one of the farmers to no-one in particular.



'Stranger, y' can have the seeds if y' wish' says a relatively wealthy peasant. 'But if y' want them that bad, y' must do us a favour first.'

'Not another bloody favour...' you think to yourself.

'We have great need of y' services, monk: we live in fear o' demons. Several o' them lurk in that barn yonder, and kill our livestock while we sleep. Deal with them, and y'll get y' seeds.' You bow and walk towards the barn.

'Superstitious serfs. It's probably just a rabid dog' you mutter once you're out of ear shot. You open the door and are assaulted by a *white, red, brown, and yellow demon*.

If you survive the fight you collect your seeds and return to Tyree. The journey back is not so treacherous as you know what to avoid, but nonetheless exhausting. 'You wouldn't believe what I had to go through to get these, master,' you say to Shaoshia as you re-enter the tea room, handing him the pouch, 'these techniques better be as good as I hope they are.'

The old monk examines one of the seeds against the light. 'Chaos is inherent in all compounded things - strive on with diligence. As for my martial arts, let me reassure you with a parable...

A woman of Dingledehl named Kame was one of the few makers of incense burners in Trollworld. Such a burner is a work of art to be used only in a tearoom or before a family shrine. Kame, whose father before her had been such an artist, was fond of drinking.

She also smoked and associated with men most of the time. Whenever she made a little money she gave a feast inviting artists, poets, carpenters, workers, men of many vocations and avocations. In their association she evolved her designs.

Kame was exceedingly slow in creating, but when her work was finished it was always a masterpiece. Her burners were treasured in homes whose womenfolk never drank, smoked, or associated freely with men.

The mayor of Dingledehl once requested Kame to design an incense burner for him. She delayed doing so until almost half a year had passed. At that time the mayor, who had been promoted to office in a distant city, visited her. He urged Kame to begin work on his burner.

At last receiving the inspiration, Kame made the incense burner. After it was completed she placed it upon a table. She looked at it long and carefully. She smoked and drank before it as if it were her own company. All day she observed it.

At last, picking up a hammer, Kame smashed it to bits. She saw it was not the perfect creation her mind demanded.

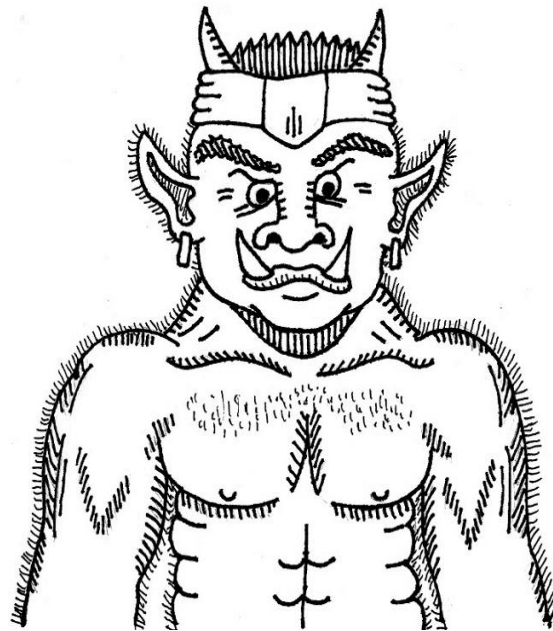
Doubt not the potency of my techniques, Taozen. Let me show you them in the tea garden.'

Shaoshia wraps his papery hands in cloth. Go to **48**.

White Demorr. MR 40. Begins the combat in *Fourteen Heavenly Winds Style*.

Fourteen Heavenly Winds Style (4/): All projectiles fired at you and nearby allies miss while this style is active (although they still count towards your foe's combat roll). Only the style you've most recently used is active. Can only be used if you're wearing knuckles or hand cloths, or if you're unarmed.

Red Demon. MR 60. Begins the combat in *Plum Blossom Style*.



Plum Blossom Style (4/): While this style is active, add any constitution you're missing to your adds. Only the style you've most recently used is active.

Brown Demon. MR 40, armour 40. Begins the combat in *Gathering Water Buffalo Style*.

Gathering Water Buffalo Style (4/): While this style is active, nearby allies add your base armor value to their own. Only the style you've most recently used is active.

Yellow Demon. MR 40. Begins the combat in *Raging Rhino Style*.

Raging Rhino Style (4/): While this style is active, any damage you deal also reduces the target's adds. Only the style you've most recently used is active. Can be only be used when wielding a hafted weapon.

48 - You step into the bonsai garden. A fine drizzle dusts the sculpted trees and water features, giving the air the smell of pine. Shaoshia wraps his belt around his robes to keep them in place.

'Your training session will not last for years, as it does in the temple. I will teach you through demonstration and practice. Observe.'

Before you can blink, the old man punches the air a thousand times. 'Bodhisalvia once said that we should not dwell in the past, not dream of the future, but concentrate the mind on the present moment. I call this technique 'Thousand Whirlwind Blows.' The trick is to focus on the present moment so that you can make the most of it, and move more quickly than someone planning what their next attack will be. You'll pick it up.'

Next, Shaoshia chants an unfamiliar sutra. He flashes brilliantly after intoning it eight times, so brilliantly that you have to shield your eyes. 'Kremm Flow Focus Eight Direction Sutra. Bodhisalvia grants kremm to those in need: from now on you need never fear running out of inner energy.'

Shaoshia follows this by creating a shield of jabs, kicks, arm blocks, and leg blocks. 'This is my famous 'Four Sequence Barrier.' Only the most committed of attackers can penetrate this defence.'

A tree stands beside Shaoshia. With a mighty kick he snaps it in half. 'Shaoshia's Shattering Side Kick. This technique draws its power through a knowledge of torque. There is no wizardry to this, only skill.'

You shout in alarm as the old man next stabs himself in the stomach with a concealed knife. He holds his hand over the wound, and after only half a minute the wound is gone.

'To keep the body in good health is a duty... otherwise we shall not be able to keep our mind strong and clear. This is my 'Celestial Energy Realignment.' The wise man is able to convert his kremm into that force which sustains life. I teach this technique to you gladly, for to sustain life is in an act of compassion.'

Shaoshia now performs the twenty sequence style, but with a degree of finesse that lends added power to his strikes. 'The 'Disciplined Technique of Flowing Grace' is the act of refining the style to the limits of the human body. No movement is wasted; every movement adds to the next.'

Lastly, Shaoshia performs six techniques in the space of one. He pants heavily after the act. 'The 'Explosive Movement of Jade Character' is a sequence of well-practiced techniques accelerated by the use of kremm. Very draining, and very difficult to perform, but well worth the energies you must expend.'

Shaoshia regains his breath, then adopts an offensive stance. 'Now that I have demonstrated the techniques for you, let me demonstrate them *on* you. You will learn much more effectively this way.'

You defend yourself as the old man charges.

If you win the sparring match, and don't kill Shaoshia, you learn his techniques and are given his belt, hand cloths, and knuckles. Kneeling on the damp moss he says:

'In the early days of the Songzai era there lived a well-known wrestler called O-nami, Great Waves.

O-nami was immensely strong and knew the art of wrestling. In his private bouts he defeated even his teacher, but in public was so bashful that his own pupils threw him.

O-nami felt he should go to a Shaoshia master for help. Hakuju, a wandering teacher, was stopping in a little temple nearby, so O-nami went to see him and told him of his great trouble.

"Great Waves is your name," the teacher advised, "so stay in this temple tonight. Imagine that you are those billows. You are no longer a wrestler who is afraid. You are those huge waves sweeping everything before them, swallowing all in their path. Do this and you will be the greatest wrestler in the land."

The teacher retired. O-nami sat in meditation trying to imagine himself as waves. He thought of many different things. Then gradually he turned more and more to the feeling of waves. As the night advanced the waves became larger and larger. They swept away the flowers in their vases. Even the Buddha in the shrine was inundated. Before dawn the temple was nothing but the ebb and flow of an immense sea.



In the morning the teacher found O-nami meditating, a faint smile on his face. He patted the wrestler's shoulder. "Now nothing can disturb you," he said. "You are those waves.

You will sweep everything before you."

The same day O-nami entered the wrestling contests and won. After that, no one in Trollworld was able to defeat him.'

The drizzle thickens. Blood runs from a gash over the old man's eye, and stains the collar of his robes pink. Perhaps Shaoshia is right; perhaps martial arts is ugly. He looks up at you with watery eyes. You thank your master, bow, and leave.

End of *Secrets of Shaoshia*.

Shaoshia : MR 250, 50 armour, 50 wizardry, 50 dexterity, 50 speed. You must reduce him to 100 MR or less without killing him to learn his techniques. Shaoshia uses the following techniques each round:

=====

Round One: Enters *Raging Rhino Style*.

Raging Rhino Style (4/): While this style is active, any damage you deal also reduces the target's adds. Only the style you've most recently used is active. Can be only be used when wielding a hafted weapon.

Round Two: Uses *Shaoshia's Shattering Side Kick*.

Shaoshia's Shattering Side Kick (7/): Destroy the target's armour. Can only be used in *Raging Rhino Style*. Switch from *Raging Rhino Style* to *Gathering Water Buffalo Style*.

Gathering Water Buffalo Style (4/): While this style is active, nearby allies add your base armor value to their own. Only the style you've most recently used is active.

Round Three: Uses *Celestial Ghost Barrier*.

Celestial Ghost Barrier (6/): You take damage to your wizardry this round instead of your constitution. Can only be used in *Gathering Water Buffalo Style*.

Round Four: Uses *Bending River*.

Bending River (5/): Ignore one spite ability that targets you this round. Can only be used in *Gathering Water Buffalo Style*. Switch from *Gathering Water Buffalo Style* to *Fourteen Heavenly Winds Style*.

Fourteen Heavenly Winds Style (4/): All projectiles fired at you and nearby allies miss while this style is active (although they still count towards your foe's combat roll). Only the style you've most recently used is active. Can only be used if you're wearing knuckles or hand cloths, or if you're unarmed.

Round Five: Uses *Thousand Whirlwind Blows*.

Thousand Whirlwind Blows (7/): Roll extra combat dice equal to the number of foes you face multiplied by the level of dexterity and speed check you make. Can only be used in *Fourteen Heavenly Winds Style*. Switch from *Fourteen Heavenly Winds Style* to *Plum Blossom Style*.

Plum Blossom Style (4/): While this style is active, add any constitution you're missing to your adds. Only the style you've most recently used is active.

Round Six: Uses *Wounded Tiger Claw*.

Wounded Tiger Claw (5/): Deal one dice of damage to a target for every constitution (or MR) you've lost. Can only be used in *Plum Blossom Style*. Switch from *Plum Blossom Style* to *Raging Rhino Style*.

Shaoshia's Techniques:

Thousand Whirlwind Blows (7/): Roll extra combat dice equal to the number of foes you face multiplied by the level of dexterity and speed check you make. Can only be used in *Fourteen Heavenly Winds Style*. Switch from *Fourteen Heavenly Winds Style* to *Plum Blossom Style*.

Kremm Flow Focus Eight Direction Sutra (7/): Restore any lost wizardry. You have no armour this round. Can only be used in *Plum Blossom Style*. Switch from *Plum Blossom Style* to *Fourteen Heavenly Winds Style*.

Four Sequence Barrier (7/): Your magic resistance is increased by your armour value this round.

Your armour value is increased by your wizardry this round. Can only be used in *Gathering Water Buffalo Style*. Switch from *Gathering Water Buffalo Style* to *Raging Rhino Style*.

Shaoshia's Shattering Side Kick (7/): Destroy the target's armour. Can only be used in *Raging Rhino Style*. Switch from *Raging Rhino Style* to *Gathering Water Buffalo Style*.

Celestial Energy Realignment (7/): Restore one constitution for every wizardry you spend. Can only be used in *Owl Style*.

Disciplined Technique of Flowing Grace (7/): The extra dice you roll from *Twenty Sequence Style* are, from the following turn, until the style ends, all sixes. Can only be used in *Twenty Sequence Style*.

Explosive Movement of Jade Character (7/): Use one technique from each of the six lower ranks. Can only be used in *Jade Emperor Style*. Costs 50 wizardry to use.

Shaoshia's Items:

Shaoshia's Belt: 7- 7. Shaoshia's techniques require one fewer spite dice to use. Worth 5,000 gold coins.

Shaoshia's Hand Cloths: 1+0. In addition to any spite technique you use each round, you may also use an apprentice or adept technique for free. Worth 5,000 gold coins.

Shaoshia's Knuckles: 7+9. Requires three strength and six dexterity to use. Worth 5,000 gold coins. ■

BIRDS OF A FEATHER BY THOMAS PUGH

(Expanded Rules & Background for Using Harpies in Tunnels & Trolls)

Harpies are not exactly common. Most of the good kindred on Trollworld will not have seen one, a fact they should bless their lucky stars for. Anyone who does encounter one of these vitriolic, spiteful and needlessly violent bird-women will, if they live to tell the tale, wish Harpies were a good deal rarer.

Anyone planning a trip down the coast between Sven's Dale and Khrayyt should prepare themselves for the chance they might come across a colony of Harpies. Sometimes one of these creatures leaves her sisters and heads out into the world as a Delver. Only the most evil (or foolhardy) humans will join a Harpy on any kind of quest. Other illkin though may relish the idea of a companion with razor sharp talons, the ability to fly and less morals than your average politician.

This article is written with Deluxe rules in mind, but experienced players will have no problem converting it for other editions.

Harpies as Monsters

Any GM who wishes to include Harpies in their adventure can use this article to construct individual and characterful adversaries. Alternatively they can use the following table to quickly roll up an encounter.

Harpy Encounters				
D6 Roll	Description	MR (trivial)	MR (serious)	MR (deadly)
1	6 x Harpy Warriors	20	40	70
2	6 x Harpy Warriors	20	40	70
	1 x Harpy Witch ¹	50	100	175
3	6 x Harpy Warriors	20	40	70
	1 x Harpy Sororitrix ²	80	160	300
4	1 x Harpy Witch	60	110	200
5	1 x Harpy Sororitrix	80	160	300
	1 x Minotaur	120	240	500
6	12 x Young Harpies	12	25	40

¹ A Harpy Witch knows every 1st Level spell plus the Harpy Special Spells.

² A Harpy Sororitrix will be armed with a magic item; randomly generate one from the table later in this article.

All Harpies fly and will make good use of this when attacking.

Harpies as PCs

If your GM is running a Monsters! Monsters! campaign or is otherwise open to the idea of allowing murderous and baleful PCs then they might well allow you to play as a harpy. Harpies are also suitable for a number of solo adventures. As with all Tunnels & Trolls, use your common sense. Follow the rules below to generate your character.

Prime Attributes

Roll for attributes as standard. The attribute modifiers are as follows:

STR	CON	DEX	LK	IQ	WIZ	CHR	SPD
x1½	x1½	x1	x½	x1½	x ² /3	x½	x1

Types

Harpies can be Warriors, Wizards or Rogues. Warriors only get 1 warrior bonus even if they are fighting with both feet (see the weapons and equipment section). They can also be specialists, including Sirens, see sidebar.

Appearance

Harpies are giant birds with either the head, or head and torso of a woman (both varieties can be seen in most colonies). Some are beautiful, some hideous, like humans most fall in between. Skin colour can vary from palest ivory to deepest ebony. Likewise feathers can be white, black or brown, sometimes even shimmering blues and greens. Plumage is usually akin to species of raptor, but not always. Some colonies may have a preponderance of one physical type, but others will be truly mixed. Height and weight vary more than in humans, whilst the tallest harpies top seven feet, the shortest are Hobb sized. They weigh much less than most kindred for their height, having hollow bones. To randomly determine height and weight use the following table. Roll 3d6 for height then use this row and roll 2d6 for weight.

Example: Janey McGrubble rolls three dice and gets a 2, 3 and 6, totalling 11. This means her Harpy is 4'8" tall. She then rolls two more dice and gets a 4 and 6, totalling 10. This means her Harpy is quite substantial weighing in at 40lbs.

		2	3	4	5	6	7	8	9	10	11	12
3	2'7"	4 lbs	5 lbs	6 lbs	7 lbs	8 lbs	9 lbs	10 lbs	12 lbs	13 lbs	20 lbs	27 lbs
4	2'10"	4 lbs	6 lbs	6 lbs	7 lbs	8 lbs	9 lbs	11 lbs	12 lbs	14 lbs	21 lbs	28 lbs
5	3'2"	4 lbs	6 lbs	7 lbs	7 lbs	8 lbs	10 lbs	12 lbs	14 lbs	17 lbs	25 lbs	33 lbs
6	3'5"	5 lbs	7 lbs	8 lbs	9 lbs	10 lbs	12 lbs	13 lbs	16 lbs	18 lbs	28 lbs	37 lbs
7	3'9"	5 lbs	7 lbs	8 lbs	9 lbs	10 lbs	13 lbs	15 lbs	18 lbs	22 lbs	33 lbs	43 lbs
8	4'0"	6 lbs	8 lbs	9 lbs	11 lbs	12 lbs	14 lbs	17 lbs	20 lbs	23 lbs	35 lbs	47 lbs
9	4'3"	7 lbs	9 lbs	11 lbs	12 lbs	13 lbs	17 lbs	20 lbs	23 lbs	27 lbs	40 lbs	53 lbs
10	4'5"	8 lbs	12 lbs	13 lbs	15 lbs	17 lbs	20 lbs	23 lbs	28 lbs	32 lbs	48 lbs	63 lbs
11	4'8"	12 lbs	16 lbs	19 lbs	21 lbs	23 lbs	28 lbs	32 lbs	36 lbs	40 lbs	60 lbs	80 lbs
12	4'11"	16 lbs	22 lbs	25 lbs	29 lbs	32 lbs	36 lbs	40 lbs	44 lbs	48 lbs	73 lbs	97 lbs
13	5'2"	18 lbs	25 lbs	28 lbs	32 lbs	35 lbs	40 lbs	45 lbs	50 lbs	55 lbs	83 lbs	110 lbs
14	5'6"	19 lbs	27 lbs	31 lbs	35 lbs	38 lbs	44 lbs	50 lbs	57 lbs	63 lbs	95 lbs	127 lbs
15	5'10"	22 lbs	30 lbs	35 lbs	39 lbs	43 lbs	50 lbs	57 lbs	63 lbs	70 lbs	105 lbs	140 lbs
16	6'3"	25 lbs	35 lbs	40 lbs	45 lbs	50 lbs	58 lbs	65 lbs	72 lbs	78 lbs	118 lbs	157 lbs
17	6'8"	33 lbs	47 lbs	53 lbs	60 lbs	67 lbs	75 lbs	83 lbs	92 lbs	100 lbs	150 lbs	200 lbs
18	7'3"	42 lbs	58 lbs	67 lbs	75 lbs	83 lbs	93 lbs	103 lbs	113 lbs	122 lbs	183 lbs	243 lbs

Weapons Armour and Other Possessions

There is one major hindrance to Harpies carrying weapons: they have no hands. Having said this, their feet are very agile and can grip most weapons, though this might make walking difficult. Often Harpies will fight with just their talons, and each foot counts as a 2d6 weapon. Harpy warriors only ever get one warrior bonus, even though their feet are technically two weapons.

You may arm your Harpy in any way that seems sensible, though as a rule they cannot wear more than 10% of their body weight in armour.

If you wish you can roll 3d6 on the following table to equip your character:

Roll	Equipment
3-7	Nothing.
8	1 x Healing Potion & d6 Rations.
9	Leather Jerkin (3) & d6 Rations.
10	Sword (4d6), d6 Rations & Backpack.
11	Sword (4d6), Leather Jerkin (3) & Basic Delver's Pack
12	Healing Potion, Sword (4d6), Leather Jerkin (3) & Basic Delver's Pack
13	Sword (4d6), Leather Jerkin (3), Steel Cap (1) & Basic Delver's Pack.
14	Fine Crafted Sword (4d6+3), Hauberk (5), Steel Cap (1) & Deluxe Delver's Pack.
15	Fine Crafted Sword (4d6+3), Hauberk (5), Steel Cap (1), Deluxe Delver's Pack & 2d6 doses of Hellfire Juice.
16	Fine Crafted Sword (4d6+3), Suit of Harpy Maille Armour (12), Deluxe Delver's Pack
17	Fine Crafted Sword (4d6+3), Suit of Harpy Plate Armour (16), Deluxe Delver's Pack.
18	As above plus 1 random magic item (see below).

Healing potion can be drunk at any time, it restores 2d6 CON points.

Deluxe Delver's Pack includes: Deluxe backpack, Gourmet tuckerbag, wine skin (full), 5 matches, 5 torches, 30' silk rope, 2 pc of chalk.

Religion

Pretty much all the dark gods are worshipped by Harpies, but one deity stands head and shoulders above the others: Gustrovia is the goddess of storms. Feared by sailors she is loved by the Harpies as she brings fresh blood and booty into their coastal homes.

The church of Gustrovia is an informal affair, many Harpies declare themselves priestess of the deity and shrines are often built on rocky outcrops but there is no overarching organisation which tends to the goddess's needs.

Magic Items

Harpies sometimes use magic weapons, either of their own construction or stolen. More often though they hoard such things in their cliff top homes. By rolling 2d6 you can use the following list to randomly generate a magic item a harpy may have:

2. **Charm of Gustrovia** – confers a Blessing of Gustrovia on the wearer (see Talents below)
3. **Kobold Spear of Eternal Stabbiness** – xd6 – STR:7 – DEX:10/12 – 35wu – Range: 15 yards. The damage dice for this spear are equal to the wielders INT divided by 10 (rounding down) i.e. 0-9 = 3d6, 10-19 = 4d6, 20-21 = 5d6 then an extra d6 in jumps of two.
4. **Potion of Reanimation** – if this potion is given to a newly deceased individual (anything up to 24hrs) then the individual will be reanimated as a zombie. The zombies stats remain the same except CON is multiplied by 1½, CHR by ½ and INT by ¼.
5. **Phoenix Dagger** – crafted by a powerful Harpy shamaness with the blade tempered in the blood of a phoenix. Dam:3d6 – STR:3 – DEX 3/14 – 20wu – Range: 15 yards. If even a single point of damage is scored with this dagger then individual injured must make a LK SR equal to their own level or they lose an extra d6 CON points which is added to the wielders CON, this can take the wielder above starting CON. This is rolled for each time damage is caused. However if the wielder is above starting CON at the end of the combat then all excess points are lost.
6. **Minotaur Helmet** – (4 hits) – STR:3 – DEX:0 – 75wu – Additional Dice: +2d6. This horned helmet will shrink or grow to fit the wearer. Whilst worn it reduces INT by the wearers level and raises their CON by the same.
7. **Asquith's Sword of Eternal Damnation** – 5d6 – STR:12 – DEX: 12 – 150wu. Once belonging to the famous Vampire Lord Abraham 'Curly' Asquith this sword has since fallen into the hands of the Harpies. Despite its name its only magical qualities are that it gives +10 to both STR and DEX when wielded and smells vaguely of scones.
8. **Sororitrix Breastplate** – (4 hits*) – STR:2 – DEX:0 – 50wu. Shaped to the female form, this will look vaguely ridiculous if worn by a male. Every time it stops a point of damage +1 is added to the wearer's CON, this can not take the the CON above its starting level. Obviously this can add up to 4 points per combat round.
9. **Aidon's Net** – STR:8 – DEX:12 – 30wu – Range: 3 yards. Aidon, the legendary fisherman is said to have once owned this net. Anyone caught in this net can not break out by strength but must instead make a L5 LUCK roll to do so.
10. **Selkie's Potion** – When imbibed it gives the ability to breathe under water for d6 hours.
11. **Gnomish Axe** – 3d6 – STR:3 – DEX:5/15 – 30wu – Range:15 yards. This light but ultra sharp axe was made in the gnomish forges of Ach-Ach-Boo. The wielder can cast the Level 2 gnomish spell 'The Sound of Silence' at will (for the cost of 5 kremm). For the next 5 minutes the wielder makes no noise whatsoever (even if they want to). At the end of the five minutes all the sound they would have made is made at once.
12. **Ratling Warhorn**. When sounded this horn makes the noise of a fine ripe stilton. Although undetectable to the ears of most kindred; rats, mice and ratlings will come running from miles around.

Her sacred colour is a dark blue, robes are sometimes dyed this colour with the ink of a squid. She has no symbol as such, her followers say her name is written on the wind and can only be seen by the faithful, but sometimes priestesses are tattooed with wavy lines. Any follower of Gustrovia may take the following as a talent:

The Blessing of Gustrovia

Anyone with this blessing may add +3 to any SR when they make any action which aids in wrecking a ship or killing its crew. It also confers a +2 bonus when attempting to avoid damage or other ill effects as the result of a storm.

The following spells are available to worshippers of Gustrovia:

Call the Storm – Level 10



The caster summons a sudden and violent storm, capable of pushing ships on to rocks, drowning sailors and blowing roofs off poorly constructed sheds. Trying to fly in such a storm requires a L5 DEX roll. The storm is centred around the caster.

Cost: 50 – Duration 1d6 Hours – Range to Cast: See Text – Range of Effect – 2d6 x 100 yards – Power Up Per Level: N/A

The Wind Beneath My Wings – Level 1



Casting this spell reduces the level of Saving Roll needed to fly in a storm by 1. Cost: 5 – Duration 5 minutes – Range to Cast: n/a – Range of Effect: n/a – Power Up Per Level: Reduction in SR is equal to level spell is cast at.

The Fogs of Tartarus – Level 5



A swirling bank of fog is summoned to shroud the caster or another person or object in swirling fog.

Cost: 10 – Duration 5 minutes – Range to Cast: 50 yards – Range of Effect: 5 yards - Power Up Per Level: Doubles Duration, Range to Cast and Range of Effect.

Truth or Death – Level 10



This spell must be cast on a cliff top. The caster asks the target a question. If the target answers falsely (or does not answer) then they are blown off the cliff by a strong gust of wind.

Cost: 50 – Duration: n/a – Range to Cast: 5 yards – Range of Effect: n/a - Power Up Per Level: n/a

Elementary, My Dear Harpy – Level 13



This is a variation on the 'Earth, Air, Fire & Water' spell. It summons a storm elemental, that is an elemental of both Air and Water, which will do the caster's bidding. The MR of the elemental is equal to the spell level x 10.

Cost: 50 – Duration: 1 hour – Range to Cast: 10 yards – Range of Effect: Global - Power Up Per Level: see text.

Hail Mary – Level 3



A blast of icy air carrying hail stones the size of golf balls slams into the enemy. 3D6 damage.

Cost: 10 – Duration: Instant – Range to Cast: 50 yards – Range of Effect: 5 yards diameter around primary target - Power Up Per Level: Double damage dice.

Strength of the Storm – Level 3



The caster draws strength and sustenance from the storm. This spell restores lost CON points, the total depending on the weather conditions. Calm and sunny = 0, Breezy = 1, Windy = 3, Gale force winds = 5.

Cost: 6 – Duration: Instant – Range to Cast: self – Range of Effect: self - Power Up Per Level: doubles CON points.

Reading the Winds – Level 5



Can only be cast during a storm. The caster assesses the eddies and gusts of the storm and uses them to read the future or past. The caster must make a SR on INT at the level of the spell. If they pass they can fathom the answer to a simple question, such as 'which way did the goblin go?' Casting the spell at higher levels can give answers to more complicated questions.

Level	Example Question
5	Which way did the goblin go?
6	How many goblins were there?
7	What were the goblins wearing?
8	Are the goblins intending to kidnap Princess Gertrude?
9	What are the goblins' credit card details?

Cost: 20 – Duration: Instant – Range to Cast: n/a – Range of Effect: n/a - Power Up
Per Level: see text.

Sidebar: Male Harpies

A lot of people think male Harpies don't exist and that the species exists due to parthenogenesis. However the recent book by Dai Grimpovski 'Six Months Living in a Harpy Colony, or Why I Will Never Eat Chicken Again' reveals that male Harpies do exist. Dai estimates that 5% of Harpy hatchlings are male, but that most of these die in infancy. A typical colony of 500 Harpies might have half a dozen adult males. The men of the flock are, without fail, puny and malformed individuals, some without feathers, some with twisted spines or gimpy legs. They are held captive by the females and treated with contempt and derision. Occasionally a male will escape, feeling a brief life on the road is better than the alternative. If you *really* want to play a male Harpy I suggest you roll three dice for attributes and discard the highest.

Another Sidebar: Sirens

If you roll a triple for CHARISMA then you can choose to be a Siren. This is a specialist as per the standard rules and is in place of being a Warrior, Rogue or Wizard.

A Siren is a special type of Harpy, not only are they unnaturally beautiful but they also wield a power over the opposite sex that goes beyond mere looks. Their attribute modifiers are as follows:

STR	CON	DEX	LK	IQ	WIZ	CHR	SPD
x1	x1	x1	x½	x1½	x1	x2	x1

Sirens are spellcasters. They know all level 1 Spells. If they are worshippers of Gustrovia then they also know all of her specific spells. In addition they know the following Siren only spells.



Siren's Call – Level 10

The caster gives out an unearthly and beautiful call. All members of the opposite sex within hearing distance must pass a L5 INT SR or they will give up all else (including their life) to be near the siren.

Cost: 50 – Duration: Instant – Range to Cast: Centred around caster – Range of Effect: hearing distance - Power Up Per Level: INT roll to resist is half spell level (rounding down).

Do My Bidding – Level 5



The target of this spell must do what ever the caster commands. They can not be commanded to hurt themselves. The target gets a L5 INT SR to resist.

Cost: 20 – Duration: Instant – Range to Cast: Sight – Range of Effect: one target - Power Up Per Level: INT roll to resist is same as spell level.

The One You Shouldn't Hurt at All – Level 1

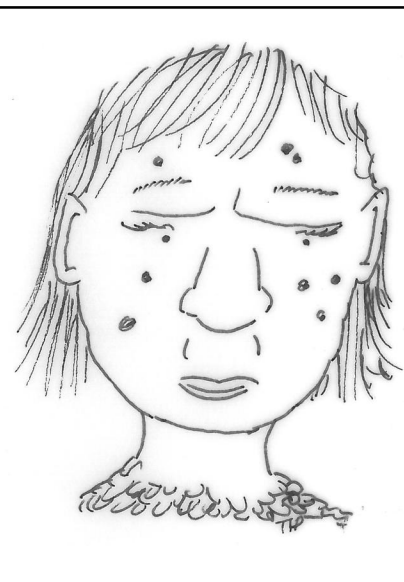


This may be cast on someone who is attempting to engage in combat (or is already in combat) with the caster. The target must make a L1 INT roll or they can not fight against the caster this combat round (though they can fight against the caster's allies).

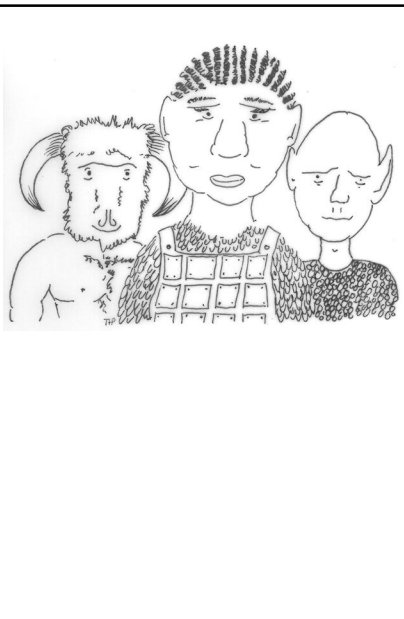
Cost: 2 – Duration: 1 Combat Round – Range to Cast: 30 yards – Range of Effect: one target - Power Up Per Level: INT roll needed to resist and duration (in combat rounds) is equal to the level this spell is cast at.

(In)Famous Harpies

Diana Aberaw – L2 Harpy Warrior - Female										
ST R	CON	DE X	LK	IQ	WIZ	CH R	SP D	H	W	Age
17	17	13	7	21	8	6	13	3'9"	22lbs	30s
Combat Adds: +7			Armour: None					Weapons: 2 x Taloned Feet 2d6 each		
Appearance: Mottled grey and brown feather, a plain broad face with large brown eyes. Pale freckled skin.										
Background: Diana is a young Harpy from a colony just off Khrayyt. She came to prominence as a fighter in the arena of Khazan. Knowing she could never match some of the veteran gladiators she instead made an impact by flying up to a corporate box and pecking a merchant's eyes out. Lerotra'h'h found this so funny she offered Diana a paid position warming up the crowds.										



Letitia of Broorg – L3 Harpy Rogue - Female										
ST R	CON	DE X	LK	IQ	WIZ	CH R	SP D	H	W	Age
31	22	27	24	31	24	16	26	4'8"	28lbs	50s
Combat Adds: +60			Armour: Leather Breast Plate (3)					Weapons: 1 x Taloned Foot 2d6 Scimitar 4d6		
Spells: Strength of the Storm.										
Appearance: Jet black feathers, glistening black. Dark skin with long braided hair (no one knows how she braids it, and no one dares ask).										
Background: Letitia is unusual in that she voluntarily left her colony to live the life of a pirate. She now takes her ship 'The Curate's Egg' around the seas, plundering, looting and causing mayhem. She is usually found with her two bodyguards, Kakos the Minotaur and Luigi the Uruk.										

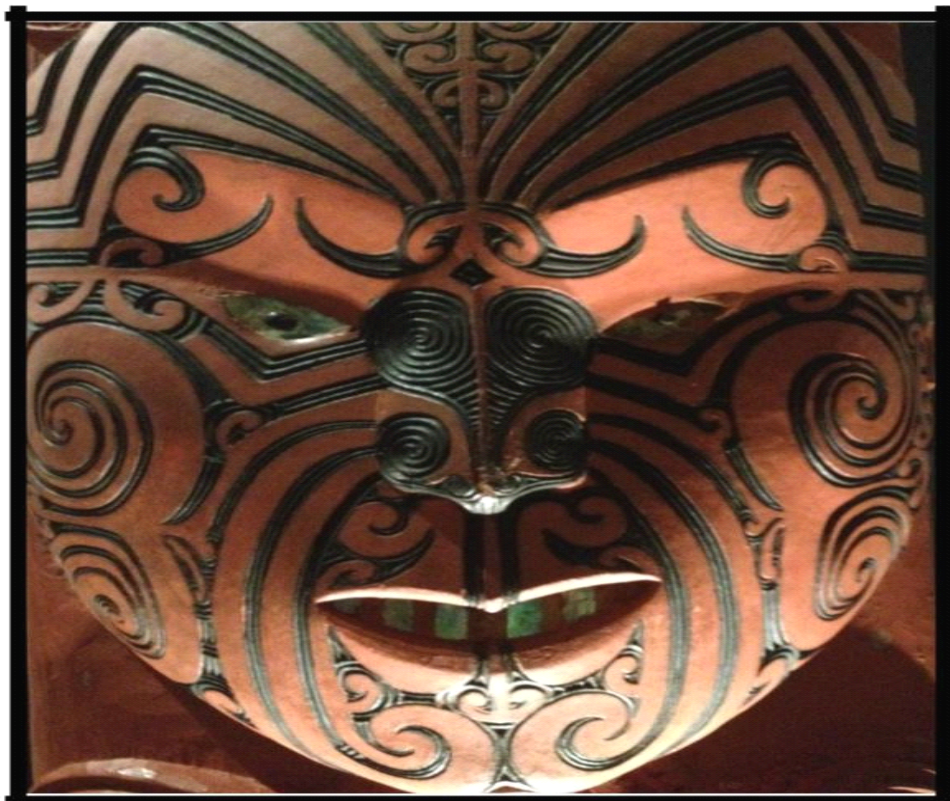


Gladys Fairfeather – L9 Harpy Siren - Female

ST R	CON	DE X	LK	IQ	WIZ	CH R	SP D	H	W	Age
40	47	47	30	53	28	90	38	3'5"	16lbs	30s
Combat Adds: +107			Armour: None					Weapons: Finely crafted, Jewelled Falchion 4d6+4		

Spells: All Level 1, 2 and 3 spells from rulebook, plus Siren spells.

Appearance: Like all Sirens Gladys is beautiful with an ethereal charisma. She has golden blonde hair and ivory skin. **Background:** Gladys was born into a large colony based on the Red Cliffs of Rah-Ged-Eeahn. She quickly rose through the ranks and by the time she was 19 it was obvious she was in a position to become the lead Sorortrix. Unfortunately she made her move too soon, before her power base was consolidated and she lost the ensuing struggle. She barely escaped the colony with her life, a few other Harpies followed her and managed to take a male Harpy with them. She is now in the process of setting up her own colony.



ALCHEMISTS IN TUNNELS AND TROLLS

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These guidelines are built for the 5th edition of T&T, but can be easily modified into a specialist class for play with any edition. As always with T&T, feel free to modify anything within to fit your games campaign needs. (***There's a GM adventure by Dean later on in this issue so you can try out this heady brew of ideas – Khaghbboommm.***)

To become an alchemist, an INT score of 10 or more is needed on the characters initial attribute rolls. Basic alchemy school training takes one year and internship costs 5000 GPs. A small price to pay for the skills and knowledge gained. Potions are expensive to make because of ingredients and magic potion bags have to be made by high level wizards at very high prices. The GM will of course usually ignore these fees because of parents paying for tuition or even scholarships awarded, (not to mention the fact that roll-playing an entire school year would be extremely boring) and start the character at first level with the knowledge of all the first level potions.

Alchemists are given a magic potion bag upon induction by their guild at first level. These bags hold up to 50 potions and are invulnerable to physical damage and magic up to 15th level, thus when an alchemist gets into a skirmish he doesn't normally have to fear for his life because of his own potions. Another useful property of these magic bags is that all an alchemist has to do is think of a specific potion, reach in the bag, and the potion will appear in hand if it is present within. Deluxe magic potion bags are available from the guild at a cost of 5000 gold pieces which hold up to 100 potions.

Making Potions



Alchemists can make up to 4 kinds of potions at a time. Any more and the ingredients tend to get mixed up, sometimes to catastrophic effect. Potions are made in batches of 10, take their level in days to prepare and normally costs their level times 100 gold pieces in ingredients. No potion can be made over 20th level. Potions can be magical or not depending on the type, and are either internally or externally administered. Some can be made at higher levels to increase duration or effect, but like the 5th Edition spells never both (***Hah! What is this thing, 'never'!***). The alchemist must specify which he desires at the time of the potions creation.

After 5th level alchemists learn to distinguish useful plant and mineral properties and may spend time collecting ingredients for themselves, instead of purchasing them. He may also dabble in the creation of new potions of the same or lower levels as himself. After 7th level Alchemists can discern special properties in metals and crystals found in meteors. A list of some of these special meteor materials is given later. When found, these materials will most often need the help of a master blacksmith or gem cutter to put their special properties to best use.

At the GM's discretion, alchemists may mix certain potions for creating combined effects. A successful saving roll appropriate to the alchemists INT score is needed for the mixture to be successful. Opposite potions should never be allowed that would logically have negating effects to each other, and the GM should keep in mind that some mixtures of potions could have adverse if not catastrophic outcomes. As with spells, no potion should ever be allowed which will alter time or past history.

Because game worlds vary drastically, and GM's usually make up their own names for plant life, the GM will usually want to assign his own ingredients to each potion. The higher the level of potion, the more ingredients it will need for its creation.

Armour and Weapons

Because they need to be unencumbered to throw and quickly reach for potions, alchemists cannot use full plate armour. Any other armour, and partial armour pieces are allowed so long as they are non-ridged and not too restricting to their arms movement. Any shield may also be used.

Alchemists can use any weapon their STR and DEX will allow and prefer weapons that can be used as delivery systems for their potions. Examples of such weapons are daggers and swords with injection blades, potion shooting crossbows or even spraying devices.

The most popular weapons of choice are those that hold more than one shot. Injection daggers can be made to hold up to 3 doses of potion, swords can be made to hold up to 10 doses in the handles and blades.

Special axes can hold up to 10 doses also, while spears can hold up to 25 potions depending on the length of the weapon. Special dokyus can be made to hold 5 potion arrows in their cartridges. If you use firearms in your game they too can be modified to shoot potions. Potion guns shoot only one potion at a time and require one combat turn to reload. All potion weapons must either be specially made or bought from the *Alchemists Guild* at four to five times the normal price.

Both external and internal potions can be used on weapons. Injection weapons do their normal damage plus whatever effects the added potion does. Remember projectile weapons often need a successful hit and must penetrate armour to get into the bloodstream of the victim before the effects can be added.



See 5th Edition rules, poisons, 1.52.5. Weapons must be fully loaded with ammo and potions before combat. Potions that affect an area will often work even if the target is missed, as soon as the flask is broken. The GM must also be mindful of fumbles and of potions that turn gaseous in winds and dungeon drafts.

Solo Delving

Solo delving with an alchemist character can present some unique problems since solos are not designed with them in mind. Extra saving rolls for potion effects will need to be added and of course a little logic used for whether the monster would be susceptible to the effects in the first place. I would recommend using a 2nd level character and ten to twenty potions, since the first level potions are mostly for annoyance or distraction.

Downtime

Between adventures alchemists may wish to learn new potion formulas from the Alchemists Guild. The cost of learning a new potion is listed below with the potions, as well as the INT required to learn them.

Often when not adventuring, questing for ingredients, or making potions, alchemists will set up shop in a town and sell their wares. It is assumed that the formulas for several non-magical products are always known to the alchemist. Examples are soaps, gunpowder, inks, dyes and paints, cosmetics and perfumes, insect repellants, weed killers and fertilizers, as well as the preparation of extracts into lotions. They can also sell quantities of the potions below if they have learned to make them.

At high levels alchemists are often coveted by royalty because of their ability to cure sickness and transmute lead into gold. Very few alchemists have actually mastered this skill and fewer admit because it often leads to keeping them in prolonged servitude.

THE POTIONS

1st Level Potions

Name	Power Up	Int/Ext	Duration
Glue	Duration / Effect	External	2 Combat Turns
On a successful hit, opponent must make a SR each turn the same level as the potion or be impeded to half speed for that combat turn.			
Smoke	Duration / Effect	External	2 Combat Turns
Makes a 15' X 15' cloud of smoke. Anyone caught within must make SR each turn equal to the level of the potion or be blinded for that combat turn.			
Itching Powder	Duration / Effect	External	2 Combat Turns
On a successful hit, opponent must make a LK SR each combat turn equal to the level of the potion or be busy itching and scratching uncontrollably.			
Hair Loss		External	Permanent
On a successful hit the opponents body hair falls out. Appropriate SR's should be enacted for the reaction of the opponent.			
Hair Gain		External	Permanent
On a successful hit the opponents body hair grows 1 foot. Appropriate SR's should be enacted for the reaction of the opponent.			

Fumble Oil **External** **2 Combat Turns**
On a successful hit, the opponent must make a 2nd level SR each combat turn for 2 turns or fumble whatever they have in hand.

Insect Repellant Effect External Repels insects in a 15' x 15' area for one hour. **1 HR**

Insect Attractant **Duration / Effect** **External** **2 Combat Turns**
Attracts swarming insects which will sting and bite the target for 1d6 damage per combat turn. Bugs must be present to work....

Glowing **Effect** **External** **1HR**
Often used instead of torches, these bottles light up equal to 1 candle power like the Will-O-Wisp spell but without the need to put more magic into them.

1st Level potions require a minimum of 10 INT.

2nd Level Potions

Name	Power Up	Int/Ext	Duration
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Alertness	Duration	Internal	8 Hrs
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Keeps user alert and awake for 8 hrs.

Stink Bomb **Duration / Effect** **External** **2 Combat Turns**
Covers a 15' x 15' area with choking, blinding gas for 2 combat turns. Anyone caught within must make a SR on CON each turn equal to the level of the potion or be blinded and be choking for that combat turn.

Burning **Effect** **External** **2 Combat Turns**
Flaming potion does 2d6 damage for 2 combat turns on a successful hit on a target.

Chameleon **Duration** **External** **3 Combat Turns**
User blends into the background on a successful 2nd level SR on LK.

Healing **Effect** **External** **Instantaneous**
Heals 5 points of damage to wounds.

Night Vision **Duration** **Internal** **3 Combat Turns**
Enables user to see in darkness for 3 combat turns.

Webbing **Effect** **External** **1 HR**
Potion bursts into a 10' x 10' mesh of sticky web. On a successful hit target must make an SR equal to the potions level or be entangled.

Wood Warp**External****Permanent**

Warpes all wood within a 10' x 10' area. Renders bows and catapults useless, etc.

2nd level potions costs 500 GPs to learn and require a minimum of 12 INT to learn.

3rd Level Potions

Name	Power Up	Int/Ext	Duration
Climbing	Duration	External	3 Combat Turns
Allows user to climb walls, etc. for 5 combat turns per level of the potion.			
Darkness	Duration / Effect	External	3 Combat Turns
Causes a 15' x 15' area of darkness for 3 combat turns. GM should require appropriate SR's on all caught within to get out, fall into pits, etc. depending on the terrain.			
Magic Dispel	Effect	External	Instantaneous
Dispels magic of same or lower levels within a 15' x 15' area.			
Flying	Duration	External	1 Combat Turn
User can fly at running speed for 1 combat turn.			
Frost	Effect	External	2 Combat Turns
Freezing potion does 3d6 damage for 2 combat turns on a successful hit.			
Miracle Dispel	Effect	External	Instantaneous
Dispels miracles of equal or lower levels within a 15' x 15' area.			
Pain	Duration	External	3 Combat Turns
Causes great pain for 3 combat turns. Target must make a 3rd Level SR each turn or be incapacitated by the pain.			
Poison		Internal	1 Week
Slowly reduces CON of foe for one week (CON / 7 per day) until dead or cured.			
Poison Antidote	Effect	Internal	Instantaneous
This potion will cure even the worst of poisons if made at the right level.			
Napalm	Duration / Effect	External	3 Combat Turns
Flaming potion does 3d6 damage to anyone in a 10' x 10' area for 3 combat turns on a successful hit (of area). Damage ignores armour and at least a 2nd level SR is needed for any normal wooden weapon to survive the attack.			
Sickness Cause	Effect	External	Permanent
Potion will cause a low level sickness (cold, flu, etc); the GM must determine other sicknesses inflicted at higher levels (mumps, chicken pox, etc)			

Sickness	Cure	Effect	External	Permanent
Potion	will cure one low level sickness (colds, flu, etc.)	GM's option for the level of the	of	other sicknesses such as mumps, chicken pox etc.

Sickness	Cure	Effect	External	Permanent
Potion	will cure one low level sickness (colds, flu, etc.)	GM's option for the level of the	of	other sicknesses such as mumps, chicken pox etc.

Puts foes to sleep for 1 - 6 combat turns if a 3rd level SR is not made.

Will half the actions of target on a successful hit for 3 combat turns.

User doesn't need food for one day.

Will double the actions of target on a successful hit for 3 combat turns.

3rd level potions costs 1000 GPs to learn and require a minimum of 14 INT to learn.

4th Level Potions

Name	Power Up	Int/Ext	Duration
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Causes amnesia for one day unless a 4th level SR on INT is made.

Cold/Heat Resistance Duration External	Resistance to extreme cold or heat for 1 HR.

Causes target to be deaf for 4 combat turns. Can also be useful on self or allies against noise based attacks.

Causes an electrical shock worth 6D6 damage to all within a 15' x 15' area. 8D6 if foe is wearing metal armour.

Protection from electrical shock, including lower level lightning based spells.

Target will run away in fear if a 4th level SR on INT is missed.

Target will charge any enemy if a 4th level SR on INT is missed.

Luck **Duration** **External** **4 Combat Turns**
Doubles Luck rating for 4 combat turns.

Hallucination **Duration** **External** **4 HRS**
Target has intense hallucinations for 4 hours unless a 4th level SR on INT is made.

Magic Protection **Duration / Effect** **Internal** **4 Combat Turns**
Protection from spells of the same or lower orders.

Miracle Protection **Duration / Effect** **Internal** **4 Combat Turns**
Protection from miracles of the same or lower orders.

Telekinesis **Duration / Effect** **Internal** **4 Combat Turns**
User can move objects with his/her mind of up to his/her normal weight capacity.

4th level potions costs 1500 GPs to learn and require a minimum of 16 INT to learn.

5th Level Potions

Name	Power Up	Int/Ext	Duration
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Fire Resistance **Duration** **External** **1 HR**
Makes user immune to fire based attacks and spells of lesser level for 1 hour.

Flame Extinguish **Effect** **External** **Instantaneous**
Extinguishes flames within a 15' x 15' radius.

Invisibility **Duration** **Internal** **1 HR**
Makes user invisible for one hour. Oh There it is or Second Sight spells will reveal the user if used.

Paralytic **Duration** **External** **2 Combat Turns**
Paralyzes target for 2 Combat Turns unless a 5th level SR is made.

True Sight **Duration** **Internal** **2 Combat Turns**
As with the Second Sight spell, allows user to distinguish between illusion and reality for 2 combat turns.

X-Ray Vision **Duration** **Internal** **5 Combat Turns**
See through walls etc within 100' for 5 combat turns. User can't see through lead.

5th level potions costs 2000 GPs to learn and require a minimum of 18 INT to learn.

6th Level Potions

Name	Power Up	Int/Ext	Duration
ESP	Duration	Internal	6 Combat Turns
User can read the minds of anyone within 20' and not magically protected for 6 combat turns.			
Magic Bubble	Duration / Effect	External	6 Combat Turns
Causes a giant magic bubble to entrap or protect one target for 6 combat turns unless a 6th level SR is made. Bubble cannot be penetrated by normal weapons. Can be used offensively or defensively.			
Invisible Barrier	Duration / Effect	External	5 Combat Turns
Causes an invisible wall to appear which cannot be penetrated by magic of same or lower levels or weapons. Wall is 15' x 15' and unmovable.			
Love Potion	Duration	Internal	24 HRS
Target will be totally smitten by the first being of the opposite sex he or she sees for one day unless a 6th level SR is made on INT.			
Mind Shield	Internal	5 Combat Turns	Protects user from mental based attacks and mind reading spells for up to 5 combat turns.
Mist Morph	Duration	Internal	5 Combat Turns
Enables user to turn to mist for 5 combat turns to escape, go through cracks in doors and walls, etc. Careful not to re-materialize in a crack!			
Plant Control	Duration / Effect	Internal	5 Combat Turns
Enables user to control all plants within a 50' radius giving the plants mobility. GM must decide what kind of plants are available and how useful they will be... not very useful in dungeons unless attacked by plant monsters.			
Truth Serum	Duration	Internal	24 HRS
Target must tell the truth for 24 hours unless a 6th level SR on INT is made.			
Lie Serum	Duration	Internal	24 HRS
Target must tell lies for 24 hours unless a 6th level SR on INT is made.			

6th level potions costs 2500 GPs to learn and require a minimum of 20 INT to learn.

7th Level Potions

Name	Power Up	Int/Ext	Duration
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Animal Control	Duration / Effect	Internal	7 Combat Turns
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Enables user to control all animals within a 50' radius. GM must decide what kind of animals are available and how useful they will be... not very useful in dungeons unless attacked by normal animals.

Berserk	Duration	External	Varies
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Causes a berserk rage on contact unless a 7th level SR on Int. is made. Use berserker rules for duration.

Metal Acid	Effect	External	2 Combat Turns
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Metal eating acid. 7D6 for 2 turns on all non-enchanted weapons, etc.

Organics Acid	Effect	External	2 Combat Turns
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This acid does 7D6 for 2 turns on flesh, wood and the like.

Shadow Self	Duration	Internal	6 Combat Turns
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User turns shadow- like and can pass through shadows nearly unseen. User is also not harmed by physical attacks, but cannot use magic or attack while in shadow form.

Strength	Duration	Internal	1 HR
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Doubles STR for one hour.

Weakness	Duration	Internal	1 HR
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Halves STR for one hour.

7th Level potions cost 3000 GP to learn and require a minimum of 22 INT. to learn.

8th Level Potions

Name	Power Up	Int/Ext	Duration
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Water Breathing	Duration	Internal	1 HR
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User can breathe in water for up to one hour.

Zombie	Duration	External	5 Combat Turns
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As per the Zombie Zonk spell, makes zombies of any corpses within a 15' radius of the target area. Zombies have double STR and CON but no IQ, LK or CHR. Can only be stopped by dismemberment.

8th Level potions cost 3500 GP to learn and require a minimum of 24 INT. to learn.

9th Level Potions

Name	Power Up	Int/Ext	Duration
Death Poison		External	Instantaneous
As per the Death Spell #9, will kill a living target if a 9th level SR on LK is failed.			
Holy Light Burst	Effect	External	Instantaneous
Creates an intense light which will kill vampires, dissipate ghosts and chase off most undead beings. Will also turn trolls to stone for 5 combat turns.			
Petrification	Duration	External	Permanent
On a successful hit, target must make a 9th level SR on LK or be petrified and unable to move.			
Polymorphic		Internal	1 HR
Potion design determines creature or animal target turns into (type must be stated when potion is made),			
Withering		External	Permanent
On a successful hit, the target must make a 9th level SR on LK or will start to slowly wither away. It's up to the GM how fast this happens, but the victim will lose CHR, STR and CON until dead or cured.			
Degenerate			
On a successful hit, the target must make a 9th level SR on LK or his DNA will start to degenerate into a prehistoric form of ancestor.			
<i>9th Level potions cost 4000 GP to learn and require a minimum of 26 INT. to learn.</i>			

10th Level Potions

Name	Power Up	Int/Ext	Duration
Invulnerability	Duration	External	5 Combat Turns
Users skin becomes hard as diamonds and is invulnerable to physical attacks for 5 combat turns.			
Small Size Change	Duration	External	1 HR
Any target is halved in size and attributes. If a living creature is the target only half their ST, CON and size.			
Teleport		Internal	Instantaneous
As with the "Blow ME To..." spell allows user and up to 2000 weight units to teleport anywhere on the current planet.			
<i>10th Level potions cost 4500 GP to learn and require a minimum of 28 INT. to learn.</i>			

11th Level Potions

Name	Power Up	Int/Ext	Duration
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Astral **Duration** **Internal** **8 Hrs**

As per the 11th level spell, allows user to astral project, leaving the body but still able to cast spells and float at walking speed through normal, non-enchanted materials.

Feign Death Effect Internal User appears dead for 1 day... don't get buried or cremated! **24 HRS**

Limb Growth **External** **Permanent**

Will regrow a lost limb. Full usefulness of the limb will come back in one week.

Big Size Change **Duration / Effect** **External** **1 HR**

Any target is doubled in size and attributes. If a living creature is the target only double their ST, CON and size.

11th Level potions cost 5000 GP to learn and require a minimum of 30 INT. to learn.

12th Level Potions

Name	Power Up	Int/Ext	Duration
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Crystallize **Duration / Effect** **External** **Permanent**

A successful hit will turn anything into crystal. Living beings get a 12th level SR on LK to negate the effects.

Femininity/Masculinity **Duration** **External** **Permanent**

Turns males to females, females to males unless a 12th level SR on LK is made.

Madness Internal Recipient must make a 12th level SR on INT or go insane. **Permanent**

12th Level potions cost 5500 GP to learn and require a minimum of 32 INT. to learn.

13th Level Potions

Name	Power Up	Int/Ext	Duration
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Bone Warp **External** **Permanent**

Upon a successful hit, target must make a 13th level SR on CON or his bones painfully warp out of shape, leaving him deformed and disabled. Can only be cured be equal or higher level magic or miracle.

16th Level Potions

Name	Power Up	Int/Ext	Duration
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Curse **Effect** **External** **Permanent**

Causes target to be cursed unless a 16th level SR on LK is made. If missed roll 2D6 (one first then the other) and refer to the curse chart below.

Cure Curse **Effect** **External** **Permanent**

Cures most curses on a 2nd level SR on LK. Some, such as Demon Mark and Hell Portal may need a higher SR at the GM's discretion.

16th Level potions cost 7500 GP to learn and require a minimum of 40 INT. to learn.

17th Level Potions

Name	Power Up	Int/Ext	Duration
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Disenchantment **Effect** **External** **Permanent**

Disenchants any artifact or object with inherent magic of equal or lower levels.

Magic Booster **Effect** **External** **Instantaneous**

Doubles the effect of one magic spell of the same or lower level.

17th Level potions cost 8000 GP to learn and require a minimum of 42 INT. to learn.

18th Level Potions

Name	Power Up	Int/Ext	Duration
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Alignment Change **Internal** **Permanent**

Turns target to the opposite alignment unless a 18th level SR on INT is made.

Shatter **Effect** **External** **Instantaneous**

Shatters any non- enchanted, non-living object up to 2000 lbs. In weight units. Object must have brittle properties in the first place. Works well as a follow up to the crystallize potion though...

18th Level potions cost 8500 GP to learn and require a minimum of 44 INT. to learn.

19th Level Potions

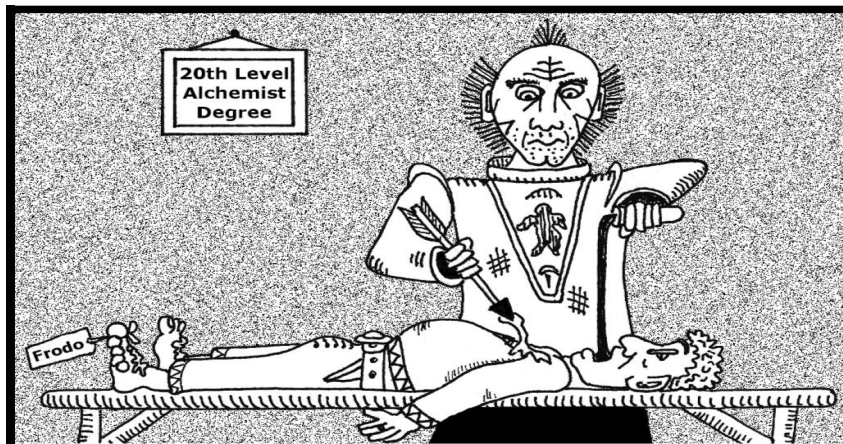
Name	Power Up	Int/Ext	Duration
Aging	Effect	Internal	Permanent
Potion will age any living being 5 years.			
Youth	Effect	Internal	Permanent
Potion will remove 5 years off the age of any living being.			
Temporal Stasis	Effect	Internal	1 Year
This potion puts the drinker into temporal stasis for one year. User will not age.			

19th Level potions cost 9000 GP to learn and require a minimum of 46 INT. to learn.

20th Level Potions

Name	Power Up	Int/Ext	Duration
Clone		Internal	Permanent
This potion will make an exact clone of whomever drinks it. The recipient must make a 4th level SR on CON or errors in mitosis can either kill a cell through apoptosis or cause mutations that may lead to cancer.			
Resurrection		Internal	Permanent
As per the 20th level spell "Born Again" this potion will resurrect a dead person into a new pre-prepared body if given within 24 hours of death.			

20th Level potions cost 9500 GP to learn and require a minimum of 48 INT. to learn.



The Mega Potions

Because of the immense power of the mega potions, it is suggested that GM's use them more for plot devices than for actual potions that can be learned.

Black Hole	External	Instantaneous
-------------------	-----------------	----------------------

Potion creates a large black hole

Dragon Storm	External	Instantaneous
---------------------	-----------------	----------------------

This potion summons all dragons within a 500 mile radius...

Earthquake	External	Instantaneous
-------------------	-----------------	----------------------

Potion creates an earthquake.

Flood / Tidal Wave	External	Instantaneous
---------------------------	-----------------	----------------------

Potion summons a flood or tidal wave depending on the location it is used.

Hell Gate	External	Instantaneous
------------------	-----------------	----------------------

Switches a 50 mile radius area with another plane of existence.

Ice Age	External	Instantaneous
----------------	-----------------	----------------------

Creates a 50 mile radius of intense cold...

Lightning	External	Instantaneous
------------------	-----------------	----------------------

Potion creates an intense lightning storm.

Meteor	External	Instantaneous
---------------	-----------------	----------------------

Potion summons a meteor storm.

Plague	External	Instantaneous
---------------	-----------------	----------------------

Creates a 50 mile radius of a random plague...

Solar Flare	External	Instantaneous
--------------------	-----------------	----------------------

Potion creates a huge fire blast.

Thunder	External	Instantaneous
----------------	-----------------	----------------------

Potion creates a huge sonic blast.

Tornado	External	Instantaneous
----------------	-----------------	----------------------

Potion creates a tornado.

Volcano	External	Instantaneous
----------------	-----------------	----------------------

Make a volcano erupt from the spot it is dropped...



Curses

To use this chart roll 2 dice separately, the first die being the first number, the second die being the second.

Name	Effect
1-1 Itch	Self explanatory...
1-2 Curse You	Subtracts the level of the potion from any prime attribute.
1-3 Warts	Causes warts, loss of CHR
1-4 Disease	(Non-Lethal) GM's discretion
1-5 Sleep	Victim can't wake up
1-6 Deafness	Victim becomes deaf
2-1 Blindness	Victim becomes blind
2-2 Dumb	Victim becomes dumb
2-3 Mind Pox	Confusion that doesn't wear off
2-4 Dum Dum	Victim losses INT
2-5 Unlucky	Victim losses LK
2-6 Phobia	Fear of ??? (GM's discretion)
3-1 Evil Eye	Victim develops Evil Eye, Curses people and crops
3-2 Midas	Everything touched turns to stone, lead etc.
3-3 Frog	Victim becomes a frog
3-4 Zomble	Victim becomes a zombie or ghoul
3-5 Poltergeist	Plagued by invisible trickster
3-6 Disease (Lethal)	GM's discretion
4-1 Anathema	Victim is shunned by all
4-2 Thinner	Victim losses 5 lbs per day
4-3 Fatter	Victim gains 5 lbs per day
4-4 Double Harm	Victim takes double damage
4-5 Sun Burst	Explode in sunlight
4-6 Moon Boom	Explode in moonlight
5-1 Bone Warp	Painfully warps bones over time, CHR loss
5-2 Fall Apart	Body parts start falling off
5-3 Red Bones	Flesh rots off, Victim turns into a Crimson Skeleton
5-4 Demon Mark	Chased by demon
5-5 Hell Portal	Victim randomly teleports to and from the nether regions
5-6 Magic Fool	Magic Rebounds/Redirects towards victim randomly.
6-1 Unclean	Animals fear and hate you.
6-2 Dreamless	Never dream again. Eventually go completely, utterly mad.
6-3 Wither	A single limb withers and loses partial function.
6-4 Nightmares	Horrifying Dreams - eventually goes completely, utterly mad.
6-5 Lothario	CHR is cut in half in regards to opposite sex.
6-6 GM's Choice	

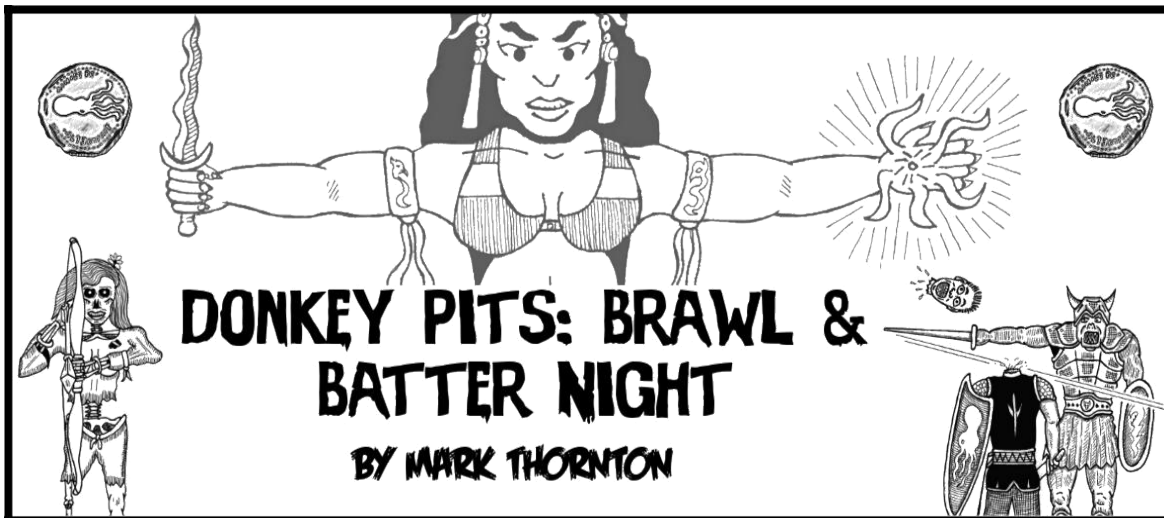


Meteors

These are just some examples I use in my game. As always, feel free to create your own if you like. I advise you to use some of them sparingly, large amounts of some of them can literally move mountains and possibly unbalance your game.

Name	Effect	Range
Uranium/Plutonium	3d6 Intensity radiation.	10M
Blue Zingum	Electrical, size determines voltage.	5M
Invaluable	Iron, Brass, Nickle, etc (usually magnetic).	N/A
Mica/Quartz	No inherent powers.	N/A
Kryptonus	Negates PSI Powers.	10M
Rillium	Acidic to flesh.	Touch
Light Crystal	Stores light, can emit laser blasts	50M
Living Crystal	Grows in light, turns into crystal monsters.	N/A
Urillium	Resist gravity, size determines resistance.	N/A
Fletchum	Magnetic repulsion.	10M
Base Rock	Granite, Shale, etc. (no inherent powers)	N/A
Valuable Metal	Platinum, Gold, Silver, etc.	N/A
Mercury	Poisonous liquid metal.	Touch
Antimatter	Disintegrates matter with huge explosion.	Touch
Zero Stone	Amplifies PSI powers.	10M
Dylithius	Amplifies nuclear energy.	Touch
Chlora Crystal	Produces photosynthetic energy.	Touch
Beta Crystal	3D6 Intensity Cosmic Rays.	10M
Dwarf Star Metal	1SQ CM = 1 Ton.	N/A
Omega Stone	Amplifies any known power.	10M





Tunnels and Trolls is a game created by Ken St. Andre and published by Flying Buffalo, Inc.

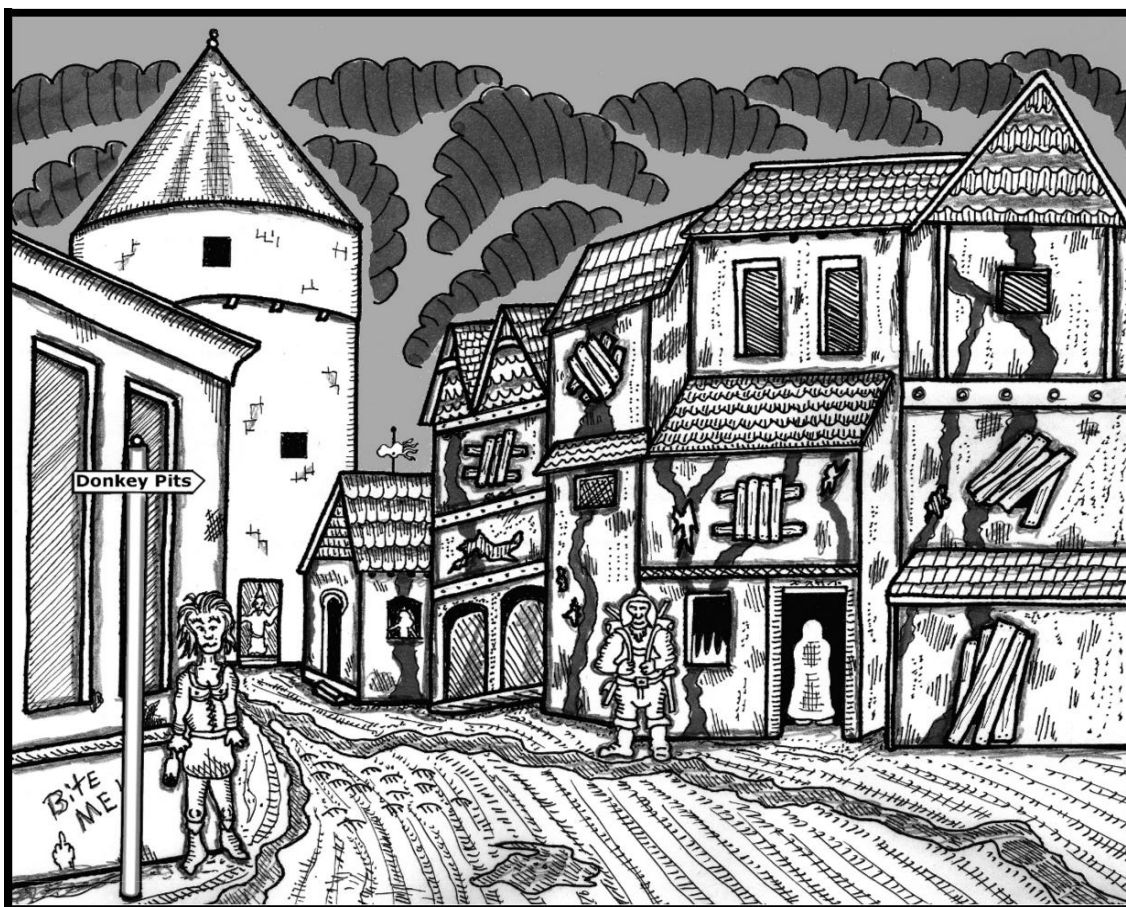
Art by: Stanley Ditko

Published by: Khaghbboommm Press, 2017

You went out to the wrong place at the wrong time for a drink you probably didn't need and now you're going to be sorry. Roll your sleeves up and prepare to dig deep and get down in the pay dirt. The carnage is about to begin and most folk are going to be sold for dog food come the morning...

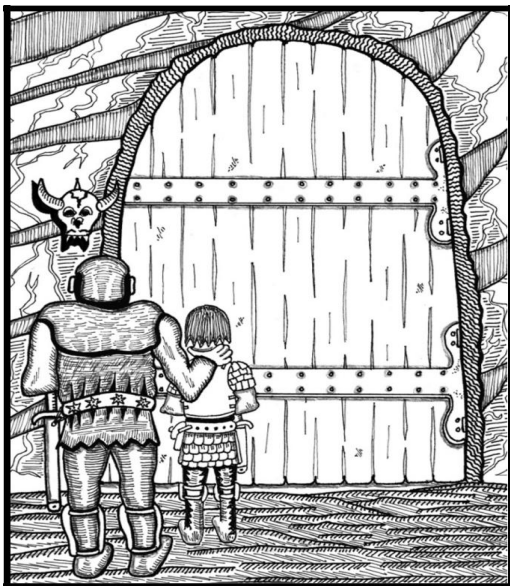


Khaboom is a splendid city, affluent, easy-going and full of magical wonders. From the shopping on the Champs Elysee to the fine dining on Epicurean Avenue to the majesty of the Guild buildings on Pentagonum Square to the ceaseless bustle of Hickory Docks, where the dwarven underground canals bring ever more extravagant luxuries from the length and breadth of the vast Kraken continent, it never fails to outdo everyone's expectations. But it has its darker, seedy side too; the rotten underbelly the rich and famous like to pretend was cleaned out years ago.



One such place is Donkey Pits. Its name goes back to a time when trolls, hobgoblins, ogres and the like would pay over the odds for over- sized asses. Dwarves would then truss them up and suspend them from the ceiling of this underground hellhole so that the brutes could then play pinyada with the deranged animals. The current mayor outlawed this savage transgression of basic animal rights and now it is humanoids who battle it out to the point where brain cells are in short supply, while weekly pay packets are squandered as the bookies grow plump.

You must be down on your luck to come in here - or perhaps you just like hurting people. Whatever your motivation, you can hardly savour the stench of human waste and rotting meat that assaults your nostrils as you descend the blood- spattered stone steps, well worn by countless down-and-outs, deadbeats and drunks. The place reeks foully and the sound is no better – people screaming abuse as the fighter they bet on lies smashed beyond repair on the sodden sawdust floor or jeering as another brawler has an ear, a nose or a lip ripped from his face.



A man taps you on the shoulder and you hear him tell you to take the door marked with the devil-horned skull over to the left. Before you can react, large hands shovel you to the door. It swings open hungrily and inside you go. This is the entrance to the fighters' undressing rooms and you are now set up for a night of violence without rules or refuge. To be in here is to have to fight for your life, over and over again against the dregs of society. Most of the men and women down here with you have been too ill-disciplined to get jobs as guards or mercenaries

and too ruthless to have been captured by the City Watch. You'd better sink to their level if you hope to see the light of day again.

This solo is for warriors and rogues. The various opponents entered for tonight's brutalities

have combat adds ranging from +4 to +41 – but beware, some do have special abilities! No magic

is permitted – the manager, Stythagorax, is a fellow sacked by the Wizards' Guild for unspeakable atrocities, who makes sure this rule is not breached.

You are not permitted to use your own weapons; armour too is banned. Who fights who is decided upon by the manager. Stythagorax has a feel for what will produce a good fight with plenty of bloody, bone -splintering damage. If you win a fight, you will be given a healing potion to fully restore any lost CON. Don't worry about losing – every fight is to the death.

If you try again with a new character, you can avoid fighting npcs you have already slain by taking a name at random from the list at the end of this solo. You can change the attributes a little by rolling 1d6 for each if you wish – with 1 meaning a drop by 2, 2 a drop by 1, 3 and 4 meaning no change, 5 indicating a rise of 1 and 6 a jump of 2. Alternatively, just regard them as 'house' fighters who are resurrected by the management.

Get ready to rumble!

To find your **opponent**, roll 2d6 (see **Table A**); for **weapons**, again roll 2d6 (see **Table B** which will also tell you where to go to begin the fight. You are permitted to bet on yourself (not much point on **betting** on your opponent – go figure) – see **Table C**. You must win 6 fights to survive the night and if you manage to do this you go into the lottery for a prize (the manager wants winners to return as its good for business). The **prizes** can be found at **Table D**, where once again you roll 2d6. Just return to Tables A, B and C to find your next opponent and set up the contest.

Table A – Donkey Pits Opponents

Dice Roll	Opponent	STR	WIZ	INT	LK	CON	DEX	CHR	SPD	ADDS (MA)
2	Splukkenhammer (ogre), Level 4 – CP = B	45	7	8	10	39	11	21	12	+33 (+33)
3	Nobby Cuttler (human), Level 2 – CP = C	21	11	10	19	25	17	13	16	+25 (+29)
4	Razmaktiq (ogre), Level 3 – CP = D	33	5	6	7	30	9	17	9	+19 (+19)
5	Kestral Falcon (elf), Level 2 – CP = E	12	16	18	8	13	22	16	13	+10 (+20)
6	Candida Tong (human), Level 1 – CP = F	12	12	11	15	14	15	11	12	+6 (+9)
7	Jaffer Gibblitz (human), Level 1 – CP = G	14	9	9	11	12	13	10	13	+4 (+5)
8	Shanty Bunnions (hobbit), Level 2 – CP = H	7	12	13	14	20	17	11	14	+8 (+13)
9	Nivia Clithora (living skeleton), Level 1 – CP = I	13	18	8	10	16	19	13	16	+12 (+19)
10	Tibult Foyle (dwarf), Level 3 – CP = J	30	7	9	9	28	12	9	12	+18 (+18)
11	Ishtar Seline (elf), Level 3 – CP = K	15	21	16	14	20	30	22	16	+27 (+45)
12	Hallibutox (uruk), Level 3 – CP = L	32	7	11	16	29	21	15	14	+35 (+44)
13	Rumses Pubell (mummy), Level 5 – CP = M	51	13	13	14	48	11	25	10	+41 (+41)

Roll 2d6 to find your opponent. If you get someone a second time, move up or down the list as you choose. Note: CP refers the paragraph for each opponent on the appropriate weapons page e.g for Jaffer Giblitz, you will always go to the G paragraph regardless of what weapon is being used.

All the opponents are warriors so get a level bonus (i.e. extra dice) even for bare hands. MA means Missile Adds in the table above.

If you win a fight, take APs as follows:

<i>Opponent's Level</i>	<i>APs Awarded for Victory</i>
Level 1	100
Level 2	150
Level 3	200
Level 4	250
Level 5	300

You cannot spend APs in the Pits.

You may well think “how can I roll 13, how can I get to fight Rumses? I mean, I really want to tangle with that crumbling, shambling mummy!” Well, if you do win 6 fights, you may elect to take on the reigning Donkey Pits champion in a no-holds barred, no quarter asked or given death-wrestle. If you merit that dubious honour, go to the Weapons Table to find what you will fight with and get ready to rumble.

Table B – Donkey Pits Weapons

Dice Roll	Weapon	Dice For Weapon	Paragraph to go to for combat
2	Gunne	8d6	1A
3	Morningstar	6d6	2A
4	War Hammer	5d6	3A
5	Spear	4d6 thrown, 3d6 thrusting	4A
6	Sword	3d6	5A
7	Dagger	2d6	6A
8	Club	3d6	7A
9	Axe	4d6	8A
10	Bow	4d6	9A
11	Garotte	3d6	10A
12	Magic Wand	Special – see text	11A

Note that warriors get their level bonus on top of the dice given above e.g. a L2 warrior would get 4 dice for a dagger.



Table C – Donkey Pits Betting

Combat Adds Differential	Odds Offered	Winnings per gold piece staked
Minus 15 or more	10/1 against	10
Minus 10-14	5/1 against	5
Minus 5-9	7/2 against	3 ½
Minus 1-4	5/2 against	2 ½
Level	Evens	1
Plus 1-4	2/5 on	5 silvers
Plus 5-9	3/10 on	3 silvers
Plus 10-14	1/5 on	2 silvers
Plus 15 or more	1/10 on	1 silver

The bookies limit bets to 50 gold on any one fight; the minimum bet is 1 gold.



Table D –Prizes - win 6 fights, roll 2d6 to claim your prize.

DICE ROLL	Prize	Special Properties	Open Market Value
2	Heat-Ray Goggles	Wearer can melt metal at will. Volume equals wearer's level x 1 cubic foot. Works on any non-enchanted metal.	1000 gps
3	Thunderpants	Give temporary power of levitation – duration = CON SR level x 30 seconds, max. height = STR SR level x 10'.	600 gps
4	Net of Entanglement	Opponent(s) have to make L1 SR on the average of DEX and SPD or entanglement occurs allowing no offense and limiting defence to 50% combat total (entangles up to 1d6 opponents) – roll to disentangle each round with L2 on the average of STR and DEX being the target.	400 gps
5	Skull Splitter (5d6 weapon)	This axe can cause opponent(s) skulls to split – resulting in instant death - during melee combat if the wielder wins by 2 levels on a contested WIZ SR (roll once per combat)*.	250 gps
6	Codpiece	Gives an extra 4 protection and intimidates in melee combat if opponent(s) fail a L1 SR on CHR in which case they get 1d6 less in combat) – roll each round.	150gps
7	War Socks	Adds 1d6 to the wearer's SPD (roll just once)	100 gps
8	Battle Horns	Allows wearer an extra attack in melee combat – a L1 SR on DEX adds 2d6 to the total for combat*.	200 gps
9	Scarring Scaring Sword (SSS) (4d6 weapon)	In melee combat, opponents must make a L1 SR on WIZ or reduce combat total by 50% through fear (roll each round) – damage done also leaves a facial scar.	300 gps
10	Helm of Confusion	Gives 5 extra points protection and causes opponent(s) failing INT SR at wearer's level to need to make LK SR at twice wearer's level or attack misses and wearer does automatic 1d6 spite damage.	500 gps
11	Belt of Power	Boosts STR by level of WIZ SR as multiplier. Duration is 1 minute per wearer's level.	700 gps
12	Cape of Evasion	Allows any blow to be evaded if wearer makes L1 SR on DEX.	1000 gps

* = item shatters on a critical fumble by the wielder/wearer.

NB: If you take on and beat the mummy (fighter #13), you get a second roll for a prize.

Combat Rules

Melee

The losing fighter may try a L1 SR on INT. If successful, he/she can try to back off to reduce damage by 50%. If you roll a critical fumble, you have bloodlust and will not back off in this fight. This requires a better SR on DEX than his/her opponent. Losing the DEX contested roll means taking a further 50% damage, while a critical fumble signifies double damage. Before battle is joined, a fighter may try to make a SR on SPD to throw a weapon at his/her opponent. He/she needs only to equal the opponent's roll to do so. Apply this rule too if one fighter breaks off from combat during a fight. A critical fumble indicates a dropped weapon – it can only be retrieved on any round of fighting if the fumbler beats the opponent on a contested LK SR (you come up with something if there is another critical fumble). Donkey Pits is too small an arena for evasion-type stunts.

Ranged/Missile Attacks

See above for throwing a melee weapon.

DEX SRs to hit are at L2 in Donkey Pits. This accounts for a moving opponent. No modification is made for size – a hobbit is no harder to hit than an ogre in the confined space of the Pits.

For ranged weapons such as the bow, to fire/throw before the opponent can get off a shot/throw, the fighter must try a SR on SPD. He/she needs to beat the opponent by two levels to be successful. A critical fumble results in the same dropped weapon, as for melee combat (see above).

Apply the same rules for firing a second time with a bow but with the requirement to win by three levels. For retrieving a dagger or a spear, for example, if the attempt is uncontested the weapon will be available for use again on the next round. An opponent still armed will be able to attack though and the unarmed fighter would need to win a contested roll on the average of DEX and SPD by 2 levels or more or be forced to fight unarmed against the opponent. A critical fumble would bring a free strike.

Garrote

To slip the garrote around an opponent's throat requires victory by 2 levels on a contested SR on the average of DEX and SPD. A critical fumble allows the opponent to automatically apply choking pressure.

When the garrote is in place, another contested SR is used – STR for the attacker v CON for the defender. Each level of success for the attacker allows 1d6 damage to be dished out e.g. a win by 2 levels gives a 2d6 damage roll. A win on the contested roll by the defender allows a contested roll on either STR or DEX at the defender's choice – a win on this roll sees the hold broken and the fight resumes. On breaking the hold, the defender can opt for bare hands fighting.

A critical fumble by the attacker allows the defender to get his/her garrote in place; a critical fumble by the defender, means the attacker is able to hand out 2d6 choking damage.



Gunnes

Winning a contested SPD SR by 2 levels or more means that a shot can be fired before the opponent can fire. Remember the rules on misfiring and exploding. 1, 2 means a mis-fire while 1, 1 indicates the weapon explodes with the wielder taking full damage. Shooting continues until only one person is alive.

Wands

Winning a contested SPD SR by 2 levels or more means that a spell can be cast before the opponent can cast. Spells take a L1 SR on INT to cast with a wand. A critical fumble means the wand casts a *TTYF* on the wielder. Spells available are:

- *TTYF* (WIZ cost 6)
- *Oh Go Away* (WIZ cost 5) – lasts 1d6 rounds with the caster able to get a free strike with a higher SR on the average of DEX and SPD (a critical fumble by the victim allows an automatic death strike while a critical fumble by the caster means the spell ends instantly)
- *Vorpal Blade* (WIZ cost 5) – double weapons dice and adds for one round

You should roll 1d6 to find out which spell an opponent casts with 1-3 indicating *TTYF*, 4-5 indicating *Oh Go Away* and 6 indicating *Vorpal Blade*.

A second spell may be cast if either fighter has sufficient WIZ.

See 6A if a physical fight is called for - both fighters will find a kukri on their hip.

1A

You are fighting to the death armed only with a gunne. Your opponent is armed with an identical weapon.

1B

If it comes to fisticuffs after a non-lethal gun slinging duel, go to 7B to find out how explosive Splukkenhammer is.

1C

Nobby grins and stares down the barrel of the gunne as if he is planning to blow his own brains out. He seems to change his mind and fixes his eyes on your heart. Go to 6C to find out why he can even contemplate shooting himself – he does not the least bit suicidal.

1D

Children and matches? Ogres and gunnes? What were they thinking? He will aim for you but if he shoots and misses and then fails a L1 SR on LK, you find he manages to blow the head off one of the larger spectators. Oh well, they knew the risk...

1E

Well, it should be quick! The elf will squeeze the trigger and stand his ground, banking on better marksmanship. If his LK is worse than yours, note that either 1, 1 or 1, 2 will see his gunne explode.

1F

This is a step beyond for Candida but she looks down the barrel and takes aim studiously. If the gunne explodes she will be blinded – but the Dice-Goddess wouldn't do that, would she now?

1G

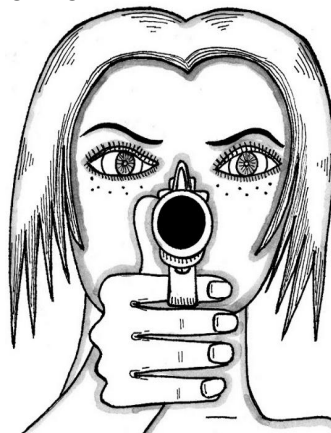
This is a real novelty for Jaffer. Still, he is just as capable of pulling a trigger as the next meat head. He once saw a mouse shot by a minotaur and so he knows what to expect.

1H

Shanty Bunnions normally uses a water pistol or a spud gun but at definitely knows how to cock a pistol and take aim with a steady hand. He gets +1 on his DEX SRs with a gunne.

1I

Nivia grins and squeezes the trigger... Not a moment of hesitation, just conviction that you are going to drop.



1J

He is likely to shoot early. This will happen if he fails a L1 SR on INT. This will result in the death penalty for him as it is a critical rules breach. No consolation for a corpse though. If he fires prematurely and misses, you get a shot with your barrel pressed against his forehead so you can literally blow his brains out (with only a gunne explosion being your risk of downfall).

1K

She has no tricks to play with a gunne but she does have a keen eye. Let nature take its course. If you wound her but do not kill her outright, go to 6K to see her response.

1L

The uruk will just shoot on sight. If he misses, see 6L to understand how he can make your shot a little harder.

1M

No frills to this but you can stop him from firing if you kill him outright, having beaten him on a SPD SR to be first to the draw.

2A

You are fighting to the death armed only with a morningstar. Your opponent is armed with an identical weapon.

2B

This is a toy he loves to cradle in his meaty paw and then unleash with all the violence in his soul. And if the fight begins badly for him? Go to 7B to see...



2C

Nobby Cuttler balances the spiked ball on the top of his head and pirouettes daintily. His balance is good. Then he bangs his fist down on the ball – without doing damage to hand or head. It is clear he is showing off – and the crowd love it. Go to 6C to see why he is able to get away with such a stunt.

2D

He swings so fast and hits so hard that gravity gives up! This means he never gets in a tangle with this weapon so you had better just face him down.

2E

Kestral offsets his wrist weakness with a nimble stance and supple movements so he neither gains nor loses out with the morningstar.

2F

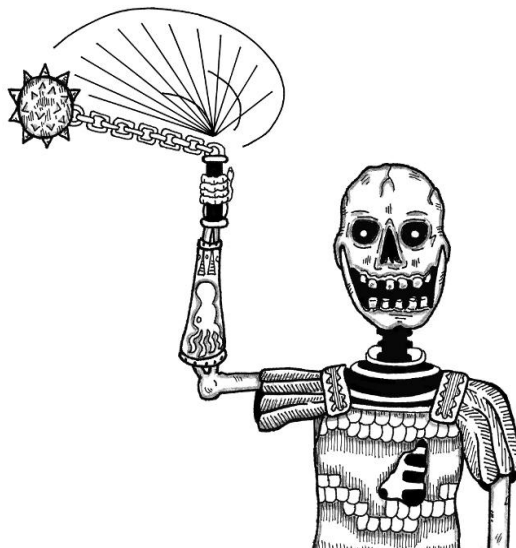
Candida fancies her chances with this weapon. She grins evilly and points to your softest, most tender spots. If she beats you on a contested CHR SR, she gets a 50% advantage in the first round as her confidence saps your will; if you beat her, the tables are turned.

2G

This is a difficult weapon to employ without danger of self-inflicted wounds. Fighters must make a L1 SR on DEX each round. Failure means taking 1 point of damage while a critical fumble means taking 2d6. Jaffer is probably as likely to maim himself as dispatch you with a spiked ball on the end of a chain.

2H

Another hopelessly heavy weapon for the little hobbit! Shanty employs hit and run tactics – see 3H.



2I

A skeleton swinging a morningstar has a spectacular, intimidating look. Actually, it's not just an appearance. A successful stint working in a dungeon got Nivia a special boon fighting with this weapon. You must make a L1 SR on CHR each round of fighting or your combat total is reduced by 50% due to magically-induced timidity.

2J

He really can get that ball moving on its chain. He will whirl like a dervish and present a barrier difficult to penetrate. You need to make a L1 SR on your choice of INT or LK to make any damage you do actually take effect – otherwise it deflects harmlessly.

2K

Ishtar Seline is capable of weaving hypnotic patterns with the spiked ball as she orchestrates its movement on the end of its chain. You must make a L1 SR on CHR or reduce your combat total by 50%. If you injure her, go to 6K to see her response.

2L

Hallibutox is happiest with this weapon when he manages to embed it so deeply in an opponent's cranium that the head comes off when he heaves to remove the spiked ball. See 6L to find out how he makes this all the more probable – to the glee of all the bookmakers.

2M

While Rumses enjoys hefting this weapon, he does sometimes get it caught up in his bandages. He needs to make a L1 SR on LK to avoid this each round or you get a 50% bonus to your combat total. He is strong enough to break free but will do himself 1d6 damage in the process if he does get in a tangle. Once it comes to fighting, go to 6M to see what he brings to the table.

3A

You are fighting to the death armed only with a warhammer. Your opponent is armed with an identical weapon.

3B

Home territory for Splukkenhammer but see 7B to find out what he makes of a losing opening to a fight.

3C

Nobby presses the war hammer against his own cheek and then draws it back. Bang! He hit himself! But there is no sign of damage whatsoever. In fact, he is laughing and playing to the ladies in the front rows. Go to 6C to see why he can pull off this confidence trick.

3D

He has been known to knock a post into granite with one blow with a sledgehammer so keep your head well out of the way if you want to keep it three-dimensional!

3E

His wrists were not made for this sort of weapon. Kestral has to make a L1 SR on CON each round or his wrist snaps and he is helpless.

3F

Candida aims to knock you senseless with this weapon. She has practised hard, hoping to get this to attack with. Her tactic is to feint left and then strike hard to the right. This requires SPD, DEX and INT to get right. If she makes L1 SRs on all three attributes, she gains a 50% bonus to her combat total.



3G

This particular hammer is a big, heavy weapon for ordinary mortals, getting 2d6 extra for both of you. More like a sledgehammer really. A L1 SR on STR is required each round or combat adds for subsequent rounds are one less; apply this test every round of combat. Jaffer has big hands but his muscles don't match.

3H

The hammer is too big for Shanty to use. All he can do is put every ounce of concentration into evading you and punching or kicking before nipping back to safety. He needs to beat you on a DEX SR to stay safe. If he beats you by two levels he gets in a 1d6 punch or kick. If fails to beat you, you get an undefended hit on him.

3I

The skeleton is ready to pulp you. You are surely ready to break bones. There's only going to be one survivor.

3J

Oh, how he loves this one! He will attempt to target your head, thinking back to his fence post days on his father's farm. If he matches you on a contested DEX SR and then he wins a combat round he will knock you out if you do not make a L1 SR on CON . Each time this happens the CON SR gets one level harder. If you get KO'd he kills you. If he rolls a critical fumble then you get a free attack on Tibult.

3K

Ishtar is not a war hammer fan. It feels clunky in her fine-boned hand. She gets 1d6 less with this weapon. If you harm her with it, go to 6K to see her response.

3L

The uruk wants to nail you to a wall in Donkey Pits. See 6L to see an innate ability that may make this more likely.

3M

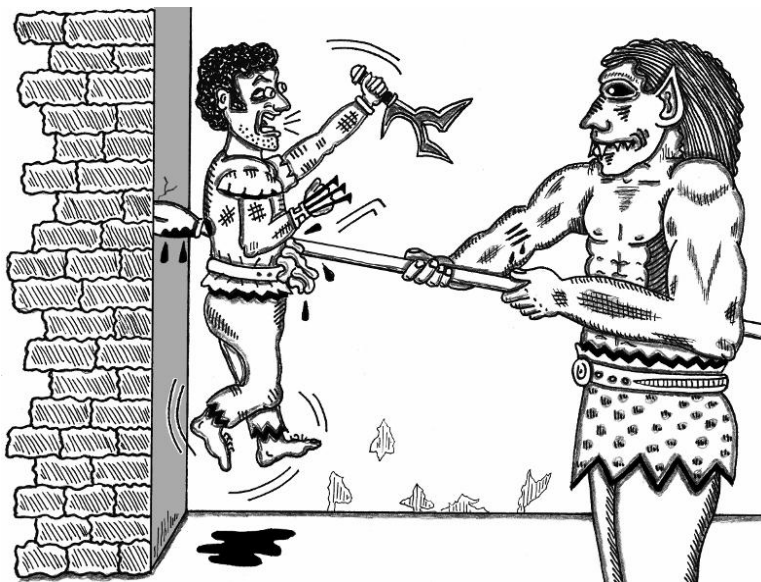
A mummy with a war hammer is not something to take lightly. One blow could drive you into the ground like a tent peg into soft clay. He grins and shows you his best profile (go to 6M to see what this means in battle).

4A

You are fighting to the death armed only with a spear. Your opponent is armed with an identical weapon.

4B

Splukkenhammer will throw the spear at you and then fight with his bare hands if necessary. See 7B if it comes to this.



4C

Nobby leans casually on the butt end of the spear and points to your butt. It is clear he is going to be specific in his attack. He wiggles his hips and cackles, "Bring it on, buddy boy!" Go to 6C to see why is so cock sure.

4D

Ogres are fine with spears. Razmaktiq will try to impale you and then smash you against a wall while you still have his spear through your guts. Well, that's his plan anyway.

4E

Kestral will fight the first round by thrusting with his spear but if he is losing will seek to disengage and then throw. He just needs to match a DEX SR to pull this off but you will gain a 50% bonus if you beat him or 100% for a critical fumble.

4F

After one round of using the spear as a thrusting weapon, if she is losing, Candida will attempt to disengage and then throw the spear. An all or nothing gamble? Let the Dice-Goddess decide!

4G

The butcher's boy likes skewering meat and you look very skewerable to Jaffer. If he makes a L1 SR on LK, you look so inviting the DEX SR to hit drops to L1 for him and he will throw the spear. If not, he uses it at a thrusting weapon only.

4H

Ludicrously long for his height and size, Shanty puts his all into one hyped-up heave and throws the spear at you...

4I

The skeleton will opt for throwing rather than thrusting the spear. Nivia might not have organs vulnerable to a weapon such as this but she suffers damage just like you do.

4J

The dwarf has a trick with a spear in hand – he will attempt a pole vault over your head. Because of his great strength, he just needs to make a L1 SR on DEX and then, unless you beat him on a contested SPD SR, he will get 50% extra to his first round's combat total.

4K

Ishtar Seline has an uncanny sense for the spear's point of balance and this makes her especially deadly with it. You can give her a bonus +2 on any roll to hit bar a critical fumble. If you pierce her, go to 6K to see her response.

4L

More of a thruster than a chucker of long, pointy things, Hallibutox likes to run a victim through and then raise him high above his head in a victory parade. Look at 6L to see a stunt he may attempt to make this work even better for him.

4M

Rumses is not going to throw the spear at you. No, he would much prefer to perforate you like a teabag. He seems confident – 6M will show you why.

5A

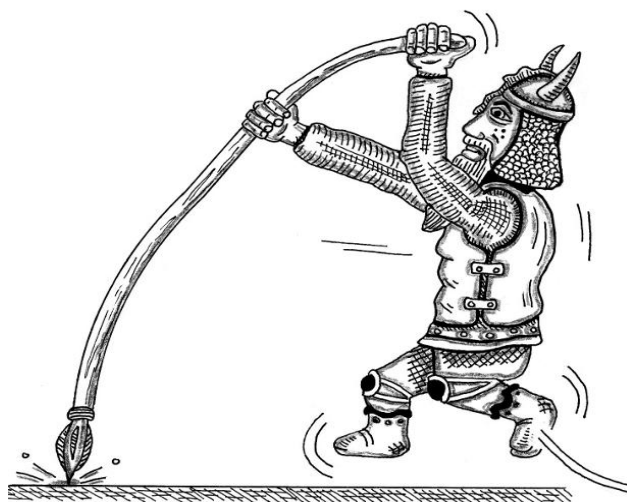
You are fighting to the death armed only with a sword. Your opponent is armed with an identical weapon.

5B

This ogre does not like to waste his time. He gets things done fast – one way or another. See 7B to see what this means in combat.

5C

Nobby Cuttler is lucky in cards and lucky in love. He has an easy-come, easy-go attitude which explains why he always needs to gain coin. There are several doting ladies cheering for him right now. He flourishes his sword and bows to them, indicating a regret that you must die. Go to 6C to see why he is undaunted at the prospect of a death-match.



5D

The ogre will most likely try to chop you off at the knees. In fact, your kness will be his only target. As all damage will be centred there, consider your CON at $\frac{3}{4}$ normal value for this fight.

5E

A sword is a happy companion for Kestral. He has deft line in thrusts and parries and has fenced with some Fancy Dans in his time. Have at ye!

5F

Candida likes a sword in her hand and has left many a gaping wound in her time. Because of her expertise, she gets an extra d6 for this weapon.

5G

This guy has never actually owned a sword of his own. Jaffer is a butcher's assistant and uses a sword the same way he wields a cleaver, cutting up a cow carcass. His swings are clumsy and predictable. A one-trick pony, the smart money is on you.

5H

Shanty Bunnions is skilled in the parry and will block any attack you make unless you beat him on a DEX SR. You should try this each round. You will suffer spite damage but he won't if he wins the DEX SR.

5I

Nivia has a proclivity for running opponents clean through if she strikes. Her techniques were learned the hard way in the infamous Goblin Crag dungeon. Any damage she does you is double due to her skewering skills.

5J

Tibult has a very nice sword that gets a magical +5 bonus. If you kill him, you can keep it.

5K

Ms. Seline has a light touch with a sword, tracing patterns of death in enemies. She

dreams of 'death by a thousand cuts' and intends beating her personal best in this fight with you. If you do cut her, go to 6K to see how she deals with this.

5L

An uruk never likes to be parted from his sword – which is more than Hallibutox could say for your head with regard to its relationship with your body. 6L will tell you a tactic he may well try here.



5M

The sword looks like a toy in the big mummy's mitt and things look ominous for you as he advances with heavy tread. Go to 6M to see how he ices the cake in this combat.

6A

You are fighting to the death armed only with a dagger. Your opponent is armed with an identical weapon.

6B

Splukkenhammer last used a dagger at dinner last night when he was removed grisly bits of leprechaun from his unruly teeth. He will try to stab you and smash you with his fist at the same time. If you are winning, he will use 'Ogre Blow', a technique that involves dropping the dagger and punching berserker-style. He gets to roll 4d6 when berserk with any numbers appearing more than once adding and re-rolling. After 2 rounds of berserker fighting, he must make a L1 SR on DEX each subsequent round or you get a free strike.

6C

Nobby Cuttler might have been born with a silver spoon in his mouth. He wasn't – he was born in a back alley and left to the tender mercies of Fate.

Although the Dice Goddess has not raised him up to Glory yet, nonetheless the sun tends to shine on Nobby. If he makes a L2 SR on LK, he finds a skin-specific Protective Pentagram wards off all damage.

6D

As ogres go, Razmaktiq is pleasant enough with an ale in his hand and a good few more in his belly. But here he has a dagger in his hand and no beer. An ogre without beer is an unhappy fellow indeed. He knows his swiftest path to the bar is to cut you down so watch out – here he comes!

6E

With a name like Kestral Falcon, you'd think you could fly – and that's what this elf does with any throwable weapon. The dagger fits the bill. Before you get close enough for a strike, Kestral will hurl his dagger at you. If he misses he will look to elude you: this takes a one level victory on a contested DEX SR. Two levels higher and he can retrieve a thrown knife. If he fumbles, you get an instant death cut; if he draws in his evasion attempt, you slash for 1d6 damage; if he loses without fumbling he can only fight back with 1d6 for bare hands.

6F

Candida is here because she is down on her luck.



Just sacked from the position of bodyguard to the venerable cosmic wizard, Clefticulus – you know, the sort that can lock doors and not much else – because she got stuffed upside down in a barrel of treacle yea drunken troll, she needs cash fast to make her weekly repayment to Big Bad Boris' Debt Collection Agency. Armed with a dagger, she goes for a quick kill by charging in fast and hard. If she beats you on a contested DEX/SPD SR she gets a 50% bonus to the first round of combat (as do you if you beat her – critical fumbles make it a 100% bonus).

6G

Jaffer is a butcher's assistant and a messy one at that. When he was first hired he could barely resist ripping chunks from joints of meat with his bare teeth. He still uses that tactic in the Pits if he gets on top and rumour has it that his maternal grandmother was a vampire. He will meet an attack full on but if he is losing, he will try to duck aside and throw the dagger.

6H

Shanty spends his days as a pall bearer. He has been to more funerals and carted more coffins than a dragon's drawn hot breaths. But now he is ready to shake off the shackles of the morgue and test his metal in the forge of Donkey Pits. Expect no mercy – he will quarter you and bury the pieces in all the many graveyards he knows if he bests you.

6I

Nivia likes to twist the knife once it's penetrated skin or hide so expect a torrid time if she manages to wound you.

6J

There's a little bit too much finesse in knife work for Tibult but he has strenght in abundance for a fatal plunge. If he does wound you, he does an extra d6 damage just for brute force.

6K

Ishatar likes to make a swift kill and has no taste for the ostentatious. She will set about slitting your throat as she would that of an injured animal in the forest. **If you do**

hurt her, she will not be slow to cast her own innate version of the *Poor Baby* spell. Called *Feeling Better* by the elves of Hemnin Forest, it instantly restores 1d6 CON at a cost of 1d6 WIZ – so fortunes can fluctuate!

6L

An ugly customer, no mistake, Hallibutox has boxed, wrestled and stood as door guard at some of the roughest taverns in the city as well as donning tuxedo and dickie bow for the swankiest parties of the rich and famous. He has no sense of money and always comes cheap, valuing copper more than gold and fearing he has a streak of lycanthropy and hence shunning silver. The thing that make shim tough is that he can fly through concentration. On any given round if he makes a L1 SR on INT he will be airborne and take a L1 SR on DEX to hit.

6M

Rumses Pubell is scary. He plays on this. He gets to make a SR on CHR and then you contest it, either on INT or CHR. If you choose INT then he needs to beat you by two levels to gain an advantage; if you choose CHR then he need only beat you by one level. If he succeeds, you feel fear – deep, hysterical fear and you only get 50% hits in the next combat round. You don't have to contest this every round if you shrug off his Hammer Horror routine and if you succumb you do get the chance to pull yourself together on the next round (but no more chances after that).



7A

You are fighting to the death armed only with a club. Your opponent is armed with an identical weapon.

7B

Splukkenhammer has a notoriously short fuse. If he is not on top after two rounds he will go berserk. He gets an extra 2d6 with the bludgeon (or any standard weapon – even 4d6 for his fists) with any numbers appearing more than once adding and re-rolling. After 2 rounds of berserker fighting, he must make a L1 SR on DEX each subsequent round or you get a free strike.

7C

Nobby snatches up the club eagerly, slapping it against his thigh. He believes your club won't touch him – go to 6C to see why.

7D

A natural weapon for an ogre, Razmaktiq gets a bonus d6 using the club so handily provided for this skirmish.

7E

Not a weapon of choice for Kestral but needs must. He will swing and try to trip you at the same time with a leg sweep. A DEX SR is the key: a win by 2 levels brings you down and lets him hit undefended; a win by him by 1 level or a draw means a normal fighting round; if he loses, you get a 50% bonus. If either of you fumble, the other gets a free bludgeon.

7F

What do you know with a bludgeon except swing it for all you are worth. Candida has swung many times but has decided on an alternative money-earning career path. You are up against the Queen of the Swingers so good luck to you.

7G

Jaffer enjoys hefting the heavy club, whacking it with relish into his palm, tenderising the flesh just like the steaks he cuts in his day job as a butcher. He aims to

brain you and if he misses there is no Plan B.

7H

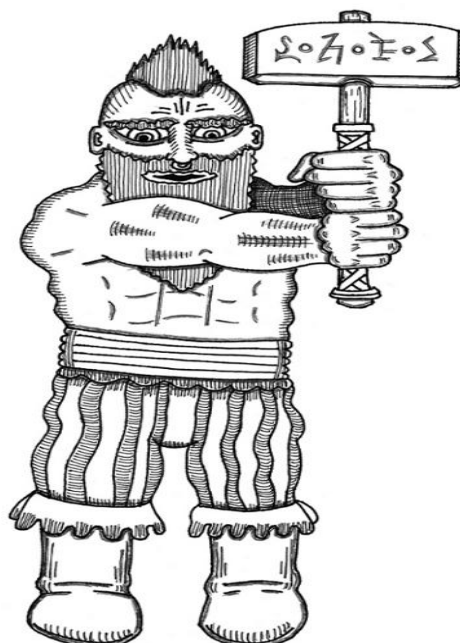
This hobbit wants a taste of the good life and you stand in his path. He aims to deal you a debilitating blow to the groin if fortune favours him. As it happens, Dame Fortune herself is looking his way right now and if he can beat you on a LK SR he will get a free swing at your unmentionables while an unwanted distraction makes you look away. Hope your armour is in good nick!

7I

Nivia has bone clacification problem and needs money urgently. Poor Baby spells no longer do it and exotic cures are costly. Being here in the thick of the Donkey Pits death fights is an act of desperation. She is ready to kill to survive.

7J

Tibult Foyle grew up on a funghi farm knocking fence posts in. After a 15 hour stint, the standard R&R was going at the other posties with left over posts. He loves bludgeoning and sees this series of battles as a ticket to a fence post farm of his own. He gets 2d6 extra damage if he does damage.



7K

Ishtar is not a lover of clubbing, either in the party sense or the one involving brains being smeared over hard, flat surfaces. Still, she has agreed to this and she will see the job through. If you hurt her, go to 6k to see her natural response.

7L

The mirror-unfriendly uruk always like clubs as trumps at cards and expect to come up trumps with this weapon. Go to 6L to find out his special talent.

7M

Rumses Pubell is a law-abiding citizen of Khaboom, paying his taxes and leaving other folk alone – most of the time. Every now and then he gets the urge to punish and that's when he slopes off to the Pits to earn a bob or two while scratching his itch. You can find out why he tends to do well in battle by looking over the text at 6M.

8A

You are fighting to the death armed only with an axe. Your opponent is armed with an identical weapon.

8B

This ogre chops pythons up for fun and then sells them at the Arena because python rings are tastier than squid rings. See 7B for what happens if he is not winning after the first round.

8C

Nobby Cuttler tests the blade of the axe against his forearm and not a drop of blood is shed. Go to 6C to see why.

8D

Another weapon Razmaktiq is overly familiar with, having dismembered an ox for breakfast only this morning. He gets a bonus d6 for this too.

8E

Another weapon Kestral would normally snub, he accepts the axe with good grace in these circumstances, bound as he is by

a magical bond of service to the dwarf wizard, Souza Fortescue. He has no tricks to try with an axe in hand so it is a simple fight with no mercy offered.

8F

Candida does have the ability to throw an axe, even once the battle has been joined. If she is losing after trying her hand at melee combat, she will hurl the axe at you. If she misses, she will rely on beating you in a DEX SR contest to retrieve the weapon, knowing that if she fails you get a free hit at her.

8G

This fellow is at home with an axe – it's just like the cleaver he chops up carcasses with back at Slimey Todd's Butchery, which is where Jaffer earns his daily bread. He gets an extra d6 for this weapon as he is a talented hatchet man.

8H

The chopper is too big for little Shanty. He will tire quickly and cannot hope to throw something so unwieldy for him. His only hope lies in turning your axe and then getting a free strike at you. To do this he needs to beat you by two levels on a DEX SR. If you beat him even just by one level, you get the free strike. If no one gets in an uncontested blow, fight normally. His STR will drop by 1d6 each round he fights and if it gets to zero or below, he will collapse and lie unconscious at your feet.

8I

Nivia is happy to have at you with an axe since she has chopped her way through many a dungeon delver in previous posts. She swings for keeps so beware!

8J

Another weapon that brings tears of joy to a dwarf's eyes. Tibult has chopped down trees with girths matching his waist with a single blow on many a memorable chopping spree. If he does damage with the axe he gets a bonus 3d6 to the harm done (not Spite though).

8K

Although an elf would not normally choose the axe as a battle weapon, much vegetation does need to be cleared seasonally in forest life and a machete is not always to hand. Ishtar will make no bones about cutting you down to size. If you hurt her, go to 6k to see her natural response.

8L

Every uruk holds a special place in his or her heart for the axe and Hallibutox certainly wants to bury the hatchet – in your skull. See 6L for his unusual advantage in combat.

8M

Occasionally he does get his bandages in a twist but generally Rumses sticks to his knitting in combat. He's happy chopping heads off chickens – his day job – and he's happy to take yours off your shoulders. The mummy does have a frightening demeanour – see 6M for full details.

9A

You are fighting to the death armed only with a bow. Your opponent is armed with an identical weapon.

9B

Splukkenhammer will not bother firing an arrow. Instead he will use the bow as a thrusting weapon, getting 4d6 including his warrior's bonus. Look at 7B to see what happens next if he is not winning after the first round of melee combat.

9C

As Nobby lazily strings his bow, he looks very confident. In fact, he calls out casually to you that he doubts you will hit him. Go to 6C to see why.

9D

Razmaktiq has used a bow before but it has not always been very successful. Last time, on a hunt near Castle Lostreld with his mate, Buttbooter, he had to resort to

bludgeoning a corned stag with his broken bow. If he fails a L1 SR on LK when he shoots, he breaks this bow too.

9E

This is the one Kestral loves. He knows that he has to win six fights to pay back the High Council wizard, Souza Fortescue, and the chance to pick up a bow is a ticket to another quick win. You had better be carefl and step lightly...

9F

Armed with a bow, Candida will be circumspect, letting you fire first and then moving in to reduce the shot to L1 DEX for her. So, you can shoot first – or you can make it a waiting game in which case you let off simultaneously.

9G

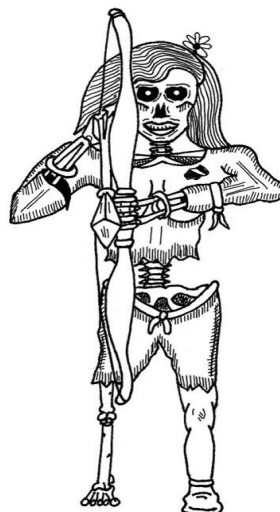
Jaffer has never held a bow before and he does not look comfortable at all. He might as well be cradling a violin. Still, he won't die without knowing so he's going to line you up as his first target.

9H

Shanty fancies his chances here and does not muck around. He knocks the arrow, takes aim and fires...

9I

Nivia can fire quickly sometimes. If you lose a contested SR on SPD, Nivia gets a second shot in the round. OK, you can have that possible advantage too.



9J

Tibult Foyle has refused to touch a bow all his life. This weapon choice is grim news for him. If he does hit, he must make a L1 SR on LK or the shot glances off you and does no damage.

9K

Ever since she was knee high to clodhopper, Ishtar has been accustomed to having a bow in her hand, an arrow knocked and ready to fly straight and true. Best beware! She is lethal and you are the game being hunted. If you hurt her, go to 6k to see her natural response.

9L

Hallibutox was the uruk long shot champion in his senior year at GBH School and he has ever since kept his eye in while putting those of others out. He won't find where he shafts you though. Look at 6L to see how he gains an edge in combat.

9M

To be honest, Rumses is awful with a bow. He has only ever once hit a barn door from 5 paces. Quitting is not in his vocabulary so he will continue to hope against hope. He's cursed actually so he has to re-roll doubles and they only count if they pop up a second time.

10A

You are fighting to the death armed only with a garrote. Your opponent is armed with an identical weapon.

10B

If the ogre gets the garrote around your neck, he will attempt to rip your head from your shoulders. He will use berserker STR (that is, double STR) and he must beat you by 3 levels (you're rolling on CON) to succeed. If you survive, you will find that his strength is halved for the rest of the fight.

10C

Nobby strokes his throat thoughtfully. He tells you that he is not worried about you throttling him so no hard feelings. Go to 6C to see why he is untroubled by worry.

10D

No stealthy assassin, Razmaktiq. When he last tried creeping up on someone the venerable elf had time to leave a long letter (which Razmaktiq could not read anyway) telling him all the give away sounds he had made. In Donkey Pits, though, he does not need to be crafty, just violent. If you make a L1 SR on LK if he has caught you, you will find he stands still long enough looking like a stunned muppet, giving you enough time to break away and start the fight anew.

10E

This would be distasteful to most elves but Kestral has learned that you have to get your hands dirty if you walk on the wrong side of the tracks. It was a sour misfortune to take on the chance of burglary at the home of a Wizards' Guild High Council member but familiarity with throttling targets offers Kestral a chance to redeem himself. As battle is joined, he stalks you with dark determination...

10F

Another unfamiliar weapon for Candida but she was nearly strangled by a washing line enchanted by a malevolent gremlin once upon a time so she gets to re-roll any critical fumble with this weapon. She is very, very jumpy!

10G

The butcher's boy has only ever used a garrote to staunch the blood when he accidentally chopped his left thumb off when he was a sausage short of a full pack. Fortunately, Slimey Todd, the butcher, has a sister who knows the *Poor Babys* spell so Jaffer has the full set of digits again. If he does get this instrument of death round your windpipe, he gets 1d6

extra adds for STR because he will get an adrenaline surge thinking of his thumb.

10H

This is another weapon Shanty reckons to outdo you with. He smiles with cold certainty and circles you in a death-dance.

10I

Can you actually garrote a skeleton? It's a fact: you can. And you should!

10J

Although Tibult would normally scorn such a weapon, he is quite capable of using a garrote. He will be glad to acquire a new skill, truth be told. If he gets the garrote round your neck, he will attempt to use his power to drag you off your feet – this means a contested SR on the average of STR and DEX. If he wins, he gets to do 3d6 fist-pulversing damage and you start over again if you live. If you win, you get to do the same to Tibult.

10K

Ishtar once accepted an assignment to eliminate a fat, greedy dwarf lad who fancied himself king off the forest when fictitious reports of floating emeralds surfaced. He didn't hear her creeping up on him but at least you know what to expect. Good luck! If you hurt her, go to 6k to see her natural response.

10L

The uruk can get carried away with this lethal weapon. He must make a L1 SR on LK not to snap it by pulling too hard too soon with the garrote. See 6L to discover an advantage he may bring to bear in this battle to the bitter end.

10M

Rumses Pubell and the garrote were not made for each other. He gets all self-conscious with this weapon and blushes horribly beneath his bandages. Any DEX SR required is one level higher for him – but see 6M to see his combat advantage which may offset this downside.

11A

You are fighting to the death with a magic wand in hand. Kukris (2d6+5) appear at the hips of both fighters as a physical combat may be necessary.

11B

The ogre has used a wand before and knows that *Vorpal Blading* his kukri is his best bet. This is what he tries to cast.

11C

Nobby grips the wand and stares into your eyes. You see an utter lack of fear. Go to 6C to understand why.



11D

Razmaktiq is most likely going to be utterly clueless with a wand. If you beat him by 2 levels on a LK SR at the start of the contest, he rams the wand up his own nose and casts *TTYF*. And they say stranger things happen at sea...

11E

Kestral Falcon could have easily been a wizard had he not upset the Evaluations Duty Wizard at Wizard School on that fateful morning he queued up in the admissions line. Fate sent him along another spiral but we can sit back and watch what might have been now he has a wand raised in anger.

11F

Candida is smart, at least when it comes to intellectual puzzles and patterns if not running her life to her own benefit. She gloats excessively when she sees the wand appear in her hand even though her former boss, Clefticulus, never let her touch his wand – good luck!

11G

Jaffer is highly likely to get over-excited with a wand in hand and try to conjure up a pink unicorn, just like the stuffed toy he had as a baby, rather than use the wand as a weapon. If you make a L1 SR on LK this is exactly what will happen.

11H

No wizard he, nonetheless Shanty Bunnions knows the ways of wizards and fairly licks his lips at his chance to magic his way to victory.

11I

Nivia relishes the chance to do the wizard thing against you. There's magic in the air but who will it account for?

11J

Tibult Foyle suffers from wandophobia. He never strays, never dates girls called Wanda and has never held a wand before. He must make a L1 SR on INT to hold the wand the right way round and if he fails he is delayed in casting by one round.

11K

Although she was not chosen for arcane tutelage, Ishtar grew up with both a sister and a brother who were trained to extraordinary levels in the mystical arts. Do not think that there was not something that rubbed off. 'Ware the flickering wand of an enflamed elf! If you hurt her, go to 6k to see her natural response.

11L

Hallibutox is not fond of wands because one wielder turned his faced rather more toadlike than it was at birth and he never got a girl from that moment on. Go to 6L to see a trick he tries to pull in combat.

11M

A mummy and a wand? It doesn't seem natural, does it? Go to 6M to see what he does to try to offset his reticence with all things wizardly.



'SMASH THE GNOMES AND GRIND THEM'

by Iain Coffey, Thomas Pugh and Mark Thornton

Song Lyrics:

Smash the gnomes and grind them; add the drippings to your meal!
Hit them with a hammer hard until they start to squeal!
Puree their bellies till they're jelly; crush their heads under your heel!
And make a tasty stew!

Smash the gnomes and grind them, slice them up like bread
Mangle, mash and maim them, just make sure they're dead
Squash their little bodies flat, squeeze out all the red
That makes more tasty stew!

Smash the gnomes and grind them, eat their tiny brains,
Make red spaghetti from their spidery little veins, stomp the
little blighters, the ugly little swains, Now that's a tasty stew!

Smash the gnomes and grind them, cut off their smelly feet,
Squidge their puny bodies, make them good to eat,
Bury the no good bouncers in six foot thick concrete,
I likes me a tasty stew!

Now let's go hunt some werewolves 'neath the glowing of the moon.
Club the bastards till they're senseless, as we sing a jaunty tune.
Pluck their eyeballs with your fingers, scoop their brains out with a spoon.
And make a tasty stew!

To catch some stupid goblins for my daughter's birthday wish.
Let us now go a hunting by the shores of Lake Fish Squish.
Serve their bunions stuffed with onions and their heads upon a dish.
And make a tasty stew!



WULFE AND THE PILGRIMS

by 'Mad' Roy Cram

It was a hot sultry day on the old trade road that lead to Khazan. Here the forest pressed in on the trail on both sides. Over the crest of a small hill two men came, dragging a young woman in a nun's robe with them. They came to a halt at the edge of the woods, and together they forced her to the ground. The fat brigand held her arms and slobbered on her face trying to kiss her. The taller thief managed to hike her robe up over her hips and then dropped his trousers. He then bent to remove her undergarment. At that point someone behind him gave him a terrific kick in the rear end. He flew, tail over teakettle, over the woman, and landed, cursing, on top of his pudgy friend. The pair struggled to get free of each other and regain their feet. The skinny brigand had a hard time of it with his pants encumbering his ankles. As they reached a standing position again they drew their daggers and turned to face the kicker.

They found themselves confronted by some man six feet tall and weighing at least 200 pounds. He wore a chainmail hauberk, and carried a scramasax in one hand and a morningstar in the other. He was obviously a warrior by the look of him.

"Wot thuh-!" began the skinny brigand.

"I am called Wulfe," the stranger said quietly.

"Soldier of fortune and former captain of the army of Baron Vogun. I used to kill a dozen men like you before breakfast." He began to swing the morningstar.

"If you are wise this is where you run away." Wulfe began to advance. "If you want to try your daggers against my weapons, come on. I always enjoy a little workout."

The two brigands swore and ran off as fast as they could run, the skinny man cuffing his companion as they ran. As they fled they hurled insults at the warrior and each other.

Wulfe watched them go, and then helped the young woman to her feet. He helped her adjust her robe.

"Are you hurt?" he asked her. "Are these the only ones?"

"No, no, good sir," she gasped in reply. "There are three more over the hill robbing my companions."

"If they are as brave as these two stalwarts I will take their measure," said Wulfe. Follow me, but not too closely. My weapon has a large swinging range." He then hurried up the hill with the young nun close behind him.

As he crested the hill his trained soldier's eye appraised the situation. A small group of five male and two female pilgrims were being shaken down by three brigands. One of the monks was lying on the ground, obviously hurt. Wulfe trotted down the hill, his weapons ready.



The leader of the thieves was the first to notice his approach. "To arms, me hearties," he yelled to his comrades. "Here comes some shepherd to try and rescue these lambs. Take him down!" The two men, one armed with a cutlass and the other with a large club dutifully charged at the warrior.

Wulfe let the man with the club take a swing which he dodged, and then whacked the club wielder on his arm with the morningstar. Bones and flesh crunched, and the man screamed and dropped his weapon. Undeterred by his companion's misfortune the swordsman tried a simple thrust at the warrior's middle. Wulfe parried it easily with his sax, and punched him in the face with the fist that held the morningstar handle. The sword dropped from the bandit's grip and he fell backwards, spitting blood and teeth. Wulfe took just a moment to make sure these two were out of the fight, then he turned and advanced on the leader. Snarling, the brigand grabbed the nearest pilgrim and held his knife to the man's throat.

"Surrender, you dog," he demanded, "Or I will kill this monk!"

"I will make you a counter offer," said Wulfe glaring back at the man. "If you hurt that man or any of his friends in any manner, I will make you beg for death before I am done with you. If you run away now I may let you live."

The two men glared at each other for a few more seconds. Then the brigand chief swore! "I will see you again, dog!" he called, and turning on his heels he ran away at a good pace. Wulfe followed him a-ways to be sure he kept running.

When he returned to the pilgrims they were giving first aid to the injured monk and also to the two injured brigands. While they ministered to the wounded, Wulfe confiscated the thieves' daggers, and secured the cutlass and club they had wielded.

"Where are your weapons?" Wulfe asked the apparent leader of the group. "Have you no guards to defend you from this sort of vermin?"

"I am Deacon Bella," replied the monk. "We are members of the Holy Order of Omvar, and are sworn not to do harm to any person."

"Your god is too kind," replied Wulfe, smiling. "Had I not chanced by when I did these petty thieves might have raped and murdered you all."

"All kindred are the children of the Allmaker," said the monk. "We can not hurt them in any way."

"What shall we do with these two?" asked Wulfe, indicating the two wounded bandits.

They cringed when he looked straight at them.

"We must treat their wounds and let them depart in peace," said Bella. "We are only allowed to help others, never to harm them."

Wulfe sighed. "Well then," he said. "I will do them no further harm if they offer me none."

He addressed the cowering thieves. "Go back to your brave leader," he growled. "Tell him Wulfe the Wayfarer promises to go with these folks. If you, or he, or any more of his people return to try and rob these good folk or harm them, I will make every effort to arrange for them to meet the monk's kindly God. I spared you scum this time. Next time I will use all my skill to make you regret your actions in Hell."

"Would you send us away unarmed," whined the bandit with his arm in a sling.

"I will send you away with my boot print on your asses if you don't leave now," said Wulfe.

The monks all shuddered and crossed themselves. But the two bandits hurried off down the road swearing softly under their breath. Deacon Bella shook his head.

"That was very cruel," he said.

"I am sorry but I have little pity to spare for this kind of vermin. They certainly have none to spare for others whom they cheerfully rob, rape, and murder when given the chance. They will be hot for revenge now so I will go with you to your destination. You are indeed like a flock of lambs, and these isolated woods are full of hungry wolves. I will give you what protection I can until we part ways."

"What God do you worship, warrior?" asked one of the monks. "Does He not enjoin you to be kind to other men?"

Wulfe replied, "My people worshiped the Horned Lord of the Woods, the Wolffather. It was not a 'church' religion. We were taught to be brave, strong, and to care for and defend our families and our clan. We respected those who respected us, but we were fierce foes to any that offered us harm. We lived in a hard land where to be weak was to be enslaved or to die."

The young nun Wulfe had rescued, asked, "Why did you leave your country?" "There came a time of little rain, and game was scarce. We were attacked by rival

Wolf clans aided by the Bear people. We fled from the slaughter but my father and brothers were slain. I alone escaped."

"How sad, to lose your family," said the young woman. The other monks and nuns agreed.

"I left the woodlands, and was adopted by a retired warrior who ran a village inn. He taught me the use of armor and weapons. The Uruk barkeep taught me how to fight. I prospered in that family. Then one night three customers we had to throw out for bad behavior returned and set the Inn on fire. I alone escaped. I had to leave the village. I fought in the Fief wars for Baron Vogun until he and his foes ran out of money and stopped their stupid war. Now I am on my way to Khazan. I was told a good fighter could make a living there."

"Perhaps you could join our order and be freed from your life of violence," said the young nun.

"I would most likely make a poor monk. I could not stand idly by and let thieves' abuse innocent people"

Bella said, "I am glad that we were spared being robbed or otherwise harmed, but we still cannot allow ourselves to do harm to anyone."

One of the other monks, the one who was beaten, said, "We could use a guard, Deacon. None of us suspected that there would be ruffians in these isolated woods that might try to harm us."

Bella replied, "We can never do any actions that might do harm to our brothers and sisters. Even those who do not share our beliefs are sacred. We must rely on the grace of the Allmaker to defend us from harm."

"Perhaps this Wulfe was sent by Omvar to defend us," said the old nun. And the rest of the group gathered around the Deacon and a quiet but heated debate began.

"While you decide what to do, I will go recover my pack and gear," said Wulfe, and he hurried down the road to do so. When he returned Deacon, Bella met him.

"You will be welcome, Brother Wulfe, to come with us," he said. "We cannot offer you much in payment, but we will share our food and water with you on the way. "

"I am not worried about the money. Save it to serve the poor. But I will be glad to share your provisions. I was running low there on this long journey. And I feel it would be a good thing if I went with you anyway. Your little flock is in dire need of a shepherd. Your nuns are women and my people held the women of our clan in high regard. I could not with a clear conscience leave them unguarded with these brigands nearby. My hard God would frown on me for such an act of cowardice."

Bella replied, "We will eat our noon meal here now. Then we will go on." The monks began their noon prayers. Wulfe sat a little apart from them, and watched. What an odd and interesting group of people they were. Then, Agnis, the oldest nun, brought him a plate of bread, cheese, nuts, and dried fruit. As he accepted it and thanked her, she looked into his eyes. What she saw caused a look of surprise and concern to pass over her wrinkled visage.

"Brother Wulfe," she said quietly. "Your body has two souls!"

Wulfe was startled by her comment. "How can you tell," he whispered.

"I was a seeress before I joined the order. I can see things hidden from ordinary people. But I will not tell this to the others. They would not understand. I can see that you are a good man who will not do harm to any that do not first attempt to harm you."

"I call on my wolf brother only in times of dire need," said Wulfe. "I pray that I won't need him while we travel together."

"Omvar forbid it!" said the old nun, and she returned to the monks to serve them their plates. Once lunch was concluded Wulfe told the monks that he would go on a little ahead of them on the road. With his warrior training and forest skills he felt he could best avert any unpleasant surprises. It would give him the best chance to spot an ambush and do what was necessary.

The group then moved on. Wulfe found it slow going, used as he was to a soldier's marching pace that covered a lot of distance in a short

time. He frequently had to wait for the monks and nuns to catch up with him. The young nun, Angeline, brought him water to drink at frequent intervals and again thanked him for rescuing her. She seemed inclined to talk, but he found her something of a distraction. The presence of this attractive female made it hard for him to keep his attention on the path ahead, and as kindly as he could, he sent her back to the group. As the afternoon wore on, some of the monks came forward to talk to him and to try and explain their beliefs to him. They were truly good people intent on doing good to all,



but Wulfe could not see how they could survive in a dog-eat-dog world. He argued good naturedly with them, and when he began to tell them about his own animistic and pagan ideas, it was usually enough to send them back to the rest of their company.

They made good time with only a few short rest breaks. Finally, as the sun began to settle in the west, Bella brought his flock to a halt to take an evening meal and camp for the night. Wulfe did not like this location much; the woods were too close to the road on both sides, but the monks did not seem worried, and so it was done. As the group made preparations to bed down for the night, Wulfe began a last survey of the surroundings.

At a point up the road where the trees were quite close to the road. Wulfe detected movement in the nearby bushes. Before he could raise an alarm, a large sling stone struck him in the forehead knocking him off his feet and stunning him. Before he could clear his head, the bandits were upon him dashing out of the bushes. They assaulted the groggy warrior with clubs, fists, and boots, driving him to the ground. The best Wulfe could do was curl into a ball and try to protect his head as he was viciously beaten, slugged, and stomped by the bandit mob.

"Don' kill 'im yet," ordered the bandit leader. "Tie the bastard up." He tossed some vines to one of his cronies. "I will make HIM beg for death when we finish shearing his flock! Come on, men!" And the rest of the gang set off to attack the monks and nuns.

In the dark center of Wulfe's being his other soul woke up. Its body was being attacked. And the pack was in danger! Fury boiled up in its heart. This must not be permitted. And it took control of the meat.

Filk, the thief who was tying Wulfe up, had finished binding his ankles together. But as he clambered over the larger man he noticed that the flesh inside the hauberk was moving and shifting in some very odd and unnatural ways.

And the man was suddenly getting very hairy. Filk tried to turn him over to get at his hands, when Wulfe abruptly turned himself over. Filk stared into the eyes of the huge wolf's head that stared at him from where a man's bloodied head had been moments before. Before the thief could scream the big jaws snapped up and bit his face off. Fur-covered and wickedly clawed hands tossed the brigand's body aside and sliced through the vines binding its ankles. The wolfman rose to its feet, and ran back towards the camp with murder in its heart. One of the thieves had grabbed old Agnis and dragged her apart from the rest. He was preparing to strip the nun when she saw a chainmail clad figure dash by. Its clawed hand lashed out as it passed them and decapitated the brigand. The headless body stepped back a couple of paces, its neck spurting blood like a fountain, and then it fell. Agnis mercifully fainted.

Two of the thieves were busy beating up one of the monks who had tried to resist them. They did not see the wolfman but they felt the terrible claws that ripped big chunks of bone and flesh from their backs. They fell dying, one on each side of their intended victim, and left him with the vision of a warrior with the head of a wolf that would haunt his dreams for years to come.

But now the remaining brigands were aware that something had gone very wrong with this caper, and that something awful was loose in their midst. The leader who held Deacon Bella in his grasp yelled at the other bandits to look out. The monks still standing all wisely hit the ground, and then the wolfman was among the thieves, like a buzzsaw. The razor like claws flashed and slashed and the fearsome jaws snapped and bit. Chunks and pieces of bandit flesh and limbs flew about in a spray of blood. In a few savage seconds the carnage was complete. Only the wolfman remained standing.



The monster, bespattered with blood, not his own, advanced on the Deacon and the bandit boss.

Bella then simply fainted and slipped from the thief captain's grasp.

"Get away, get away—" cried the thief waving his dagger in front of him. The wolfman simply knocked it aside, and slashed his claws across the brigand's abdomen. The latter looked down and stared in horror as his intestines fell out on the ground. Then the monster shoved him aside and rushed on into the dark. It had caught the scent of Angeline and her attackers.

A short distance away the skinny thief and his fat friend were struggling for the second time that day to disrobe the young nun. So far, she had thwarted their efforts by curling herself into a ball. Angry now, the skinny man raised a fist to knock some sense into the bitch. As he raised his arm there was a swish and a whack, and he found himself staring at the bleeding stump where his forearm used to be.

Then, powerful hands seized him and hurled him with bone shattering force into the huge trunk of a nearby oak tree.

Angeline shouted prayers and prayed. She suddenly felt the fat man release her. Something carried him squealing into the nearby brush. The man's squeals turned to screams; he was not dying as his cronies had.

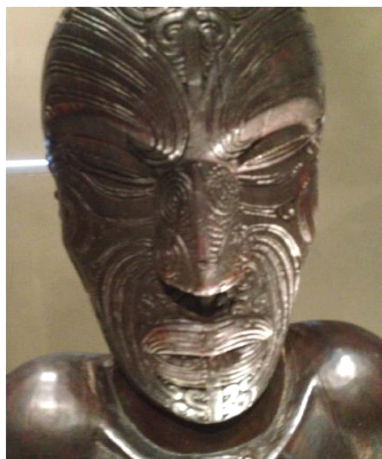
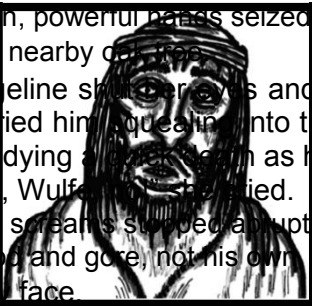
"No, Wulfe never died."

The screams stopped abruptly. Angeline opened her eyes and saw the wolfman, covered with blood and gore, not his own, standing over her. But now, Wulfe's eyes looked out of its gone face.

"Omvar save us all," cried the nun. Then the wolfman threw back its head and howled, a dreadful sound. And turning, it ran away swiftly into the woods until it was out of sight. With the monster gone, the monks and nuns grabbed their gear and literally ran the rest of the night until they finally arrived at their monastery in the wee hours of the morning. They would argue for a long time as to whether Wulfe the warrior that had defended them was from heaven or from hell.

That next morning Wulfe awoke at the edge of a little pond. He was sore, ill, and weary, and he stank to raise hell. A swarm of flies buzzed about him until he managed to clean himself and his armor and clothes from the clotted gore he was covered with. It took him an hour and he twice threw up. He did not want to know what it was he had held in his stomach. At last he made his way back to the campsite. The unburied bodies of the bandits were still there. Flocks of carrion birds took to air protesting as he approached. The sight of the carnage sickened him. He wasted no time here, but quickly recovered his pack and his weapons, and then hurried up the road towards Khazan.

As he walked the lonely road towards the great city he pondered his fate. It seemed each time he found a group of people whom he had a chance to be part of and relate to, his dark secret other soul would eventually rise up and ruin his chance. How he longed to find a family again, a pack to run and hunt with. But where there was still life there was still hope. Maybe in Khazan he could find the family and the peace of mind he so desperately wanted. And in the monastery of the Brothers and Sisters of Omvar, Angeline prayed for the souls of the warrior who had twice saved her life, and her friends. ■



QUACK DOCTOR SPELLS

by Charlie O'Brien

We played a game in which all three characters pretended to be able to do something vaguely medical or therapeutic – hypnotism, acupuncture and surgery. They all ended up with some wild magic courtesy of a kindly GM and here are their spells:

Quackupuncture
WIZ cost: 5
Duration: Instantaneous.
Power up: yes, increase the DEX SR by one or damage by 1d6 for each level increase.
Description: This spell sends several acupuncture needles flying at the target. The target needs to make a L1 DEX SR to avoid them or take 1d6 damage from the needles.
Quacknotism
WIZ cost: 5
Duration: Until caster ends or INT SR is made.
Power up: Yes, increase the INT SR by one for every level increase.
Description: This spell hypnotises the target. He/she needs to make a L1 INT SR or follow basic commands or answer for the caster.
Quackstic Surgery
WIZ cost: 10
Duration: 1 combat turn.
Power up: Yes, increase the CON SR by one or make an extra change to target for every level increase.
Description: This allows the caster to make physical changes to the target. The target must make a L1 CON SR or the caster can choose a change to make.



TROLLGOD INTERROGATION TIME!

by Mark Thornton

Kia ora Ken

How is life in Phoenix?

I'm the editor of Trollzine now and will have the next issue out in the first quarter of 2018.

I wonder if you'd like to do either a skype interview or send a contribution?

A good way to catch up, at any rate.

Are those steps still featuring large every day?



Kia ora, Mark

Congratulations on your new editorship. I'm sure you will do a fantastic job. Yes, I'd love to participate in some way.

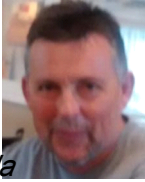
I haven't skyped in years. I don't even know if the software would work any more. If you're feeling brave, go ahead and call me. Best time is mid morning or evening, I think.

Life in Phoenix goes on pretty much as usual. I continue to work on my health. Steve Crompton is pumping a lot of energy and time into making new T & T products. I'm helping. The Japanese T & T line is really going like gangbusters. And we've just extended licenses to republish Deluxe to a guy in Spain and another in Brazil. Our game is international.

Yes, I'm walking as much as I can. All you have to do is look at my Facebook page to see a daily record of what I'm doing. Dang, I wish I was doing that 3 miles a day on the hills and beaches of New Zealand. You still running the farm? I surely envy you for the place you live.

So, do you have a theme in mind for the next Trollzine? Since you're in NZ, how about an Island Adventures theme? Maybe we could do lost worlds and pirates and mermaids and all kindza sea adventures. Ken's new T & T character class. Surf Warriors. Bwa ha ha ha ha!

Best, Ken



Hola

I would do a themed issue, as you suggest, but I've inherited a bundle of material that has no common theme and I'm not keen to alienate by ejecting contributors!

I like surf warriors! Do it :)

Maybe cyber-see-you soon,

Mark



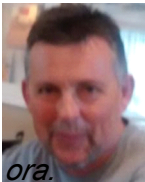
Ha, Mark!

You're doing twice as good as me at walking, and in hilly country too. I'm so jealous. Time to establish your chops as an editor. Find the stuff that works for your island theme. Send the rest back and demand revisions to make it fit with the theme. Or just weed out the weaker material and ask for new stuff on the theme. Make them appreciate getting published in the next Trollzine. bwa ha ha ha ha!

I am nearly finished with a short piece about a new playable kindred called the Tjouse (Ta-woush-ay) inspired by John Wick on one of our expeditions (last Monday). I was thinking it could be my submission for your Trollzine, especially if you take my suggestion and do a theme-oriented issue. It doesn't have to be islands--it could be unknown lands and places. But, I also wanted to release it as a Trollhalla press publication. Is that alright with you, or is there too much conflict of interest? I could send you the basic manuscript right now. I'm wondering who I can get to illustrate it. I need someone good with decadence. I thought of you because we created a new place for this--the Peacock continent in equatorial waters somewhere north of the kraken. The Tjouse exhibit extreme sexual dimorphism--so much so that males and females require different sets of multipliers to set up their characters. This is something we've never done before in T&T.

Let me know.

Best, Ken



Kia ora.

I can live with the conflict - Trollworld's a big enough place :) I'll see who's feeling Herculean and risque as an illustrator. Of course, I am pro a Peacock continent.

Sounds a hot prospect, this one!

Mark



Hola, Mark

Why not just send me some questions if you want to do an interview. Seems easier than Skype anyway. You'd have to find a way to transcribe it all from Skype. Pain in the butt. You have a deadline in mind for the printing/publication of the next Trollzine. What number will it be?



Hola Walking-Buddy

I've asked for some questions on Trollbridge so it's not just me. I'm going to publish in first quarter 2018. One of the provisos for me doing this was not going into hyper-drive until the long school holidays here in December. It'll be #9.

We should have done that Adventure Zone podcast...

How about one question at a time so it flows?

Q1 - what game do you enjoy playing most these days and why?



Hola, Mark

Ok, if that's what you want to do.

But this is your second question for today. Ha ha ha. Most favorite is Hearthstone, a Magic clone from Blizzard. I always play it several times a day.

Tunnels & Trolls should be my number one favorite, but I rarely get a chance to actually play it.

[I shall keep both questions :)]

Q3 - What stops you getting those dice rolling under the propulsion of the best game mechanics ever?

Lack of players. I'm not very good at drumming up players. I no longer have the missionary zeal. Laziness. I'd rather stay home and relax than commit myself to some game store every week.

Laziness.

Fair enough - missionary zeal is hard to maintain forever. Pity in as much as you are so good a storyteller and player too...

Q4 - what excites you most about the MA development?

Most exciting is the fact that anyone in the world with a cellphone and access to the Google app store can play a version of Tunnels & Trolls quickly and easily. I really like the sound effects, the graphics with every paragraph, and the way the dice bounce across the screen. I love that the computer does the math quickly and easily for you. The app is still fairly early in its implementation, and I'm hoping it will get a lot better as time goes on. But I see the game getting a lot more publicity and world recognition in the future. That's good for all T & T players.

Question the Next:

If you had one T&T spell at your fingertips for the rest of your life, what would it be and why?

It would be Fly Me. I have always wanted to be able to fly like Superman or Green Lantern. Second choice would be Poor Baby because I'm always getting hurt, and I could use some instant fixes.

OK, if you could fly and heal yourself for one day, what would you do with your perfect day and where would it be?

It's not like I want to fly out and hurt myself. Perfect days depend more on people than places or things. But if I could choose a locale to fly around in, I'd love to have another trip to New Zealand. You have a really beautiful country, Mark, and I'm sorry I got sick and missed seeing so much of it that you were going to show me. That was a great pity but we still did pretty well, I think!

If you could hand pick a group of five players to GM for, selecting from any time in history, who would you pick and how would the game go?

Pass. I've never thought much about interacting with historical figures. Frankly, I don't think anyone from before 1960 would even want to do fantasy roleplaying. Though you gave me an interesting idea. As long as I have a time machine of some sort, perhaps I could get my friend Sandy Peterson, and we would go back and collect teenage versions of Robert E. Howard, J.R.R. Tolkien, Fritz Leiber, Jack Vance, and Edward John Moreton Drax Plunkett for a session of Tunnels & Trolls with me, while Sandy would pick up Howard Phillips Lovecraft, Robert W. Chambers, Bram Stoker and Edgar Allen Poe for a session of Call of Cthulhu. Years later, they would all go on to write amazing fantasy fiction based on that timeless night of roleplaying spent with either me or Sandy. Bwa ha ha ha ha!

Hah! A perfect answer - I suspected there would be one :)

I next skip on to Phoenix. Time to be the Minister of Tourism. What are the 5 best secrets that Lonely Planet or some other travel guide would not get to know about?

Phoenix is my home town. There are some unusual things to see and places to be here, but nothing that will really make you go: Wow! I'll give you my 5 favorites.

1. South Mountain city park: the largest city park in the USA. https://en.wikipedia.org/wiki/South_Mountain_Park. A whole mountain range inside one park with lots of pre-Columbian petroglyphs if you know where to look.

2. Hole-in-the-Rock [https://en.wikipedia.org/wiki/Hole-in-the-Rock_\(Papago_Park\)](https://en.wikipedia.org/wiki/Hole-in-the-Rock_(Papago_Park)).
3. Compass Arizona Grill, a revolving restaurant at the top of the Hyatt Regency Hotel in downtown Phoenix. <https://www.yelp.com/biz/compass-arizona-grill-phoenix>. This is a fun place to take out-of-towners for lunch--a bit pricey, but fun. You can afford it once.
4. Mystery Castle. [Mystery Castle https://en.wikipedia.org/wiki/Mystery_Castle](https://en.wikipedia.org/wiki/Mystery_Castle)



5. Under the big bridges in the Salt River bottom. These are perfect places for urban trolls to hang out. I have written blogs about some of my walks in this city park unknown to most of the city of Phoenix. This was the latest. <https://atroll.wordpress.com/return-to-the-river/>.

You will get a fee from the Arizona Tourist Board!

Next question - what lurks within that castle? There will be many who want to know what you are prepared to reveal...

Going inside the castle is like going back in time--a time when men could do anything they wanted to do with their home and no stupid building codes got in the way.

Moving on, what gave you most satisfaction with the dT&T project?

Getting the tour of Roswell Bindery and choosing the black dragonskin binding for the super deluxe hardback editions. Getting a tour of a good bindery is pretty amazing. I also liked signing the bookplates for people and cashing that first \$5000 check when the project funded back in 2013.

I remember the bindery photos on the Outer Sanctum :)

Is there anything you'd change about DT&T looking back or do you think it got the job done as needed? Was there anything that got kicked back that you would have included that still irks you?

I plead the 5th amendment to the Constitution of the United States.

Fair enough - one day...

Next: if you were writing a new RPG today what one mechanic from T&T would you take and what would you make the setting?

Strange that you should ask about writing a new rpg . . . John Wick and I have been talking about one called Witch Queens of Khambuja, set on a tropical jungle planet akin to the country of Cambodia, in a post-apocalyptic setting where the people, dominated by the ferocious females, live in the ruins. The mechanic being carried over is the looting of ancient "dungeons" for useful material that the survivors can use--metal, working tech, ornaments, and stuff like that.

Ferocious females sound like a bit of a theme at the moment - is that something new or has it been a feature of your life? :)

What can I say? I like girls/women. I like adventure. I have never seen women as helpless or needing protection. Opposites attract.

Better to be lucky than good!

So what are your hopes for this project if you get it birthed?

It's on hold right now. I don't expect it will ever go anywhere. The world really doesn't need another rpg, or the pulp fantasy sci-fi novel that might develop out of it. Just an exercise in world-building for the fun of it with John Wick.

I think that's a good call. There are many things the world doesn't need but it gets all the same - creation without a footprint, very environmentally sound!

Maybe it would make a good podcast. There's not so much material usage in that. You a storyteller-supreme - do podcasts appeal to you?

Podcasts don't appeal to me very much. I listen to one once in a while if the subject is very very very interesting. Otherwise, no. I can't see myself ever doing one on a regular basis, though I'm happy enough to participate (and shoot my mouth off) if someone asks me nicely. Then I hear myself, with all the umms and errhs, and pauses and irregular breathing that is part of the way I talk, and I'm appalled and swear never to do that again. Trolls should probably remain in their caves as much as possible except when out marauding.

I'd cast a "um and Er" removal spell if I knew it. Caves echo a bit too much for podcasting anyway. What's been your best marauding night of 2017 and what did you smash?

I haven't had a really good marauding night for 2017. A bunch of us get together and always play Ticket to Ride and some Catan variant with our own special rules. On October 7 I won both games, beating Rick Loomis, Steve Crompton, Laura Samuelson, and Lazarus Martinez in both games. The only roleplaying I have done all year was at TrollCon and the game wasn't memorable. I'm afraid I'm getting pretty dull in my old age. Sigh.

Old age - the bane of the young at heart and worse than a goblin under your bed. Before another question, Sid Orpin has offered to draw for your Phoenix piece but will need text asap. Let me know if that interests you. Here's a question for you from Trollbridge:

"If a character's highest attribute is 80, he is level 8. If that same character wears a magic ring that increases that attribute by 20, is he level 8 or level 10?"

He's level 10 while wearing the ring, and level 8 when he isn't wearing it. Levels are as variable as attributes. Good days and bad days. Sometimes up, sometimes down, just like real life.

A new question! (1E is not my area):

"In first, it says that Monsters make saving throw as 100-MR (for 1st level of dungeon)

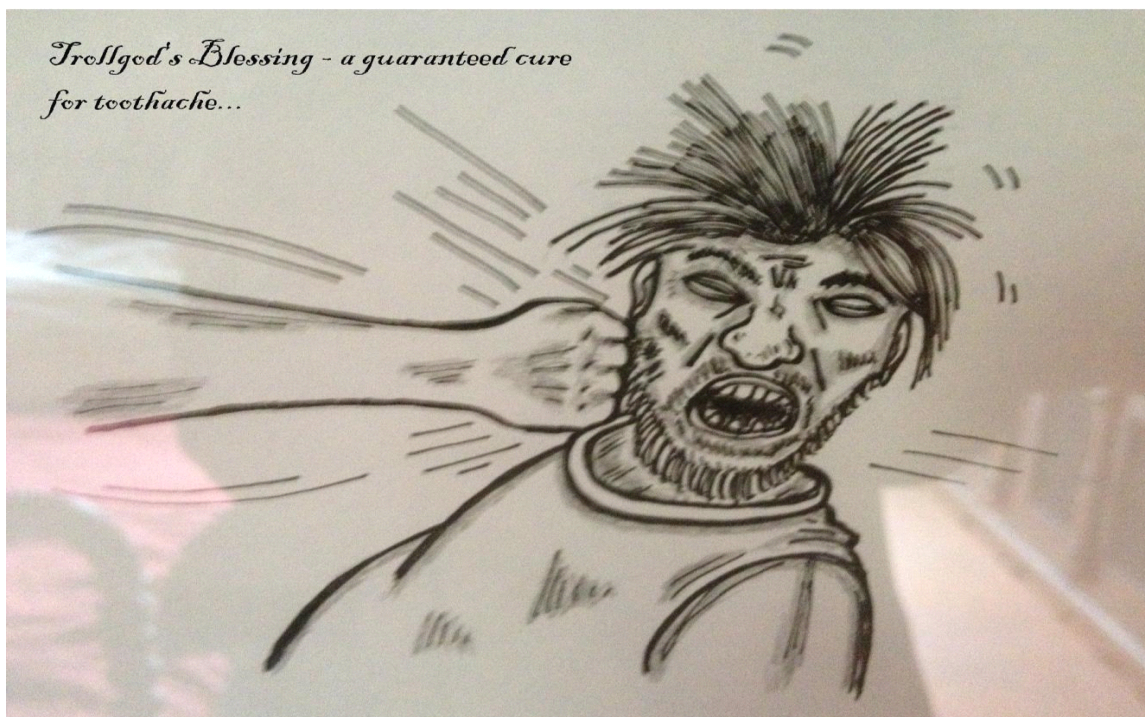
I want to clarify.. 100-MR= target number. Monster rolls normal dice + adds and tries to beat this Target #?

E.g. Orc with MR of 60. Rolls 7dice +30 adds vs target # of 40? (For 1st level save)

Or am I off my mark".

I don't remember that at all. Ok, I looked it up. Monster saving rolls are discussed on page 13. Wow, so much crunch in those old rules that I had totally forgotten. I don't think we ever used that rule. Yes, the rule says roll the monster's combat dice one time and try to reach the difference between the monster rating and 100. So for a goblin with a MR of 15 to make a level 1 saving roll, his target is 85 and he only gets 2 dice to do it. On the other hand a glombarg with a M.R. of 89 would only need to roll an 11 and it would get 9 dice to do it. That rule is totally screwed up and nobody should ever use it.

Here Endeth the Lesson in Trollishness



KRABBY KYURTGUDJOHNSON'S KRAZY KRYPTIC CROSSWORD

by Thomas Pugh

Greetings cruciverbalists and welcome to the first ever Trollzine Cryptic Crossword. The first person to email a list of the correct answers to Krabby c/o thomas.h.pugh@outlook.com may (or may not) win a prize. Good luck!²

Across

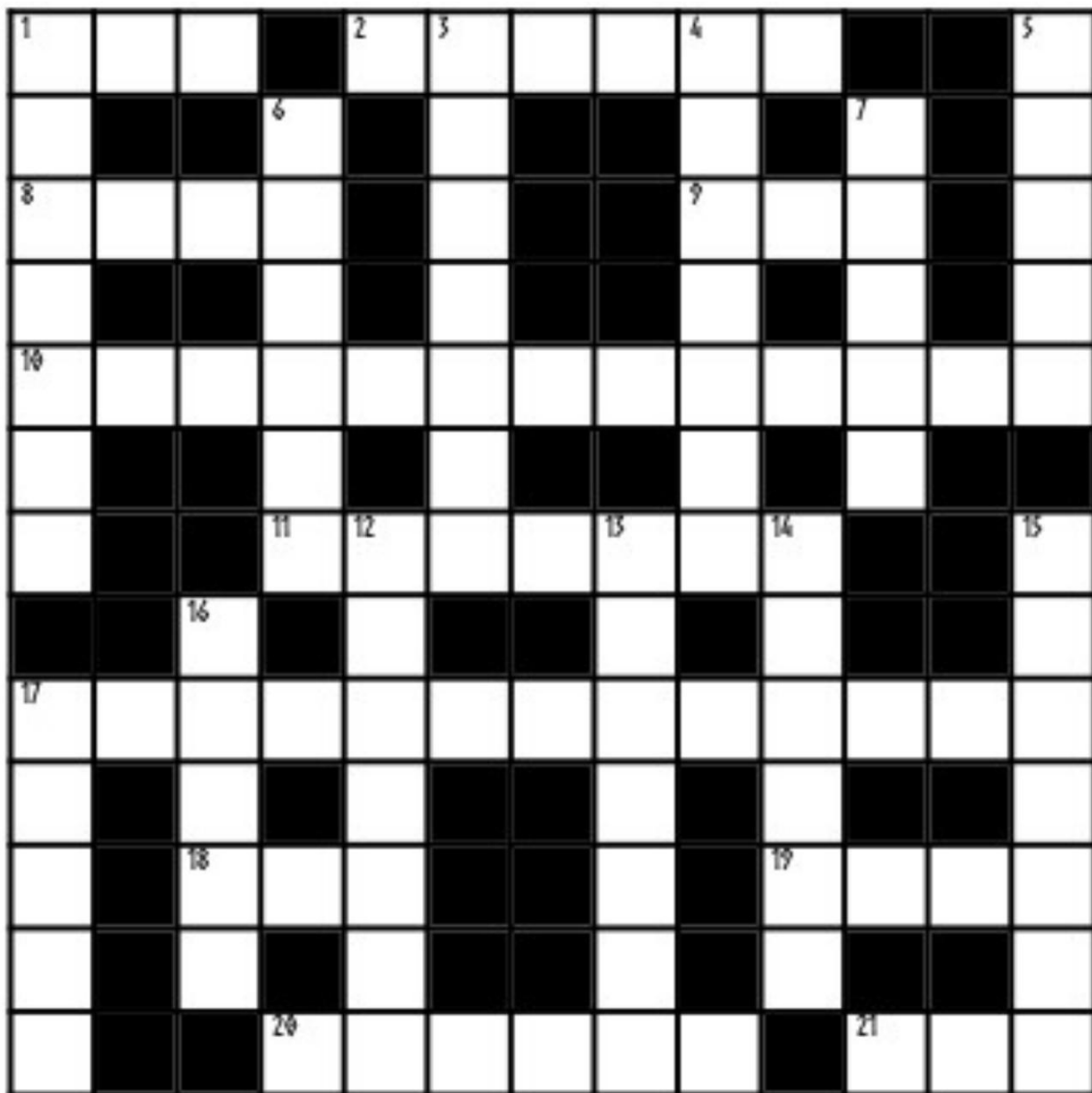
- 1 & 11 Creator confuses naked rents (3,2,5)
- 2 & 6 down Policeman assembles smallest coins (6,6)
- 8 Old Norse goddess in middle of embellishing (4)
- 9 Plastic heads of Poland voice concerns (3)
- 10 Absurd comfort in Ms On is eccentric (13)
- 11 See 1
- 17 Drunk ill pet rat seen demanding legal definition (13)
- 18 Found in paling boxer (3)
- 19 Thorium encased British map maker is rubbish! (4)
- 20 Asian ruler is all around Arizona, the home of the arena (6)
- 21 Small daemon starts implying (3)

Down

- 1 Tissue reportedly has scrubbed jugular (7)
- 3 Fabric keyboard on South Africa (7)
- 4 Penguin in temper oration (7)
- 5 Whip sounds like nothing in Yorkshire (5)
- 6 See 2 Across
- 7 Purge under electric tart (5)
- 12 Stain Japan: Five for Assam (7)
- 13 Start diligently before Ms Thompson takes the treasure or helps her fellow delver? (7)
- 14 Praises has-been above. Stops without hotel (6)
- 15 Fruity tangled hose inside tear (7)
- 16 Titan doesn't finish, at last (5)
- 17 Party island is business address at heart of International Artists, initially (5)

¹'Krazy' is a marketing gimmick only and implies no mental instability on the part of this crossword or its compiler. Please consume the letter K responsibly: recent studies by the Canadian Quiltmakers Consortium (formally the Kanadian Kwiltmakers Konsortium) have shown excessive use of the letter K to be associated with cognitive abnormalities, temporal giddiness and families of attention hungry imbeciles. Pregnant women and grumpy old men should use the letter K no more than twice daily. The letter K may be addictive.

²Krabby is well aware that wishing you all good luck is effectively wishing none of you good luck, but hey, what are you going to do about it?



SHAMANS & LUCK MAGIC

(c) 2018, by Stefan Jones

The following is an excerpt and sneak preview of material from an upcoming, as-yet-unnamed T&T adventure.

Otter Island is an island continent far to the west-northwest of Rrr'lff. Imagine a land like Alaska, but not attached to a continent.

In ancient times, until the Wizard War, Otter Island was warmed by seven artificial suns; great spheres of blood copper which blazed red-hot at dawn. When the suns were destroyed or extinguished the civilization inhabiting the fertile central plains died off.

Most of otter is now tundra and boreal forest, but the southern shore is warmed by ocean currents, and there's good soil on three river deltas known as the "paw lands," The heavily forested "tail" of the otter, and the easternmost "paw," are inhabited by rugged northern elves. The other paws, and the bleak hinterland, have been settled by humans. There are very few of the other kindreds, but some uruk occupy the "head" of the otter.

For millenia Otter Island was isolated from the mainstream of Trollworld life. Only recently have merchants from Rrr'lff, Zorr, and the Maneland set up shop on the island.

Sea & Tundra Shamans

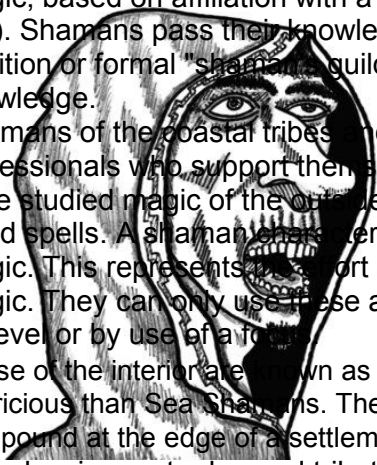
Shamans are the wizards of the Otter Continent. They have their own unique magic system, strongly tied to the natural world and animal spirits. There are several schools of shaman magic, based on affiliation with a particular native animal (e.g., otters, wolves, elk, and sea lion). Shamans pass their knowledge down from master to apprentice; there is no written tradition or formal "shaman guild," but practitioners do occasionally meet to trade knowledge.

Shamans of the coastal tribes and towns are known as Sea Shamans. They are working professionals who support themselves working magic for their communities. Many of them have studied magic of the outside world, and have picked up a dozen or so familiar Wizards' Guild spells. A shaman who ever must buy or earn a talent to use foreign kremm-based magic. This represents the effort and study required to acclimate to an alien system of magic. They can only use these as a Rogue; the casting cost (in kremm) cannot be reduced by level or by use of a talent.

Those of the interior are known as Tundra Shamans; they are more insular, suspicious, and capricious than Sea Shamans. They usually live on their own, in the wilderness or in a compound at the edge of a settlement,

only showing up to demand tribute, preside over a religious ritual, and occasionally provide useful services. A fraction of Tundra Shamans spend almost all of their time in the remote wilderness, communing with the animals they are affiliated with. These are rumored to have access to dark and ancient rites.

It is difficult for a magician raised studying Wizard Guild spells powered by kremm. He or she must find a shaman as a mentor, and then earn (by going up a level) or buy (with 300 XP) a talent. The cost to buy a shaman spell is 2000gp per level.



Luck Magic

Sea and Tundra shamans burn points of Luck to power their spells. A point of Luck is a bit more potent than a point of Wizardry, but recovers much more slowly; Luck points regenerate at one point per hour when the shaman is awake, three points of hour when asleep.

A shaman can "go negative" on Luck points, at terrible risk. Once their Luck goes negative due to spell casting, each spell cast has a chance of drawing the attention of one of the native demons. When casting a spell, the shaman must make a saving roll, on the level of the spell, against IQ. On a success, no demon comes calling. On a failure, a demon of the level of the spell appears and attempts to either possess the shaman or kill him or her in physical combat. These demons have a MR of 50 per level, and can cast shaman spells of up to half of their level.

If roll of level 5 or above is missed, one of Otter's great demons is summoned. Roll a die, modify as shown, and consult the table below:



Sea shore or on a boat: -2

Mountains or caves: +2

Demon Lured (1d)

0 or less) Hagupuyat

1) Water elemental (MR 300; immune to ice and water attacks; double damage from fire attacks; can cast Tempest Tossed once during combat)

2) Heyenka

5) The Yeriot Bull

6) Nanmadosk

7 or more) Larshu'seng

Medicine Bundle

Shamans of both sorts can use a special focus, a medicine bundle for casting shaman spells. (Even shamans who learn a few Wizard Guild spells can't use a traditional wand-style focus, for any sort of magic.) A medicine bundle is a sack containing a variety of enchanted items: bits of animals, carved fetishes, and semi-precious stones. The ingredients for a bundle cost the same as a Staff Ordinaire, 100 GP. There's no such thing as a Medicine Bundle Deluxe, but for 1000 GP a shaman can buy a focus which can store up to her level in spare Luck points; the bundle is charged using the Invest spell.

Shaman Spell Book

This list is not complete. There are a dozen or more minor spells with everyday applications. There are also equivalents of some, but not all, of the standard Wizard Guild spells up to Level 8. The cost to cast in Luck is 2/3 (round up) of the kremm casting cost.

First Level

Feel Magic

Luck Cost: 1

Range to Cast: Self

Range of Effect: 20' / level

Duration: One round

Power Up: N/A

Description: A form of Detect Magic. The caster can "feel" magic; enchanted items seem to emit a slight breeze, and feel tingly when touched.

Lash

Luck Cost: 8

Range to Cast: 40'

Range of Effect: 5' radius

Duration: One round

Power Up: Double radius

Description: A psychic attack that affects all creatures in the radius of effect. The dice of damage dealt is equal to the caster's IQ / 5 (round up). Divide the damage equally between the victims. Lash has "shock effect," and adds to the shaman's side's combat total.

Second Level

Aurora

Luck Cost: 7

Range to Cast: Self

Range of Effect: See below

Duration: 1 hour

Power Up: Double duration

Description: Casting this spell requires that the night sky be visible, even if only through a window. Summons a disc of coruscating green light centered 12' over the caster's head; it has a diameter equal to the average of the caster's Wizardry and IQ. The area below is lit brightly enough to read, sew, and do other work.

Bear Blood

Luck Cost: 12

Range to Cast: Self or Touch

Range of Effect: Self

Duration: 6 hours

Power Up: N/A

Description: The caster is immune to the effects of cold weather, up to immersion in freezing cold water. It takes half damage from magical ice attacks. At Level 4 the spell can be cast on others; range is Touch.

Fyre Noshen

Luck Cost: 8

Range: Self

Range of Effect: N/A

Duration: 1 hour

Powerup: Double duration

Description: The caster's hands and mouth become totally fireproof for a combat round; during this time he or she can scoop up and _eat_ fire and flames; the equivalent to a brazier, a couple of torches, or a medium-sized camp fire. The fire can be kept internally, keeping the caster warm in any weather and taking half damage from frost or ice damage. The fire can also be spit out in the form of a once -only flaming missile weapon attack. This ends the spell. Range is caster's the sum of the caster's Strength and Dexterity in feet; a L2SR- DEX is required to hit. The attack does 3d6 of non-magical fire damage to the target, and may set clothes or hair on fire.

Invest

Luck Cost: 3 per point of Luck lent.

Range to Cast

Range of Effect

Duration

Power Up: N/A

Description: This spell can be used to temporarily increase another's Luck, or to charge a medicine bundle with Luck points for use later. When given to a person, the luck boost lasts for up to an hour; if used for casting the points are expended and don't return. A charge in a bundle lasts for days equal to the caster's level. Bundles can store up to the caster's ___ in Luck points.

Needle Nasty (Tundra shamans only)

Luck Cost: 12/round

Range to Cast: 25'

Range of Effect: 5' radius

Duration: Combat rounds equal to level

Power Up: Double range or radius

Description: Must be cast in area with a good supply of dry pine needles (usually a snowless forest floor). It causes a vortex of high-speed pine needles which sting and distract. Characters in the effected area have their combat total reduced by 25%; in addition, roll a number of dice equal to the caster's level for each victim. He or she suffers a point of damage for each 6 that comes up. Armor protects.

Quurzwat Aelsya

Luck Cost: 10

Range: Touch

Range of Effect: N/A

Duration: Instant

Power Up: N/A

Description: A shaman's one-stop remedy spell. It provides temporary relief of a chronic condition (allergies, arthritis) or permanently cures a minor ailment (warts or boils, minor cold, food poisoning, diaper rash, etcetera). Not effective on magical illnesses or curses.

Snowblind

Luck Cost: 12

Range to Cast: 20'

Range of Effect: 20' radius

Duration: Instantaneous

Power Up: Double radius or range.

Description: Summons a swirl of fine ice crystals which with blaze with light. Every one caught in the area of effect must beat a L2 SR vs. Luck to avoid being dazzled for as many combat rounds as the caster's level. Dazzled victims have their combat total reduced by 40%.

The shaman is immune to the effects; if he or she arranges a signal to warn allies, the SR to avoid blinding is reduced by a level.



Water Walk (Sea shamans only)

Luck Cost: 10

Range to Cast: 5'

Range of Effect: One being

Duration: 1 full turn

Power Up: Double duration

Description: The recipient can walk on water; half speed on still water, quarter speed on waves and surf. If cast on a person under the surface, he or she immediately pops to the surface and can stand up.

Third Level

Ah-All-Better

Luck Cost: 5 for 1 die healing

Range: Touch

Range of Effect: N/A

Duration: Instant

Power Up: N/A

Description: Magically heals wounds or injuries. The effect is variable; for every 5 Luck expended, one die-rolls worth of Constitution damage is healed. The roll is DARO or TARO.

Boreal Blast

Luck Cost: 10

Range to Cast: 50'

Range of Effect: 5' radius around primary target

Duration: Instantaneous

Power Up: N/A

Description: In its basic mode, this spell functions just like Freeze Pleeze, dealing caster's level in dice, plus the caster's adds, in damage. The shaman version can be cast in "encrust" mode, encasing the victim in a shell of rapidly freezing sleet. The damage done is halved, but is stun damage (victim passes out when Constitution reaches zero) and the victim's adds are reduced by the same percentage that Constitution is reduced. (e.g., a character with CON 12 who receives 4 points of damage from the spell has her combat adds reduced by 33%). Adds recover along with Constitution.

Divine

Luck Cost: 16

Range to Cast: Self

Range of Effect: 1 mile

Duration: 1 hour

Power Up: Double duration or range

Description: The spell attempts to locate the presence of a natural item -- water, dry timber, a certain plant, animal, or mineral -- in the spell's radius. If the item exists in the area, the shaman learns the direction of the item, and receives a mental picture of its environs.

Ice Armor

Luck Cost: 12

Range to Cast: Touch

Range of Effect: One creature

Duration: 1 full turn

Power Up: Double duration

Description: Creates a suit of jointed ice armor. The initial protection value is equal to 1/10 of the total of the caster's IQ and Wizardry. The protection rating is reduced by two on each round that it absorbs damage. If not cast in conjunction with Bear Blood, the wearer takes 1 point of stun damage on each round the armor is worn.

Ice Binder

Luck Cost: 20

Range to Cast: 20'

Range of Effect: See below

Duration: 1 full turn

Power Up: Double duration

Description: Coats an area equal to IQ x LK, in square feet, with slush over slippery ice. Normal movement rates are halved, and any character crossing the area (or fighting in it) at more than a cautious walk make a L2 SR vs. Dex to avoid slipping and falling. In combat, a fall reduces combat total by 50% for a round.

The ice and slush start melting when the spell ends; it totally disappears after 2 minutes.

Ice Man Calleth (Tundra shamans only)

Luck Cost:

Range to Cast: 50'

Range of Effect: One ice man

Duration: 1 hour

Power Up: Double duration.

Description: Must be cast in an area with at least an inch of snow on the ground. It creates a clumsy, animated snow golem capable of doing simple tasks under the caster's voice command. It has a Strength equal to 1/6 of the total of the caster's IQ, Wizardry, and Charisma; Dexterity is the caster's level plus two. In combat, the snow man has an MR of 20; it does not score Spite damage. The snow man loses its enchantment and freezes solid if it moves more than 50' from the caster.

Mend Mangles

Luck Cost: 8

Range to Cast: 5'

Range of Effect: One item

Duration: Instantaneous

Power Up: N/A

Description: Mends a cloth or leather item; originally created by sea shamans to repair sails and fishing nets. Maximum area repaired, in square feet, is equal to caster's Dexterity plus IQ.

Fourth Level

Call from the Wild

Luck Cost: 40

Range to Cast: 10'

Range of Effect: One creature

Duration: 1 hour

Power Up: Double duration.

Description: The shaman summons a wild creature native to the area; if none is available, the spell fails but half of the expended Luck returns. The creature will obey the shaman's commands, including attacking at opponent, but will not do anything suicidal.

The maximum MR than the caster can control is IQ+Luck+Charisma.

Personal Bifrost

Luck Cost: 20

Range to Cast: 20'

Range of Effect: See below

Duration: 1 hour

Power Up: Double duration

Description: It creates a raft or bridge of 2' thick ice over a body of water. It can support 1,000 lbs per 10' x 10' area; maximum total area (square feet) is caster's IQ X Wizardry x 2. When the spell expires, the ice becomes weak after one combat round (only supports 500 lbs per 10' x 10' area) and melts away completely at the end of four combat rounds.

Tempest Tossed (Sea shamans only)

Luck Cost: 30

Range to Cast: 100'

Range of Effect: Radius in feet = IQ x Wizardry

Duration: 10 minutes

Power Up: Double duration, or add 10 mph to wind speed

Description: The equivalent of Storm Force Five, but the caster must be on a vessel at sea or standing on a sea shore. The caster and the immediate area (maximum 25' radius) is immune to the storm.

Steppe Walker (Tundra shamans only)

Luck Cost: 20

Range to Cast: Touch

Range of Effect: Up to five people

Duration: 1 hour

Power Up: Double duration or size of party

Description: Puts the caster, and up to four friends, slightly into the spirit realm. Those thus enchanted appear as misty and unsubstantial to mortal creatures; they can neither attack nor be attacked by normal weapons, but the spell will end two rounds into a combat. The main use of the spell is travel; the out-of-phase party can stride through level countryside at ten times normal speed (roughly 30 mph), ignoring rough terrain, undergrowth, and swamps. The spell ends if the party enters a hilly or mountainous area.

Deer Whistle (Tundra shamans only)

Luck Cost: 30

Range to Cast: 25'

Range of Effect: 2 miles

Duration: 1 hour

Power Up: Double duration or range

Description: Must be cast in the northern tundra or boreal forest. Summons a number of friendly reindeer equal to the caster's level; they will obey the caster's commands. The deer have MR 40, but will only attack hostile animals or monsters. A reindeer can carry two human-sized characters, but without a saddle riders must make L2 SR vs. Dex to hang on if the deer is moving at more than a fast walk.

The deer will break the shaman's compulsion if they travel out of the range of effect.

Find Flipper (Sea shamans only)

Luck Cost: 30

Range to Cast: 25'

Range of Effect: 2 miles

Duration: 1 hour

Power Up: Double duration or range

Description: Must be cast at the sea shore or on vessel at sea. Summons a number of friendly dolphins equal to the caster's level; they will obey the caster's commands. The dolphins have MR 40, but will only attack hostile sea life or monsters. A dolphin can tow one human-sized character.

The dolphins will break the shaman's compulsion if they travel out of the range of effect.

7th Level

Fearsome Friend (Tundra shamans only)

Luck Cost: 30

Range to Cast: 5'

Range of Effect: 2 miles

Duration: 1 hour

Power Up: Double duration or range or number of Bhoggs

Description: Summons a Bhogg, a minor demon. Bhoggs are shaggy, foul-smelling creatures with red eyes and foot-long talons. They have an MR equal to the caster's level times Charisma.

The Bhoggs will obey the caster's commands, but the creatures resent doing grunt work; the caster must beat a L2 SR vs. Charisma to compel the demons to do anything but stalk and attack prey. Bhoggs leaving the range of effect are freed from the shaman's commands.

Demons of Otter Island

Hagupuyat

Monster Rating: 400

Where Encountered: At sea, islands, and seafront areas

Number Encountered: One

Movement: Walk Normal-Fast / Fly at Fleet speeds

Specials: Weather spells (see below). Double damage from fire and earth magic.

Half damage from air and water magic.

Description: Hagupit is an incarnation of a mighty weather spirit; a mid-level god or demigod. The creature, who has attributes of a water and air elemental, can be called upon by shamans with knowledge of certain esoteric spells and rituals. He may also appear on his own, in a fit of spontaneous exuberance that swamps ships and wrecks shoreline settlements.

Hagupit has two forms. He first appears as 60' tall rugged male figure formed of dark blue water, ice, and sea-froth; he naked except for a loincloth and sash woven of billowing white clouds. This form moves at about twice normal human speed (by land or sea), can kick over wooden buildings and wreck ships, and (if he is in an occasional merciful mood) pluck drowning sailors from the sea. If he needs to move quickly, Hagupit can morph into a churning storm cloud laced with sleet and lightning. He can fly at ten times normal speed in this form, cast weather spells (see below), and is immune to normal physical weapons. After summoning Hagupit generally remains for 2d6 X 30 minutes. Twice an hour he can cast Storm Force Five at Level Ten; once while this spell is active he can cast Divine Disapproval at Level Eight or, if the temperature is freezing or below, instead cast Freeze Please at Level Eight.

Heyenka

Monster Rating: 300

Number Encountered: Only one

Where Encountered: Tundra; Arctic Coast

Movement: Normal-Slow

Specials: Gobble attack; Regeneration; Resistant to magic; Teleport to lair.

Description: Heyenka is a demon spawned from the mad dreams of rabid polar bears and evil shamanic magic. He can be summoned by shamans, and also appears to punish shamans who overuse their Luck magic. Heyenka resembles an elephant-sized polar bear with a grossly oversized head and an even more oversized mouth. He has matted filthy fur, enormous yellow teeth with carrion stuck between them, and soccer-ball sized blood-shot eyes with glowing green iris.

Heyenka's appearances are preceded by the sound of labored breathing, the smell of rotting meat, and an occasional ground-shaking roar. He moves rather slowly; he can barely lift his giant noggin, swinging it back and forth with his chin dragging on the ground. He barely listens to wizards who summon him, and can't be given complex commands; he is only interested in the identity of the being he is supposed to devour. He will pursue this target relentlessly until it is eliminated. Once he has rubbed out a target he returns to his foul, ice-cave lair in a pocket universe.

If Heyenka manages to score four or more points of Spite damage against a single person, the demon has managed to get him or her in his mouth and will attempt to gobble him up. (If multiple people take four Spite hits, the person with the lowest Luck is gobbled.) This victim can evade by passing a L4SR-Speed; on a success, he only suffers a nip doing 3d6 damage.

It takes Heyenka three turns to consume someone in his mouth; the bear's combat total is reduced by 50% while he is chewing. On the first turn the victim suffers damage equal to half his remaining Constitution. At the end of this turn he has one last chance to escape Heyenka's mouth. This requires beating a L6SR-Strength.

On the second turn of chewing the victim's Constitution is reduced to 0. On the third, if Heyenka hasn't been slain or his meal miraculously saved (perhaps by teleportation), the victim is gnashed to pieces and swallowed.

The giant bear regenerates wounds from unenchanted weapons; 10% of monster rating lost to ordinary weapons returns at the end of the combat round. Heyenka is immune to spells cast at 3rd level or below. When targeted by higher level magic, he can shrug off a spell if he can beat a SR on level of spell using his Luck of 35. If he is ever reduced to an MR of 20 or less, Heyenka will utter a howl of pain and fury and disappear, returning to his lair. Only by tracking him down to this forlorn place can he be totally eliminated.

Larshu'seng

Monster Rating: 300

Where Encountered: Ancient crypts and temples

Number Encountered: One

Movement: Walk Slow

Specials: "Hush" attack; Regeneration; Vulnerable to sound attacks.

Description: Uke summoned Larshu'seng (or perhaps the _first_ Larshu'seng) during the dwarf rebellion, to defend a magical site that controlled one of the sun -spheres. The demon did its duty, but broke free of Uke's command during the civil war. It set up a personal fiefdom in a warren under the Spine, commanding a small army of ghouls, imps, and shaman-shells.

To its great displeasure, wizards working with tomes discovered in Uke's ancient libraries have learned how to summon and temporarily command Larshu'seng. The creature may also appear when the laws of nature are twisted by shaman using luck magic.

Larshu'seng is a vaguely humanoid being, standing 12' tall and weighing 1500 lbs. It has a hatchet-like face, huge round ears, and small green eyes lined with black cilia. One hand ends in a monstrosity large hand with sinewy fingers tipped with razor-sharp black claws. The other hand is a giant spider, with legs that end in needle-like claws.

The demon generally does not attack instantly; it enjoys taunting and threatening opponents in a harsh, gravelly whisper, dropping hints of its history, the wealth and lore it has accumulated, and the power it has access to. If anyone shouts, or talks in anything more than a stage whisper, Larshu'seng will shout "HUSH!" On a second infringement, it will use its special attack.

Larshu'seng has a special attack. It can use its spider-hand to sew shut the mouth of an opponent. This takes just a few seconds and is incredibly painful. Avoiding this outside of combat requires the target to fail both a L5SR-Speed and a L2SR-Dex. In combat, Larshu'seng loses 25% of his combat total on the round he sews a mouth shut; the saving rolls to avoid the attack are reduced by a level. The mouth-sew attack does 2d6 damage. Snipping the magical spider-silk threads requires an enchanted weapon and ten minutes of careful work. If the damage caused by the attack isn't cured magically the victim's Charisma is reduced by 4.

The demon regenerates 5% of its wounds at the end of each combat round. Driving its MR below 0 temporarily banishes it. Larshu'seng has a reason for disliking loud sounds. He suffers pain and non-regenerating damage from very loud noises. A gunne-

shot does two points of damage and reduces his combat total by 10% on the next round. A magic explosion (e.g. Hellbomb Burst) does 3d6 damage and reduces his combat total by 30% on the next combat round. A nearby thunderclap does 10d6 damage and reduces his combat total by 75%.

Nanmadosk

Monster Rating: 300

Where Encountered: Tundra and northern forests

Number Encountered: One

Movement: Walk Slow / Fly at Fleet speeds

Specials: Scatter attack. Takes no damage from non-magical physical weapons,

Double damage from earth magic. Half damage from air magic.

Description: Nanmadosk is another weather spirit; an embodiment of the frigid winds that blast across the tundra's of Otter Island. He can be called on by shamans to do their bidding (in a barely controlled manner). He may also appear to punish magicians who overdo their practice of Luck magic.

Nanmadosk first appears as a twenty foot tall translucent human form composed of furiously churning air, mist, and debris. He may laugh cruelly and warn opponents of their upcoming demise before breaking down into a pinwheel-shaped cluster of six tornadoes joined by arcs of mist. He attacks by slamming his foes about in the cyclones and spraying opponents with debris picked up off of the ground.

Normal, physical weapons add to the combat totals of the side fighting Nanmadosk, but they do not damage him; pro-rate the damage dealt the spirit down by the percentage contributed by physical weapons.

By spending 1/10 of his current MR, Nanmadosk can make a Scatter attack, expelling an almost-solid blast of air to send enemies tumbling. Each person in the area must make a L2SR vs. Speed (to grab hold of something in time) and a L4SR vs. Strength (to maintain hold) or be hurled 2d6 times 10 yards. The victim takes damage equal to the same die roll, and must make a L2SR vs. Con to avoid being knocked unconscious. Nanmadosk usually uses this move to end an encounter; if less than a third of his original opponents remain after the Scatter he is free to leave.

Shaman Shell

Monster Rating: 100 - 200

Where Encountered: Northern tundra's and forests

Number Encountered: Only one

Movement: Normal

Specials: Regeneration (10% MR a turn)

Description: The magician-priests of the dour northern tribes employ a wide variety of magical powers to protect their clan-mates, provide healing services, and engage with the spiritual realm. Some of their powers are traditional spells, others amount to favors bestowed by (or extorted from) spirits and extra-dimensional beings.

Shamans employ several "bi-location" techniques. The shaman may send out a spiritual double (a "fetch"), separate his shadow to act as an agent and spy, or perform a variant of the astral projection bestowed by the Wizards' Guild "Ghostly Going" spell. Sometimes one of these efforts goes terribly wrong, and the shaman's spirit is destroyed or banished or otherwise lost. Usually the shaman's body dies in short order, but in some cases a demon or other opportunistic creature will possess the wizard's abandoned shell.

The motivation of the spirit varies, but is almost always inimical. It may be a lust spirit that tries to seduce (or assault) the tribes' young folk, a glutton spirit that eats everything in site, or a bloodthirsty but sly murderer. Sometimes the shaman shell has a mysterious

bit of business to conduct that takes it into the wilderness.

Shamans Shells can be male or female, but in any case appear gnarled and wrinkled, with unkempt gray hair, glowing red eyes, and a pungent animal odor. They project an aura of darkness that reduces even bright sunlight to twilight conditions.

Shaman Shells know Wizard Speech, regenerate 10% of MR lost due to combat (not spell usage) at the end of each combat round, and can cast these spells:

- Detect Magic
- Lash (IQ=10+ 3d6 TARO).
- Aurora
- Fyre Noshen
- Snowblind
- Needle Nasty
- Boreal Blast
- Metamorph Me (limited to wolf, bear, or owl)
- Wall of Ice
- Porta-Vision
- Tempest Tossed
- Ice Binder
- Ice Man Calleth
- Fearsome Friend

The Shaman Shell uses its MR as Luck. These points do not regenerate, but recover at a normal rate (1 point per full turn).

Shaman shells encountered in a village may have cowed the members of the tribe to serve it; often a few of the shaman's kin will be secretly plotting to destroy the creature. Shells encountered in the wilderness may live in a cave or rude cabin; they may extend hospitality to travelers unlucky enough to encounter them. They may be aided by enchanted animal helpers; owls used as spies, white wolves as skirmishers, and bears (of various color) as shock troops.

The Yeriot Bull

Monster Rating: 400

Where Encountered: Tundra

Number Encountered: One

Movement: Walk Normal-Fast

Specials: Resistant to magic; Disgust; Vomit

Description: This dismal creature is an undead reindeer bull, grown to monstrous size and possessed of malignant intelligence. It is believed to contain the spirit of a shaman driven mad by his researches into ancient lore. The bull haunts the vicinity of the Haunted Morass in the winter, migrating north to the Hackles in summer. It is accompanied by a herd of distressed, easily panicked reindeer; these unfortunate creatures rarely attack, but are prone to stampeding and generally running amok.

The Yeriot Bull's pelt is mangy, and several patches of its flesh (including half of its face) have rotted away, revealing glowing green bones and pulsing grey flesh which drips oversized maggots.

The bull is immune to spells cast at 3rd level or below. When targeted by higher level magic, he can shrug off a spell if he can beat a SR on level of the spell, using his Luck of 30.

The Yeriote Bull has two special attacks. The first is Disgust; the sight and smell of the Bull is so revolting that many who face it are convulsed with retching and watering eyes. At the beginning of the first combat round, each character fighting the creature must make a L3SR vs. CON. On a failure, his or her combat total is reduced by 20%. The difficulty of the roll decreases by a level on subsequent combat rounds.

The bull occasionally spews a horrifying green vomit. If it scores four or more points of Spite damage, it pukes, covering a number of characters equal to the number of Spite damage scored. The characters who got the highest combat totals on the previous round are hit; roll dice or flip coins to resolve ties. Characters who are splashed immediately take 1d6 of acid damage (armor protects, but its rating is reduced by one until washed and repaired). Each victim must also make a L3SR vs. CON. On a failure, he or she swallowed some of the foul sauce. This results in a disease which causes fatigue and nervous twitches, reducing Strength and Dexterity by 1/3rd until cured.

If "killed," the tortured spirit will migrate to another reindeer bull calf, and after a season or two continue to haunt the tundra. Only a 13th level Exorcism spell will banish the creature forever.

Instead of finding Waldo, we will be looking to find the new editor Mark. Can you pick the real Mark from the crowd?





1. QUICKEST COMBAT RESOLUTION

Here's an alternative system for resolving combat that requires a single roll of 2d6 to reach an outcome, the main assumption being that melee combat ends when the losing side routs as opposed to being wiped out.

You may want to use this method where:

time is short.

high level combatants would require many buckets of combat dice.

evenly matched and well-armoured combatants would suffer only spite damage for many rounds.

one side is hopelessly outclassed under the normal system and you want to give them a better chance of an unlikely victory.

Procedure

1. Work out each side's total combat strength as follows:
 - i. average hits from dice*
 - ii. + total personal adds
 - iii. + total armour protection
 - iv. + (10 x level) for each friendly wizard and rogue

** Work out 'average hits from dice' using Table B (p.3). Cross-index an assumed 2d6 result of 7 with the total number of dice rolled in combat by that side.*

2. Use a calculator to divide the stronger combat strength by the weaker, and cross-index the result with a roll of 2d6 on Table A:

TABLE A: SINGLE ROLL COMBAT											
RATIO	2d6										
	2	3	4	5	6	7	8	9	10	11	12
Up to 1.25	a	a	b	b	c	c	c	d	d	e	e
1.26-1.50	a	b	b	c	c	c	d	d	e	e	e
1.51-2.00	b	b	c	c	c	d	d	e	e	e	e
2.01+	b	c	c	c	d	d	e	e	e	e	e

Results:

- a = Stronger side loses $2d6 \times 10\%$ of total max CON/MR and routs. Weaker side loses 10% of total max CON/MR.*
- b = Stronger side loses $1d6 \times 10\%$ of total max CON/MR and routs. Weaker side loses 10% of total max CON/MR.*
- c = both sides lose 10% of total max CON/MR. Both sides roll 2d6, with the stronger side adding 1 to their roll: the loser routs.*
- d = Weaker side loses $1d6 \times 10\%$ of total max CON/MR and routs. Stronger side loses 10% of total max CON/MR.*
- e = Weaker side loses $(1d6+3) \times 10\%$ of total max CON/MR and routs. Stronger side loses 10% of total max CON/MR.*

** Round all fractions up. Distribute losses normally. Do not take hits on armour, since armour is already factored into the result.*

Rout

A side that routs (runs away) manages to break off combat and to retreat to a safe distance. When playing a solo dungeon, monsters that rout are assumed to have been slain and yield Adventure Points accordingly. Player character(s) that rout are assumed to have been slain, unless there is some option to run away or survive the combat, as opposed to winning it.

2. QUICK COMBAT RESOLUTION

This system plays out as normal combat in rounds, but instead of rolling the usual number of combat dice the combatants roll only 2d6 each and consult either Table B or Table C to determine the number of hits they score. Adds, missile fire, and magic are handled normally.

Table B has a distribution similar to that expected if you were to roll that number of d6. E.g. there is a similar probability of rolling at least 62 hits with 20d6 as there is of rolling at least a 4 on 2d6.

Table C has a distribution which makes extreme results more likely. This is an attempt to reduce the number of occasions where one side is so hopelessly outclassed by their opponents that rolling dice in combat becomes futile.

If rolling more than 20 dice on either table, take the result from 20d and add the result from the remaining number of dice using the same 2d6 roll. E.g. the number of hits scored by 36 dice on a roll of 8 on Table B would be $72 (20d) + 58 (\text{the remaining } 16d) = 130$.

Spite Damage

Spite is handled the same way on both tables and is simply taken as an average for the number of dice thrown. In the above example, throwing 36 dice will yield $3.3+2.7=6$ spite damage. Combat dice are shown in the first column; the top line shows the 2d6 roll.

TABLE B: USUAL PROBABILITIES

	2	3	4	5	6	7	8	9	10	11	12	SPITE
#DICE												
3	4	6	8	8	9	11	12	13	14	15	17	5
4	7	9	11	11	13	14	15	17	18	19	21	7
5	10	12	14	15	16	18	19	20	22	23	25	8
6	13	15	17	18	20	21	22	24	26	27	29	10
7	15	18	20	21	23	25	26	28	29	31	34	12
8	18	21	23	25	27	28	29	31	33	35	38	13
9	21	24	26	28	30	32	33	35	37	39	42	15
10	24	27	29	31	33	35	37	39	41	43	46	17
11	26	30	33	35	37	39	40	42	44	47	51	18
12	29	33	36	38	41	42	43	46	48	51	55	20
13	33	36	39	41	44	46	47	50	52	55	58	22
14	36	40	42	45	47	49	51	53	56	58	62	23
15	39	43	46	48	51	53	54	57	59	62	66	25
16	42	46	49	51	54	56	58	61	63	66	70	27
17	46	49	52	55	57	60	62	65	67	70	73	28
18	49	52	55	58	61	62	65	68	71	74	77	30
19	42	56	59	61	64	67	69	71	74	77	81	32
20	45	59	62	65	68	70	72	75	78	81	85	33

TABLE C: INCREASED LIKELIHOOD OF EXTREME OUTCOMES

	2	3	4	5	6	7	8	9	10	11	12	SPITE
#DICE												
3	3	5	6	8	9	11	12	14	15	17	18	5
4	4	6	8	10	12	14	16+	18	20	22	24	7
5	5	8	10	13	15	18	20	23	25	28	30	8
6	6	9	12	15	18	21	24	27	30	33	36	10
7	7	11	14	18	21	25	28	32	35	39	42	12
8	8	12	16	20	24	28	32	36	40	44	48	13
9	9	14	18	23	27	32	36	41	45	50	54	15
10	10	15	20	25	30	35	40	45	50	55	60	17
11	11	17	22	28	33	39	44	50	55	61	66	18
12	12	18	24	30	36	42	48	54	60	66	72	20
13	13	20	26	33	39	46	52	59	65	72	78	22
14	14	21	28	35	42	49	56	63	70	77	84	23
15	15	23	30	38	45	53	60	68	75	83	90	25
16	16	24	32	40	48	56	64	75	80	88	96	27
17	17	26	34	43	51	60	68	77	85	94	102	28
18	18	27	36	45	54	63	72	81	90	99	108	30
19	19	29	38	48	57	67	76	86	95	105	114	32
20	20	30	40	50	60	70	80	90	100	110	120	

THE HAUNTED HAMLET

by A.R. Holmes

*A short scenario for Tunnels & Trolls, perfect for your Halloween Night game session.
By A.R. Holmes, 2003.*

Player's Introduction

It is the night of October 30th, and a thin sliver of moon broods ominously behind wispy clouds, high in the cold autumn sky. The journey has taken far longer than you thought, as the harsh grass of the boggy moor has proven difficult beneath your feet.

Full packs and heavy armour have not helped your progress through the hilly land, and your bones ache from exertion. This is the sort of terrain which saps the strength from your legs and makes walking fully laden a chore. You had expected to arrive at the village long before nightfall, but as it is, midnight approaches, and you grow weary of the seemingly endless trudging through the marsh grass, and begin to worry that once again you will need to pitch your tents amidst this barren, wet land. From the position of the moon and the stars, you know that it must be almost midnight, so you all stop for a short rest and to discuss when and where to make camp for the night.

As you begin to discuss your options, one of your party speaks excitedly:

"Hey, look over there, to the West, lights!"

Indeed, there are lights to the west. Through the spyglass it appears that a small village, or hamlet, lies nestled amongst the hills not too far away. Strange though, as the map shows no sign of a settlement to the west anywhere around here, and surely the lights should have been visible before now? It would seem as it turned midnight, the lights were seen all of a sudden. However, this would seem to settle things. The village must be no more than a half hour away, and you all tire from the walk, so decide to head for the village, and hopefully a good, dry, night's rest...

Game Master's Information

The small settlement is not what it seems. The village, and all its inhabitants, are long dead. The haunted hamlet appears once a year, at midnight on October 30th, and exists in the world of men for one day until sunset of the 31st. Mortals entering it risk doom, and will be lucky to escape with their very souls...

The village, once known as Okhosh, is dammed for eternity. It was never a happy place, so positioned within the marshy hills, miles from anywhere, but folk there lived a simple life. Nothing ever changed in the village, and occasionally travellers would stop by to rest for a night or two before continuing their journey across the hills. Visitors were always received with kindness and anything they brought to the village was welcomed. Until one terrible October eve, when a dark stranger came out of the night...

The stranger was dressed, not unusually, in a heavy winter cloak and waterproof hat and boots, and carried a large pack and a pair of walking staves; each carved with an ornate design and set with what appeared to be real teeth. The stranger booked into the inn for the night and retired without taking neither food nor drink. He did not speak, but produced some weathered gold coins from amidst his dark cloak and left them on the bar, more than enough for room and board for many nights. A room was made ready

and he entered, again without a word, closing the door and bolting it once inside. No sound was heard, until midnight...

The door to the dark stranger's room smashed outwards, and the traveller stepped through the shattered remains. Down the stairs to the bar he walked, where several locals still sat up drinking and talking. What they saw froze their hearts, and the traveller, a Vampire, feasted upon their blood until all lay dead and dry. The dark stranger feasted until daybreak, leaving the town awash with blood and corpses; not a single soul lived. The vampire lay low in the darkness of the inn cellar until nightfall, then made his way into the night, leaving the town cursed as he went, muttering to himself

"May this towne upon which I have fed, lie accursed amidst the fetid bog, never again home to the living. May their souls ner find rest, and be acursed to endure the living death, as I have done for centuries..."

As the sunset, anyone watching would have seen the town fade from view. The next morning, nothing remained of Okhosk.

Okhosk returns to the land once each year for one day, on the eve of October 31st, where the inhabitants, vampires all, re-live their curse for several desperate hours, before vanishing from the face of the land to spend the next year in Hell. And when they return on Halloween, they're pissed, and hungry...

The Adventure begins

There is no map to this adventure. Position the various buildings where you will as Game Master, drawing-up a quick sketched town plan before play, adding buildings and features if you wish. Good places to begin the adventure as the tired adventurers enter the town are the Inn and the Town Hall. This is intended to be a quick game, suitable for one game session, ideally on Halloween, but you can run it whenever you like of course! What follows is a semi-detailed description of the buildings of the Haunted Hamlet, with a guide for the GM as to the activities within each. Ad-lib as you run the adventure to add atmosphere etc., and run the game to suit your style of play. If they are wandering around aimlessly outdoors, refer to the [Outdoor Encounter Table](#).

The hamlet of Okhosk appears at midnight on the eve of Halloween and vanishes once again at midnight of the 31st. The delvers will more than likely stay through the night, and will probably not be harmed, unless the go poking around in the dead of night. If the GM wishes for the horrors to begin as they sleep, then so be it! Give them a rude and frightening awakening, a long night and terrifying day! If this is not your style, allow them a night's rest and get on with the adventure the following day, which will see a dense fog fall upon the town, hiding the sun for the whole day. During this day, the delvers will probably explore the town, and uncover the horrors it conceals behind its many closed doors. Forbid them from leaving the town, explaining how foolish it would be to wander the moors in such a thick fog. If any of the party has a compass, it will spin wildly for the whole day. If they leave the town, they will soon become lost, or encounter an abyss or sudden drop, which they will not be able to pass. Use your imagination as GM to keep them in the town for the day. Given the circumstances, it should not be too difficult! Their goal is to survive until midnight the following day, when the Haunted Hamlet will vanish into the night, taking its ghastly inhabitants with it.

Into the Hamlet...

What follows is a description of the main village buildings, their occupants, and a brief idea of what occurs when the party interact. The GM is encouraged to add more detail and ad-lib when the situation arises. I cannot account for all the actions of the player - characters or the vampiric villagers, so I give ideas of what could happen within each. I have tried to give the GM as much guidance as possible, and several tables are provided at the end to enhance play.

Okhosk, the Haunted Hamlet

The Inn, 'Ye Olde Crooked Man' - The Inn stands 2 stories high, with a large entrance vestibule outside of which are heavy iron boot scrapers set into the ground. Lanterns burn in most of the windows of the inn, and the party can hear lots of noise and merriment from inside. Once through the door however, all is quiet, and a handful of locals are gathered around the bar, tankards of flat-looking ale at their elbows. A large Irish wolfhound dog lies asleep in front of a roaring log fire. The Innkeeper, a large barrel-chested man, watches the party enter, and smiles strangely. The locals stop talking and turn to watch the party enter. They soon return to mundane low chatter and their poor-looking ales. In a corner, some more men play cards and a domino game under a cloud of thick pipe smoke. Everyone looks tired and pale, but otherwise appear normal. The Innkeeper serves anything the party ask for within reason (ale, simple foods etc.) but regrets not having any wine. If questioned, he says simply "It all went off, all of it. I had to pour it all away..." Ale is 1 SP and is of poor quality. Spirits taste OK but are 1 GP per shot. Food is edible but again poor. The innkeeper makes no apology for the poor quality fare, saying only "Times are bad around here stranger..."

If the party require rooms, they are given them. All prices are cheap (1GP per night) and there are no other guests staying in town. If any questions are asked of the patrons of the inn, refer to the 'Villager Conversation Table' at the end of this section.

On the bar are some dirty old gold coins. If these are mentioned, the Innkeeper drops whatever he is holding, and bellows "*LEAVE THOSE ALONE!*" without any explanation. He will become aggressive if the matter is pressed, and threaten to turf the party out into the night.

Behind the bar a longsword hangs on the wall above the bottles of spirits. The Innkeeper is an expert swordsman, and will be able to match the toughest fighter in the party. Of course and trouble will pitch the party up against a town full of vampires, so they had better be careful!

A trapdoor behind the bar leads to the cellar, in which there are numerous coffins and a treasure chest containing 500 GP and a ruby sceptre worth 150 GP.

Innkeeper, MR 250

Patrons of the Inn, (2d6) MR 175 each

Irish Wolfhound Dog, MR 110

Terrance Stamp, Butcher - This small dwelling has a shop on the ground floor and living quarters above. It is closed, but persistent knocking will attract the owner, who appears in a bloodstained overall, high boots and a long-sleeved shirt. In his hand a cleaver drips blood. He looks ill and as if he has not slept, and will not be happy about being called. He has some meat on his counter inside but all look past their best. If the party go upstairs, they will discover more tables on which meat is being prepared. He does not say which kind it is; saying only that it is 'meat'. He will sell any of the joints for small amounts of silver.

The cellar is reached through a trapdoor and contains a coffin and several human corpses hanging on hooks. They have had their throats cut and the blood drains into buckets below. A butchery table displays several human corpses in various stages of butchery. Against a wall stand 3 naked men. All are vampires and attack immediately.

Butcher, MR 150

3 vampires in the cellar, MR 150 each

His house contains a box containing 100 GP if searched.

Village Stores - This medium sized store stocks most things, which the party would need, apart from weapons and armour. Prices are cheap. The store is closed but persistent knocking will attract the owner, Vulros, a voluptuous dark haired woman, and a low level magic user, to appear from the darkness and open the store, lighting lanterns to allow the party to view her wares. The GM may wish to add some unusual items (leather bondage gear, strange tobacco, unusual footwear etc.) to the selection to puzzle or amuse the party, all at reasonable prices. The building is on one level, and the rear leads to living quarters. Vulros will entice any willing male party members to come behind for 'relaxation'. If they comply, she will take them to her bed (it is very large, surrounded by black drapes) before attacking them and draining their blood. She locks the door to her chamber if this scenario occurs, and the player should be led into another room to be told what happens. The GM is encouraged to be as colourful as they dare! If the party are in a position to search the living quarters, they will find a strongbox containing 300 GP and 500 SP. Under the bed is a mithril dagger with a red-tinged blade. It is called '*Soulstabber*' and is enchanted to score 10d6 + 12 adds damage in combat. It is ineffective against Undead (i.e. vampires, ghouls, zombies and spirits).

Hidden (L2SR on LK to find) is a treasure chest containing a ruby ring worth 30 GP, a silver chain worth 25 GP and 66 GP in coins.

Vulros, MR 300 + Level 1-3 spells. STR 42. CHR 32 INT 17

Mirefell Ironfist, Armourer - The armoury is run by a large man with a huge beard. His arms are covered in tattoos. The armoury is open to the air and a small building is attached which serve as living quarters. Mirefell has 3 large dogs (Irish Wolfhounds), which lurk behind the forge. If slain, they rise again 3 turns later with their MR fully restored. They can only be truly slain by magic spells or weapons.

Mirefell has several items of armour to sell at reasonable prices (Rulebook - 15%). He will only have one full set of armour (any type), which may or may not fit a party member. He is a surly man who talks with an air of sarcasm, as if he knows a secret. He does, of course! The party will distrust him a little, yet his armour is of excellent quality and his prices are fair. His living quarters contain a large coffin and the remains of old furnishings, all covered with cobwebs. Three iron bowls of blood (for the dogs) lie on the floor. They also contain a full suit of plate armour to fit a human of average height and weight. The metal is tinged with red and the armour is enchanted to take 40 points of damage. The word '*Darkfell*' is emblazoned on the rear of the helm. There is no further treasure to be found here.

Mirefell, MR 310

Irish Wolfhounds, MR 110 each

Peter Morgan, Master of the Sword - This is a weapon shop, and is quite small. The living quarters are above the shop, which is open. A thin, pale man runs the shop, and his face is a criss-cross of scars. He speaks with great relish and enthusiasm about all his stock, and his prices are Rulebook +10%. All of his wares however are excellent and get +2 adds to the rulebook combat score. He keeps a large and varied selection, and there is a 45% chance of having any rulebook standard weapon in stock, but holds no crossbows or pistols, and very few pole weapons.

His living quarters contain a coffin and a glass cabinet in which are displayed 3 fine swords. All are fencing weapons (similar to an epee) and are named:

Foil-me-Foe: 10+10

Guardmaster: 4d6 but will parry any attack with 5% chance of success per level of character (max 95%)

The Stinger: This sword is always poisoned with curare and scores 6+6 in combat. The glass case is locked (the key being held around Peter's neck on a chain) but is easily smashed. If this is done, a Hell Demon, MR 300, attacks the party.

Peter Morgan, MR 320 (due to exceptional weapon skills. Unarmed MR is only 80)

Claire's Cakes - This is a bakery and is closed. No amount of knocking brings a response. Within, everything is rotten and covered in cobwebs. The living quarters are in tatters and an open trapdoor leads to a cellar in which is a closed coffin. The baker lies within...
Claire, MR 145

Grim & Grimmer, Outdoor Supplies - This caters for the traveller or adventurer, selling such items as rope, heavy outdoor wear, walking sticks, pitons, lanterns, camping gear etc. Anything not too out of the ordinary can be purchased here for a fair price (Rulebook -10% for standard items). A pair of saw-toothed men run this shop, and they have little conversation and never smile. In the back, two coffins lie closed. The rest of the room has been cleared out. One magic item lurks in here, but the party will only discover it if they search through the untidy shop for about half an hour. A heavy cloak with a small tag labelling it as '*Berg's Hauser*' hangs amongst the outdoor wear. It is enchanted to protect the wearer from all cold and freezing attacks. The odd brothers will sell it for 30GP minimum (after starting at 100GP. They will not fall below 30GP).

The Brothers Grim, MR 130 each

Dr Harper, Physician - This medium sized dwelling has curtains closed and a brass sign on the door proclaiming the above. A bell hangs next to the door, which is locked. Ringing it causes the physician, a tall, cadaverous man, dressed in black, to answer the door within a minute or two. He is very pale with red lips and eyes, and bids the delvers entrance. Inside, the surgery is very grim and cold. There is a fireplace but, like most of the dwellings in Okhosk, it hasn't been lit for a long time. He passes the time of day with the party/delver, enquiring about their health. After the conversation has ended, the physician leaves the room, saying he will bring them a tonic each. Returning with a bottle of liquid, he says there is plenty for all. The potion will cause relaxation and sleep in 3 turns. Delvers falling asleep will be brought back to the doctor's surgery where he will feed on them. He is still respected by the undead villagers, who will lead delvers to his surgery if they see an opportunity. In the back room of the doctor's surgery, along with many old and frightening looking surgical devices, stand 5 zombies.

Also in this room, hidden under a desk, is a casket containing 475 GP.

Physician, MR 220 due to great strength

Zombies x5, MR 180 each, CON MR 300

Town Hall - The largest building in town (the GM may wish to draw-up a quick floor plan of this building prior to play) is the town hall. It has 2 floors, an attic, cellar and many rooms. It is in a poor state of repair and many of the windows are boarded-up. Searching within, the delvers will find one item of interest per L2SR they make. Each delver is allowed two tries at the SR. The GM should give out minor treasures/minor magic items of his own devising here. However, each turn spent in the ghostly town hall results in an encounter with one of the following horrors:

- 1 Vampire, naked and pale, with long fangs and nails. MR 210
- 2 Zombie, may be dressed in old clothes, MR 200
- 3 Minor Demon, MR 190 but each combat round each fighter takes 1d4 CON fire damage
- 4 Hell Hound. Large Irish wolfhound with glowing red eyes and venom fangs. MR 250 each
- 5 Villager Vampire, MR 1d6 x 10, may act as normal for a while. Refer to Conversation Table.
- 6 The Mayor...

The Mayor is still dressed in his official robes. He is called Casper, and will be delighted to see the delvers, inviting them into his personal chamber to be entertained. Once there, he delivers the following tale of woe, over wine (although he does not drink, wine, it is indeed very good) and food (again, it is reasonable):

The Mayor's Story

"My friends, I welcome you to the humble town of Okhosk. I am sorry you are not seeing it at its best, but please accept my hospitality nevertheless. You see, we get very few visitors, and we humble villagers have little or no income, but we get by, living a quiet life. We haven't seen, er, anyone at all, for about a year! Out here on the moors, travellers are few. Whilst you stay with us, please relax and enjoy whatever basic hospitality we can provide for you!" If you have any problems whatsoever, please come and see me up here. I can be found rattling around in this old house most of the time! But beware, we have had a few, er, problems of late, with the Undead. The moors you see, they are full of 'em!"

The Mayor will talk with the delvers but give nothing away. He will get around any difficult questions with lies. He is of course a Vampire.

If the party have encountered many vampires in the town, and are aware that all is not quite as it should be, and return to see Casper, he will be at home, and will deliver the following speech:

"Ah, you have returned! I see you have had a few, er, problems in the town! Please, relax, sit back and take some wine. I will have my servants prepare you a meal, and you can rest a while here with me."

After the delvers have 'relaxed', and possibly eaten, the Mayor will continue:

"You see, we are a town with little in the way of luck. Once upon a time we were a happy people. Life was simple, but happy. We got by. But then you see the Dark Stranger came out of the night. Since then, things have not been quite the same...."

The GM may like to have Casper explain the events of the night to them. If so, refer to the Introduction and read the story to the players, starting at the 3rd paragraph, and missing out the last. Eventually, Casper stands-up, and completes his tale...

"So you see, my friends, you cannot leave. I have to do what's best for my people. If you were in my shoes, wouldn't you do the same...? Bru har har har har!"

Casper reveals himself as a Master Vampire and attacks the party. If they escape the Town Hall, they will find a town full of vampires, zombies and devil dogs awaiting them.... Can they survive until midnight?

N.B. The Mayor carries a key, which opens an iron door somewhere in his room. Behind is a coffer containing 2500 GP and a mayoral mace, which has a slight enchantment enabling it to deliver 8D6 + 10 damage, yet retaining the attributes of a normal light mace. Casper, Mayor and Master Vampire, MR 500 + vampire powers at discretion of GM.

G.M's Note - If the delvers are hungry for adventure, and you as GM wish to develop the game a little, why not prepare a map of the Town Hall Cellars? Who knows what horrors could lurk down there. The Dark Stranger himself perhaps guarding a gate to Hell?

Random Dwellings

The village of Okhosk has many small houses, mostly one story, in which ordinary people once lived. Below is a table, which you can use to randomise inhabitants, or make them up.

Roll 1D6

- 1** Small one-story house, all boarded-up. Contains rotting furnishings and 1d4 Vampires MR 80.
- 2** As above, but the inhabitant sits staring at the wall/fire/television... MR 45.
- 3** A medium sized 2 story dwelling with 1D6 inhabitants. MR 60 each if they attack.
- 4** Small 2 story dwelling, which has been, boarded shut. It contains rats, lots of them...
- 5** Deserted dwelling with rotting furnishings. GM to add detail. May contain 1d4 vampires MR 50.
- 6** Medium sized one story dwelling with cellar. GM to ad-lib and inhabit as appropriate.

The Village Well - This has seen better days, but the rope and bucket mechanism still works. A group of ill-looking children play near to it. If approached, they become silent, staring at the party/delver with blank eyes. All are pale. One steps forward and says in a hollow voice *"Do you live here now?"* before running away laughing, the others following, laughing at the party.

If it is winched-up, it will be full of blood...

The Chapel - The chapel is the second largest building in town next to the Town Hall. It has boarded-up windows and is in a state of disrepair. Within, old pews lie rotting and the stone slab floor is cracked and wet. The building is suffering from damp and rot and is very unwelcoming. A large altar stands at the head of the chapel (if you use religions in your games, change this building as you see fit) and tall brass candle holders (300 weight units each, worth 50 GP each) stand at each corner. Lying atop the altar is a broadsword. This is a magic weapon, and is named "Soulcraver". It has the statistics of a normal broadsword, but scores 7d6 + 30 in combat. Each time it is used to kill a creature, which the GM deems to have a soul, 1d6 is added to its attack score, up to a maximum of 25d6 total. If the sword reaches a tally of 25, then for every kill thereafter, +1 add is added, with no limit. A powerful weapon!

However, the chapel is full of zombies, which appear from under the floor, the dark recesses of the building, underneath the pews, and in the small rooms which are connected to the main chapel area (there are 6 such rooms and all are empty apart from rotting furniture etc.). In total there are 15 zombies, which inhabit this grim building, each with an MR of 45.

As if this wasn't bad enough, present also in here, to appear at the GM's whim, is a wraith. It is the spirit of the chapel preacher, turned evil by the Dark Stranger's visit. The spirit has an MR of 400, and cannot be harmed by non-magic weapons.

All magic attacks cause damage to the Wraith. If slain, the altar explodes and cracks open (delvers within 10' take 1d6 CON damage from flying fragments of sharp stone and fire damage), revealing a large sack of gold within (3000 GP).

RANDOM OUTDOOR ENCOUNTERS

1. Zombie (MR 1d6 x 20) erupts from the ground and attacks.
2. Vampire appears as if from nowhere! MR 2d6 x 10.
3. Ghost appears from out of the ground and attacks with an MR of 1D6 x 30.
4. Group of Zombies (1d6 for number, MR 1d6 x 10) wander out of a building and attack!
5. Living Skeletons erupt from the earth and attack. MR 1d6 x 20 each.
6. Werewolf! Huge werewolf bounds out of the fog from the moors. MR 6d6 x 10!

If the GM wishes, he can generate full attributes for each villager the party encounter. I haven't had time to do that, so have just issued a base MR. Feel free to alter these to suit the level of play. The Monster Ratings can be found in amongst the building descriptions above.

When the delvers are getting fidgety, or the GM has had enough, or the game is getting a little stale, it is time for the villagers to advance. A floor plan of the village will be essential here as the party try and run for cover or fight their way out of the haunted hamlet.

VILLAGER CONVERSATION TABLE

Whenever the party interact with the strange villagers, roll on the table below for their level and subject of conversation, or of course, ad-lib as appropriate. I'm sure your skills as GM far outweigh the possibilities outlined by these tables! Roll secretly so as not to give away that the conversation, or what there is of it, is random. Ignore this table altogether if appropriate.

Roll 1D20

- 1 Villager stands silent, maybe grinning or giggling, but offering no parley.
- 2 Excitedly, the villager tells the delver/s how good it is to have fresh blood in the village....
- 3 The villager answers in one-word answers, and eventually wanders off.
- 4 - 8 The villager keeps up a conversation, although in slow speech, never giving anything away.
- 9 - 10 Depressingly, the villager begins to cry, and falls to the ground, inconsolable.
- 11 - 12 The villager stares strangely into the eyes of the delver, saying 'Leave now...' 13 The villager stares at the party/delver, and laughs before walking away, giggling evilly.
- 14 - 16 A normal conversation, although a little slow and laboured.
- 17 The villager is over-excited, and speaks too quickly before collapsing in a heap.
- 18 The villager appears agitated and fidgety, and breaks away from the delvers quickly.
- 19 The villager repeats a bizarre phrase over and over again (GM's choice)
- 20 Villager attacks if delver alone, otherwise runs away into the nearest building/room.

Ending the Adventure

There will come a time in the adventure when the undead villagers cannot resist any longer, and go a-hunting for prey. After the game has gone on for long enough, the party will probably return to the Town Hall for help from the Mayor. Refer to the Town Hall reference above for the events should this happen. If they escape the Vampire Mayor, it will become a free-for-all, with the various inhabitants of the town chasing the party for blood. They must survive until midnight, when the town vanishes into the darkness and the fog of the night. The party will not be able to outrun them as the villagers move quicker than the party and are not hindered by heavy armour, weapons or packs. The harsh grass of the sodden moor will not defer them, and fleeing delvers will soon be caught as they try to escape the horror town. If you are running out of foes for them to fight, above are some encounters to keep them running!

If the party survive the horrors of the village for the day, it will vanish at midnight and they will have earned a level advancement each. The game is over. Characters who are killed during the adventure may be resurrected and played as Vampires if the GM allows it, or you could rule that their souls are lost, and they have become one of the tragic inhabitants of the haunted hamlet, doomed for eternity to haunt the town for one day a year, on Halloween, searching for the blood of the living. Perhaps the adventurers could return next year, to rescue the soul of their lost friend?

Personally, I prefer the second option... harrrraaaggghhhh!!!!

There you have it, a one session game for Halloween role-playing fun! To aid play, have Halloween gifts (chocolates, sweets, novelties etc.) to give out each time a monster is killed or a magic item discovered. Play creepy music throughout the game, and keep the players on their toes as they explore the creepy town and slowly discover its secret. Play by candlelight if possible, and keep the game moving along. And after the game is over, there should still be time to get to the pub! Happy Halloween!



“COME ON, KEN, IT’S NOT EXACTLY A FAIR FIGHT NOW, IS IT?”

MAGIC ITEMS FOR CONSIDERATION FOR THE DELUXE EDITION OF T&T

by Dan Prentice

Wispstick

The deluxe version of the bottle of light, this thin crystal rod contains a dormant wisp who rouses once the stick is broken, providing illumination for 2 minutes. Often used by Delvers to investigate deep, dark holes or pits before descending. Adequate force or dropping the Wispstick at least 10' will cause the wisp to be released. 20 Gold.

Spellblade

These cunningly enchanted weapons come in two forms: daggers and swords. Their principle magic is to provide a focus for use by Wizards or Paragons trained in the art of magic, while also being useable for close combat should the need arise. Wizards from the mystic east favour curved daggers and blades, arguing that this is the best shape to conjure magic from, while those from the cold north prefer straight blades as a conduit for their power. Wizards may only use Spellblades that are shaped as daggers, while Paragons may use any form of Spellblade. They act to reduce WIZ cost for spells in exactly the way an Ordinaire Staff does.

Any dagger or sword may be prepared as a Spellblade save a Kris, and the cost of the finished item is 50 gold, plus the usual cost of the weapon.

Spelldirk - 68 Gold

Sax Spellblade – 80 Gold

Scimitar Spellblade – 150 Gold

Spell Broadsword – 190 Gold

Gloves of Talent Mastery

These fabled gloves were created by a group of monks and mystics who sought to learn the secrets of physical and mental perfection. Only 13 pairs of these gloves are believed to exist, spread across the world, and the methods of crafting them are lost to the ages. Each glove gives the wearer mastery of a Talent as though they had ascended a level, the Talent given being specific to the glove. Gloves of Wrestling, Tailoring and Wizardry are rumoured to exist amongst the 13 pairs. Both left and right hand gloves for each Talent exist. Left hand Gloves grant a +2 Talent Bonus, Right hand Gloves a +4 Talent Bonus. The bonuses add if both Gloves are found and worn. The Magic endures and requires no WIZ from the wearer. They shape themselves to fit over the hand of any of the common kindred.

Left Handed Gloves are worth 3000 Gold, Right Handed Gloves 6000 Gold.

Vorpal Scabbard

Also known as Vaning sheathes for reasons lost to antiquity, these enchanted scabbards cast a Vorpal Blade on the weapon they house when the blade is drawn, so long as the wearer has the 5 WIZ to power it. 56 Gold.

Whammy Quiver

Operating on a similar principle to the Vorpal Scabbard, these enchanted containers cast a Whammy spell on any arrow drawn from the Quiver so long as the archer has 10 WIZ to spare. 112 Gold.

Dragon Teeth

These powerful magical artifacts conjure forth a fierce skeleton warrior to fight for the user once sown in the ground. Each Dragon Tooth summons one skeleton with a Monster Rating equal to the characters STR + CON who fights for them for 8 rounds, or until destroyed. (Dem Bones Gonna Rise, Level 3). Destroying the skeleton does not destroy the tooth. 5030 Gold.

Hair Cream

Beloved of actors and spies, these pots of powerful smelling unguent are smeared upon the face, producing a wondrous growth of facial hair (That's A Natty Beard). Bepelled item, 4 Gold.

Cinderella Mirror

This enchanted Mirror casts a Double Double for Charisma on anyone who gazes into it and has the WIZ to power the spell, lasting precisely one hour. It is traditional to gaze into the Mirror before attending a party fashionably late, then disappear before the effects wear off. 850 Gold, more for very ornate mirrors.

Fly Me Carpet

These enchanted rugs will bear up to 4 passengers of humanoid size. Each passenger must expend 7 WIZ for the carpet to fly with them upon it. It will then fly at running speed for 10 minutes. Further expenditure of Wiz may extend the flying time. 350 Gold, more for very attractive rugs.

Blood Crystals

These kremm batteries are magical crystals that can take power from a creatures dying breath. Attached to a charged magic item, 1 Wiz point of charge may be refreshed for each sentient creature that dies in its presence. Often applied to Magical weapons, these gems are beloved of Necromancers and Cultists. It is believed by some that using Blood Crystals warps the essence of the user. Blood Crystals are rare and prized by the power hungry. 1000 Gold.

Deluxe Ultimate Sword of Terror

This fabled Spellblade was forged for a powerful Paragon in days of yore. So mighty and arrogant was the Paragon that he had the demon Kreenog bound into the blade in the fashion of a Deluxe Staff. The blade is a Magic Vorpal Falchion that does 8d+8 in combat. Kreenog has access to all spells up to sixth level and an intelligence of 36, but only casts the spells when he finds it amusing. He uses the WIZ of the wielder to do so. He will allow the user to cast other spells through the blade.

D.U.S.T. has a Blood Crystal set into the hilt which can charge its powers of Call Flame, Omnipotent Eye and Spirit Mastery. There are currently 10 charges of each spell in the blade, and each casting is at Level 6.

D.U.S.T. is forged of indestructible metal, and acts as a focus for casting spells. It is one of a kind and its value is not really measured in gold but in the kingdoms that rise and fall as it passes through them. Not one wielder of the blade has died in their bed. If a value were to be calculated according to the enchantments upon it, a price of 17,550 Gold could be derived.



THE ELF SERVICE

by Douglas Mitten (with Mark Thornton)

This is an excerpt from a long-running play- by-email game with Doug at the helm, steering a course of epic adventuring for all the participants...

Not all elves live in the woods, listening to birdsong and counting petals. Some go out into the world and get a haircut and a proper job...

Alphibiades, a young elf Rogue has a backer. Lord Romal, a 350-year-old Elf has agreed to back his dream of a Caravan Company. *Why a caravan? Maybe it's a camel thing.*

Not all elves are anti-social. Some actually have friends and hang around with 'normals'...

Mellanaria, a Fairly Wizard, Tewdwr Schwerdtfeger, a Midgardian Dwarf Warrior and Syraith, a Human Rogue, have agreed to work with him as full partners. There is one more person who is a long-time part of the team, her name is Tulip, a Fairy Combat Mage who helps Mellanaria adjust to living around non-fairies. *Which quite possibly disqualifies Alph.*

Don't think elves fly by the seat of their pants – they focus on the details and buy comprehensive insurance:

Alphibiades orders four wagons and begins looking at horses to pull the four wagons. Then he hires four guards; three sisters; Iris, a human Paragon (Wizard-Warrior), Starlight, a human Paragon (Combat Mage-Ranger), Peony, a human Healing Mage. The fourth guard is a Centaur Filly named Equati and she is a Ranger. Starlight has worked as a caravan guard with her sister Iris before and bring four experienced waggoneers that she suggests that Alph hire for the trip. They have made the journey before and know all the various routes quite well. *As they day, the devil is in the detail...*

When you look good, you reap rich rewards you have to look like you know what you're doing...

Their first customer is Her Royal Majesty Xo Pei, youngest daughter of the Emperor of Nomad's Point and first wife Lord Po. It is a month and a half journey along the southern coast of the Dragon Continent. They depart on Frogsong 3, 1321. She has purchased three wagon loads of kiln dried lumber that will be taken to Lord Po's compound to build more homes for the families of his soldiers. *This is what it has come to, helping the rich extend the gap on the poor.*

It's not only the elves who go acting high and mighty –

Her Royal Majesty Xo Pei travels in an enclosed sedan chair with twelve servants carrying the sedan chair surrounded by six female Royal Guards. Her refusal to ride in a wagon slows the caravan to half speed. She also insists on riding at the front of the caravan as the horses stink and the dust is disgusting.

Since she is paying the bills and there are ample funds in the contract she could have them crawl all the way and the principals would still show a profit they live with Her Royal Highness' wishes. *Actually, this makes her rather a sitting duck come duck hunting season.*

But there's always someone out to do an honest elf down. All too often, someone bug, ugly and nasty...

They depart Voluka on Frogsong 3,1321 and reach the Southern Plains around 5 p.m. A good distance for the first day, after setting the wagons in quad formation for the night a young mountain troll emerges from the forest south of the campsite. When the troll is about 80 yards from the camp he is seen and the alarm is given. The troll turns and goes as fast as a troll can travel back towards the woods. Mellanaria quickly flies and follows the troll into the woods. About thirty minutes later the troll joins a band of Death Head Hobgoblins. After a frantic conversation with the troll the leader of the Hobgoblins blows a long note on a horn. Soon two more horns some distance away reply and the leader begins to blow short notes about a minute apart. The responses come quickly and are getting louder with each repetition. Mellanaria quickly flies back to the camp and reports to the party. *Run away! would seem to fit the bill (to revert to the duck metaphor).*

A well-educated elf is never at a loss for a solution!

Alphibiades suggests an ambush and asks Mellanaria if she had noticed any area suitable for an ambush.

Before Mellanaria can answer Tulip says, "We just came up that path and it is open country until you get to the forest. I know that a hard offense is better than a strong defense. But we are not sure how they will approach us. What if they come at us from some other direction. We have Mel's fort that we could put inside the square of wagons. We would have the high ground, we could blast them with spells and arrows. All the personnel would be safe, we could even keep the horses on the first floor. The fort cleans itself with magic each time it is collapsed.

"I'm so glad Tulip keeps track of what I have in my backpack." Mellanaria looks crossly at Alphibiades, "And I hope we can keep the people from being harmed!" *Why is she cross, you might well ask? Alph had fretted about protecting the wagons – well, they're largely made of wood and so more precious to an elf than flesh and blood.*

Elf diplomacy – sorry seems to be the easiest word

Alphibiades looks rather nonplussed. "You are right. How awfully insensitive of me. I do apologize."

The horns keep getting louder and louder. Then they hear a loud shout that quickly becomes a chant, which gets louder and louder as the hobgoblins approach the camp. Then the chant is replaced by the heavy foot falls of many foes. They see them exit the forest on three sides of where they are camped. They are sixty yards from the camp. *Time for Alph to redeem himself with manly vigour...*

Elves just aren't made to be intimidating

Mellanaria flies above the Hobgoblins shouting, "Excellent, thanks for all showing up at once like that. We will give you this chance to surrender before we are forced to place your entire tribe under a dark Geas to his dark Elven gods of enforced vegetarianism and tree-hugging!" Mellanaria points at Alphibiades and hopes he can pull off a "war face" that doesn't cause her to drop to the ground from laughing so hard.

The leader of the Hobgoblins looks up and with his poor eye sight in such bright light cannot see Mellanaria. He falls to his knees and raises both hands to the sky, "Oh Most Magnificent and Powerful Deity, I do not know your name but please spare us. We will quickly return to our tunnels and bother your servants no longer. Have mercy on us in our stupidity and we will fast for a day in penance."

Mellanaria turns around to look at Alphibiades' "War face" to see how horrific it is to elicit such a response.

Tulip flies over to Mel and says, "They can't see you as you are in front of the sun and they believe you are the messenger of the god. Order them to leave immediately."

Mellanaria whispers, "Oh, well, in that case". *See – looks are everything.*

Grovelling is a talent too

She turns her attention back to the Hobgoblins, and yells at the top of her fairy lungs, "Yes, you have shown proper obeisance to me, and I am pleased. You may depart and return to your meat eating and not-tree-hugging ways. Trouble us no more lest my fickle wrath curse you to spend your days giving pedicures to effete elven overlords!"

Mellanaria can then take it no longer and begins cackling wildly, which sounds like the mad laughter of a demon from the outer dark...

The goblins begin to run into the forest.

Tulip is laughing so hard as she flies back to the fort that she appears to be attached to a yo- yo. She trips as she lands and rolls around the roof laughing. *And probably doesn't notice the swooping hawk...*

It never hurts to give a nod of appreciation

Alphibiades says, "I'm glad we hired you, Mellanaria." *He likes feeding the wildlife.*



...and the game goes on to this very day with Doug ever-inventively at the controls, taking an enchanted group of travellers all over the vast expanses of his imagination.

MYSTERIOUS MONOLITHS

by Dean David Coulter

Monoliths are a great things to put in your game world in wilderness areas to enhance the enchanted feel of the game. I often place dungeons under them, hidden under trapdoors and riddles. All are very hard to access and others nearly impossible. Their strange elemental powers vary with their shapes, compositions and origins.

History:

The origins of the monoliths are mostly unknown. Most scholars surmise that an ancient race of powerful wizards created them. Some folk stories say that the were created by the Gods themselves, to protect various holy artifacts and treasures. Whatever the case, several have been found around the planet.

The Monolith Types:

The Anti-Magic Monolith: This monolith dispels all magic and miracles within one mile.

The Anti -Metal Monolith: This monolith dissolves any metal that is not enchanted or blessed within 150 foot.

The Flora Monolith: This green stone monolith is found in the dense jungle, where it animates the surrounding plant life.

The Fauna Monolith: Also found in the dense jungle, the Fauna monolith controls surrounding animal life.

The Fire Monolith: This metal monolith glows red hot and has a flowing lava moat around it.

The Ice Monolith: These monoliths create intense cold in an area of 250 feet around them.

The Earth Monolith: Constant earthquakes are present 20 miles around these monoliths.

The Gravity Monolith: Gravity runs amok within 1 mile of this monolith.

The Storm Monolith: These metal monoliths are the shape of two large spires rising into the sky from a base. The spires are 100 foot tall and 30 foot apart, have electricity flowing between them and large storm clouds circling it. Anyone that gets within 250 foot of the monolith must make a third level SR on LK or be struck by the lightning generated by it. If the character has metal on him the SR is doubled.

The Magnetic Monoliths: The true shape of these monoliths are unknown because of all the armor, weapons and other odd items that have been caught in their magnetic field. Some have been known to attract normal metals and repel enchanted ones. These monoliths seem to always have entry holes toward the top which house a monster to eat the unlucky traveler caught in the force. This hole is also the entrance to a dungeon.

The Mental Monolith: The mental monolith distorts the perception of the mind and will often cause madness to anyone fool enough to enter the effected area for an extended duration of time.



OSCAR'S INN

A Short Tunnels & Trolls Adventure, by Kris "Starrtroll" Miller

Dedicated to Douglas "Trrrommm" Mitten - a great inspiration to both Trolls and Delvers.

Synopsis:

Oscar's Inn is a fortified inn that is haunted by food related monsters and curses.

Description:

The party comes across a fortified highway inn. The front of the inn and its roof are built with solid stone blocks, and the inn is built into the side of a solid hill. The sign hanging by the inn's front door shows a plate of sausages and a flagon of foaming ale.

The inn's thick, reinforced -wood front door is ajar. The door slams shut after the party enters and is locked by a permanent *Lock Tight* spell that can only be removed by a *Knock Knock* from a Level 5+ caster.

The solid stone construction of the inn's wall would keep in all but the most determined and well-equipped dwarven miners for several weeks. By then the PCs will need to eat the (probably) tainted food or starve. Perhaps a way out can be found by venturing into the inn, back into the hill...

Locations:

1. Common Room

A cramped common room with small, round tables and stools.

Recently dead corpses slump over their cold, unfinished meals. (The GM is free to embellish what the players find when they loot the bodies.)

A musty, damp smell permeates the dirty room and even the charred logs in the fireplace on the north wall appear damp. The chimney flue narrow, and a sturdy steel grating prevents even a faerie from escaping in this direction.

If the party is quiet, they can hear someone in Room 2 moaning.

As the party approaches the curtain to Room 2, they hear a scurrying noise near the east wall of Room 1. It is merely a rat scurrying for its hole near the fireplace.

2. The Kitchen

The ghost of Sal, the inn's cook, wanders the kitchen moaning "Ella." Upon seeing Sal, the PCs must make a L2SR WIZ.

If they:

Fumble: The PC's hair turns bright white and they lose 1d6 Luck.

Fail: The PC loses 1d6 Charisma for one day (due to being shaken by the sight).

Success: No effect.

The ghost of Sal ignores the PCs unless they attack.

Sal's Ghost: MR 30 (4d6+15). The ghost can only be affected by spells or magical weapons.

3. The Owner's Bedroom

Room 3 is a ramshackle private bedroom. The body of the owner lies in his bed. His clothing is worth 50 gp.

Searching for a loose floor stone, or searching with a L3- SR-LK, reveals a vault under the floor. The vault contains: 30 huge, rough onyx gems (@600 gp); *The Epee of the Shadowjack* (3d+0. In darkness the epee gets x2 Combat, i.e. 6d+0).

4. Pantry

The pantry contains lots of rotted food, but the dry goods and rations seem okay. Unfortunately, all of the food is contaminated with salmonella. (Hence the cook's warning: Sal moans "Ella.") If the PCs eat the food, check L2-SR-CON and lose 1d6 CON until cured.

4. (B) Common Sleeping Room

In here are 4 zombies of poisoned travelers (MR 30, 4d6+15). The zombies were gnawing on other corpses but will seek fresh food by attacking PCs that look in the door. They hiss, "*Eat Brains*," and then attack.

Searching the room afterwards reveals 100 jade coins worth about 20 gp each.

5. The Poultry-Geist

The kitchen is well equipped for cooking soups: cutting blocks; sharp, shiny knives; kettles; and a large cauldron that dominates the center of the room. On a rack the desiccated corpses of chickens hang by their feet. (I wouldn't eat them!) The crusty remains of dried chicken soup coats the bottom of the cauldron.

The poultry-geists attack! At first the PCs hear faint clucking. The clucking quickly becomes louder as thrown eggs materialize in thin air to attack the PCs. Then, the kitchen's entire collection of knives and choppers animate to attack the characters.

3x Poultry-Geists: MR 30 (4d6+15). They are only damaged by magic, and are invisible (x1/4 CBT for non-spell attacks).

6. Long Dining Table and Benches

Three skeletons rise from the benches along the table and attack.

Skeleton: MR 15 (2d6+8). They have rusty swords but no other treasure.

7. Tracks In The Dust

Here the PCs might notice tracks in the dust and the faint smell of burning oil. If they do, they may find the secret door, marked "S."

8. Knives Sharpened for Free

This room has a variety of tools of use to the inn. On the top of a permanent stone workbench is a metal plate with a slot in it. In Common Tongue, writing on the plate says, "*Wilbur's Wonderful Mechanical Whetstone, patent pending.*"

If a PC inserts any sword or knife into the slot, have them roll a L2-SR-LK. If successful, the blade is sharper and gains +2 combat adds; otherwise the blade is ruined (x1/2 combat adds).

Other tools and utility knives can be found here.

9. Another Kitchen

This room is another kitchen, cleaner than the others. A few chests made of silver sit on one of the counters. If a PC attempts to open one, have them choose a number from 1-3, and then check the number off of the list so it can't be chosen again. The choices:

1. L2-SR-DEX or lose a hand, plus 1d6 damage, with obvious penalties for being one handed. Thin slices of the character's hand come out the other end of the box.
2. Extreme heat: L2-SR-DEX or take 1d6 damage from heat.
3. Cold: You can store your food in here. L1-SR-DEX to avoid 2d6 freezing damage. This damage does NOT cause death, but the character is frozen in place until warmed. Inside this chest is a jar of gunpowder (8d6 damage within 10' if lit).

The door to Room 11 is closed.

10. A Disused Pantry Behind a Closed Door.

An "armored man" attacks while yelling "*Reese Cleaning Functions!*" in Common. MR 90 (10d6+45, Armor=5) It is attacking the "dirt" (i.e. the dirty characters).
Treasure in pantry: 400 iron utensils @ 7 gp, @ 10 weight units each.

11. Ornate, Clean Dining Room

This room is an ornately decorated, clean dining room. Several round, cloth-covered tables and hardwood chairs stand in the room.

On one of the set tables is a single fork made of gold (50 gp, 30 weight units).

Under one of the tables is a flame haladie (4d6+8 incl. fire damage).

12. Lounge

This room is a lounge filled with spider webs and old, dusty furniture. The walls appear damaged and crumbling. A wagon is embedded into the wall about 8' above the floor (the ceiling is 15' high here) so that only its right half is hanging out into the air. The other half of the wagon is somehow part of the wall (but the players won't know that just yet).

In the bed of the wagon hides a giant spider, and the remains of its last meal: a desiccated uruk. The spider will not attack until disturbed by someone looking into the wagon.

Giant Spider: MR 120 (13d6+60, Paralyzing Poison: each point of Spite damage also causes Paralyzing Damage (see below), Armor=5 (chitinous shell).

Paralyzing Damage: At the end of any combat turn a character takes Paralyzing Damage, have the character test L2SR CON. If the PC fails the roll, they are paralyzed for the number of turns on the dice roll. Points of Paralyzing Damage may not be healed except with *Too-Bad Toxin* or other anti-poison spell.

Treasure: 1) Black uruk robes (warded: no bladed weapon may hurt the wearer, but you are dressed like a black uruk); 2) Jewels in pouch: 60 huge bloodstones @700 gp.

13. Skeleton

A skeleton is trapped in this room.

MR 30 (4d6+15, Armor=12). Treasure: flamberg and a suit of mail.

14. Backpack Lying in Hallway

Read this to the players: "*There is a tattered backpack lying in the hallway between two doors.*" There is no other description. The backpack contains some moldy bread; rusty forks; and smelly, rotten cheese.

15. The Smell of Fried Chicken

As the players approach this part of the hallway they smell the odor of burning fat.

Under the floor is a pit trap that drops the unwary into boiling oil.

Pit Trap: L2- SR-DEX or LK to avoid. If failed, fall into pit of boiling oil, taking 2d6 damage per round.

16. Man-Eating Guard Dog

In this hallway is a starving guard dog. It is growling and hasn't been fed, so it will eat what it can kill, and the PCs look tasty. Around its neck is a jeweled collar (70 gp) given to it by the owner of the inn.

Man-Eating Guard Dog: MR 30 (4d6+15)

17. Worshipping The Alabaster Throne

About 100' farther down the hallway from the pit trap red light can be seen coming from a chamber. A sickly moan drifts down the hallway.

As the PCs approach, they see six prostrate cultists worshipping a human-sized alabaster throne. The cultists are chanting in low, moaning voices (as if sick). They will ignore the PCs unless attacked.

Sick Cultist: MR 30 (4d6+15).

Treasure: plain robes and brass holy symbols (@ 1 gp).

18. A Privy

A pit toilet, plain and simple.

19. Guest Private Sleeping Room

Guests who could afford private rooms would stay here. The GM can make up treasure or assume that the guests took their valuables with them to dinner.

20. Pantry

A storeroom filled with food.

21. Stable Boy's Quarters

The half-eaten body of the stable boy lays on a straw mattress.

22. Sal's Room

This was the room for Sal, the cook to sleep in. There is a bag of 20 gp under his mattress.

23. Waitress's Room

The inn's waitress slept here. All of her possessions are missing. Only a nice bed remains.

Conclusion:

How do the PCs get out? Remember that jar of gunpowder? It should work nicely on the front wall...

THE MAD ALCHEMIST

by Dean David Coulter

Here's a GM adventure to go with Dean's piece on alchemists. Try it out! If you don't have people near you to play with, start an online game – Khaghbboommm!

GM Notes:

The Mad Alchemist is a short GM adventure for 4 to 5 players with combat adds around 30 to 50. *The GM should keep in mind that if the Alchemist falls, there is a chance he may break whatever bottle he has to hand at the moment, or any the GM deems to be a fair challenge. Also, if any pursuers get into close combat with the alchemist he will throw potions in his defense. He has smoke screens, poison gasses and transforming potions that he will throw at bugs, dogs, cats or even players... It is up to the GM to decide if the alchemist has cure potions in possession and on hand.*

The Giant Tentacle Monster will be too powerful for the players to defeat by themselves. This beast's purpose is to get the players started along the right path. It is recommended that the players assist in the battle or leave this fight to the town militia and their siege weapons.

The GM should not let the characters catch up too quickly. The scenario is designed to be played right to the end area. The players should keep focused on tracking down the fugitives and try not to take too long battling the monsters he leaves in his wake. Luckily, it is night and the militia is at full alert, making the escape slower and more difficult. Also, the fugitives are stopping at some points to set traps.

The scenario starts at night at either the Stale Ale Tavern or when the players are entering the town at the main gate, where they first hear the rumor of the escape. Use whichever you like. The final battle should occur at the docks where the alchemist will create huge crab monsters to keep the city fleet preoccupied while they board the ship hired for their escape.

Forward:

Valtrium the alchemist was imprisoned for 20 years in the King's Dungeon for crimes against the State. (After the king's brother seduced his wife, the alchemist sought revenge) His mind snapped from the incident and for the duration of his sentence his overly intelligent mind devised extremely horrific potion recipes. With the help of a master thief, they have escaped the dungeon and are fleeing through the city. Throughout their flight the alchemist is using his diabolical potions to transform townsfolk and animals into giant monstrous apparitions that attack the city (the big one being a giant tentacled beast right in the center of town). When tracked down he will lead a dangerous chase through town and try to escape to a ship on the docks.

Area 1 - The South Gate:

As the players come into town it is late and getting dark. The town guard stop them to ask if they have seen anything suspicious and describe the alchemist and the master thief. The guards then explain that there is a 2000 GP reward for aid in the capture of the two fugitives. Suddenly there is a loud scream from within the town. As the players look into the city they see a large plume of dust and several gigantic tentacles waving and crashing over the rooftops.

Area 2 - *The Stale Ale Tavern:*

The players are sitting at the tavern at sundown. The barmaid asks if they have heard the news about the escape and describes the alchemist and the master thief and tells them of the 2000 GP reward for aid in the capture of the two fugitives. Suddenly there is a loud scream from outside. When the players run out to investigate they see a large plume of dust and a gigantic tentacled beast looming over the rooftops.

Area 3 - *The Alchemist's Old Shop:*

The first place the alchemist heads for is his old shop to recover his secret stash of diabolical potions. His former apprentice now resides there and tries to intervene, but being outnumbered by the alchemist and the master thief it is to no avail. Soon there is a huge commotion as the old shop is demolished and a huge tentacled beast appears: The alchemist has used one of the potions on his former apprentice, turning him into a huge mindless abomination. Giant Tentacle Beast, MR 1000.

While the city guard roll in siege weapons to battle the monster, the alchemist and the thief will try to make their way to the docks. One of the players will need to make a 2nd Level SR to notice a trapdoor in the rubble of the shop floor which is the entrance to an escape tunnel, then a 1st level SR to get through to it without the beast slapping them with a tentacle. (This is accidental being that the beast is preoccupied by the city guard and doesn't have to be fatal.) If none of the players makes the SR to find the secret passage, an unlucky soldier steps onto the secret doors and falls into the entryway of the tunnel.

Area 4 - *The Secret Tunnel:*

The fugitives have made their escape through the secret underground passage which leads to the city sewers (area 5). The hand dug tunnel smells faintly of sewage and death. When the players try to follow, each must make a 3rd Level SR or set off the tripwire trap, which will shoot 6 spikes doing 3d6 + 1 each to anyone hit.

Area 5 - *The City Sewers:*

The secret tunnel lets out into the city sewers. The rough hewn stones of the sewer are covered with slime and the smell of sewage is almost overwhelming.

If the players are using torches, they must make a 1st level SR or set off the methane gas cloud within, causing 2d6 damage to the whole party.

With any light source the players should be able to see a variety of tracks, including some fresh new ones created by the fleeing pair. Here the alchemist has used another of his potions to create 2 giant monster rats, MR 50 each, to slow down any pursuers.

Area 6 - *The Waterway:*

The sewer tunnel lets out onto the bank of the city's waterway which flows toward the bay. The players can easily pick up the tracks of the fugitives fleeing along the riverbank downstream.

With a 1st level SR the players will notice that the fresh tracks lead through a hole in a 12 foot brick fence and into an alleyway on the other side. Another trap has been set here for the first person that crawls through the hole. On a 3rd level SR the player will notice the wire, otherwise the wall will collapse on the player doing 6d6 of damage.

Area 7 - *The Back Alley:*

As the alchemist went through this area he used potions on 2 alley cats... 6 legged monster cats, 76 MR each (8 dice + 38 adds each) armor: 6 each. Their claws are also poisonous requiring a 3rd level SR on CON to avoid r any character wounded by them contracting an infection. The infection will block all wound healing until it is cured. At this point the fugitives headed through the back door of a church, a 3rd level SR is needed for the players to successfully track them.

Area 8 - The Church.

Upon confrontation, the alchemist used a potion on the priest making him into a werewolf. As soon as anyone enters the church the priest may turn – roll a d6, if a 1 or a 2 is rolled he will transform and attack, otherwise he will warn the players to hurry and get away from him. As a werewolf he can only be harmed by silver or magical weapons. After each regular turn (but not during combat) the monster's CON repairs itself by the same number of hits as the monster's luck, but will not repair itself beyond the original rating. Werewolf – MR 100 (11d6 + 50). Each combat turn the players in close combat must make a 2nd level SR on luck or be bitten and infected.

Area 9 - Front Street.

The alchemist and the master thief have set up tripwires with exploding potions here to collapse the abandoned building to the North so that it will fall on any pursuers. A 3rd level SR on LK must be made by the players to discover the trip lines in time. If the first SR is missed the building topples. Another 3rd level SR must be made on DEX to avoid the falling debris which will do 5d6 damage.

Area 10 - The Warehouses.

As the fugitives zigzagged through this area the alchemist used a mutating potion on a crow. Giant two headed tentacled crow 200 MR (21 dice + 100 adds) Armour worth 12 points.

Area 11 - The Harbor Gates.

Here the Thieves Guild has set up an ambush! The thieves have taken over the harbor gate towers, trying to pick off any pursuers with arrows to assist the escape. There are 16 thieves each with a MR of 50 and 10 city guardsmen with 50 MR each also. Here the players can either join the missile fray, try to sneak up on some of the thieves or to sneak past them. A 3rd level SR on LK is needed for the latter two.

Area 12 - The Shipyard Docks.

There are several ships anchored in the harbor. The players will see two royal fleet ships with cannons at the ready anchored here to ward off any water escape. A 3rd level SR is needed to recognize the escape ship awaiting in the docks. The alchemist will use smoke potions for cover and then throw a monster potion at the crabs and rats on the surf. 3 crabs, natural armor of 60, 350 MR each (36 dice + 175 adds) Two crabs will attack the fleet ships, which will start firing cannon at them, the other will attack any pursuers.

At this point three things can happen, the players may capture the two fugitives, the escape ship could be sunk by a surviving fleet ship or a giant crab, or the fugitives could escape. This of course comes down to who's rolls are luckiest!

***Reward and aftermath:**

If the alchemist is captured alive he will of course swear revenge on the interfering players. And, as promised, if the players survive the adventure and the culprits are captured they each get a 2000 gold reward after meeting with the town's Governor.

NPC Information:

Valtrium the Alchemist

Level 16 Human Alchemist

STR:	29	INT:	63	LK:	25	CON:	160
DEX:	38	CHR:	20	SPD:	20	WIZ:	19

Adds: 64 Missile Adds: 90

Graxon the Master Thief

Level 5 Human Rogue

STR:	36	INT:	10	LK:	18	CON:	37
DEX:	25	CHR:	26	SPD:	30	WIZ:	52

Adds: 63 Missile Adds: 76

(The GM can decide on spells and possessions.)



“ONE POTION TOO MANY” (NO DELVERS WERE HURT IN THE MAKING OF THESE POTIONS)

**AN INTERVIEW BY MARK THORNTON WITH
DAVID REID, THE CEO OF METAARCADE THAT
TOOK PLACE VIA SKYPE
ON OCTOBER 1ST 2017**
by Mark Thornton (with Sid Orpin)

MT: What does MetaArcade have in store for the game in 2018?

DR: The biggest thing is what I'll call a 'hardening' of the product. The game is working. People are playing it, enjoying it. We are seeing thousands of people play and spend money. That's good but there is some technical work that needs to be done if we are going to go to a big push. I want to make sure that the product is performing on all the levels it's supposed to. As an example, there are a couple of glitches in the product where sometimes people pause the adventure, come back a few days later and restart it and something has gone wrong. Nothing catastrophic, things are working pretty well, but those are the kind of things we want to do prior to doing a bigger publicity push. And so the thinking is that we finish that out in quarter four of this year and then in quarter one; and it may time very nicely with the next TrollsZine issue, we'll do a much bigger publicity push around this and we'll get a lot more people into the game.

Part of what we do with that comes back to this idea of the adventure career, which is really the part that I get most excited about. We could go in a bunch of different directions on this but the main thing to let people know is that we intend to start what we call a "friends and family" with the adventure creator before the end of the year. And then in quarter one, our goal would be to have the first adventures that people have started making outside of MetaArcade or the Fellowship of the Troll. Having some of these community fans making their first adventures and publishing them out, so now when you get the app you can see the adventures from these other people being made, that's a big part of 2018... But there is a lot more that the T&T community has made, so we want to get the people that have been making these things, get them to a place where they can start making their own adventures as well. The real vision here is that ultimately everybody who at some level, even if it's not T&T, if you're a D&D player or whatever you should be able to make an adventure in the adventure creator and put it out there for everyone to play. That's the biggest part of 2018!

MT: That's what excites me because I got into writing solos, in particular, a while ago and I've published a lot by now and for me the idea of being able to get them into that app form is very exciting and I know that's true for a lot of other people as well.

DR: The thing to remember is that the goal, at some level, isn't just to make something that all the Tunnels and Trolls fans love, it's to make something that every RPG player loves. And that will be good for Tunnels and Trolls and what will happen is that right now we've got a lot of people who downloaded the game who have never played Tunnels and Trolls before, don't know who Ken St. Andre or Rick Loomis or Liz Danforth are. They are just RPG gamers on an Apple or Android device and they're downloading the game and playing it. So what always struck me about T&T and like you

I have been playing it my whole life, there are a lot of those solo adventures and I'm thinking about Naked Doom, DED, Arena of Khazan, Overkill, City of Terrors, these excellent, iconic fantasy adventures and there is a whole new generation of people who have never played them. We played them, a lot of people our age played them years ago on pen and paper and that was part of why publishing Naked Doom was so exciting because my kids would never have played it if it didn't come out in some kind of app form. Ultimately, having the adventure creator as a product that you download from the App Store so that you could make adventures and not just play them will mean when you do make one and it publishes out, every time somebody plays it, whether they are purchasing it or watching ads, you, as the writer, will get a big piece of the revenue. That's the exciting part of letting people create content.

MT: What are your favorite solos to play?

DR: Wow! Without a doubt, number one is Naked Doom. It's fun because when I started down the road with the Fellowship and started to talk about what it was we're going to do, my first call, of course, was with Rick as the publisher. A mutual colleague in the industry connected us. We had a phone call and then I took a flight down to Arizona to meet with them all and it was a real delight because that first meeting I thought I was just meeting Rick and we would get a piece of pizza and then go to another place but Liz and Steve and Ken all showed up and that was quite a blast for me. Here they all are. This is a lot of fun. And we started talking about what should be the first adventure that we put into the app and, of course my head went very quickly to Buffalo Castle because it's the first solo that was ever made for any game and its how a lot of us started in T&T. Ken said he had an idea for me because they had had the Kickstarter and in that everyone had been able to get deluxe Buffalo Castle, he said what about Naked Doom, which has been out of print for a really long time. I thought I really love this idea. I love Naked Doom and in candor, as a kid playing it through all those years, I never survived. Never, not once because it was so, you know, when I started to figure out some of the parts and things but it wasn't until we put it in the app that I quickly figured this is the way to do it. This is how you survive this thing. And so it's been interesting for me because even when deluxe Naked Doom and deluxe T&T came out and they made a map of Naked Doom and it's just amazing to me that this iconic fantasy adventure that I played so many times in the past and seemed so massive and unbeatable to me, all fit on this neat piece of paper. So, without doubt Naked Doom is number one in my heart. Beyond that, I'm also a very big fan of Michael Stackpole's City of Terrors and Overkill. I loved City of Terrors; it's just such a big adventure; some 20 different adventures in it and the way you wander through the city and how the adventures are all connected a little bit. I'm a big fan of Arena of Khazan, I'm a big fan of Toughest Dungeon in the World. Both of those, like DED, had this interesting mechanic that no one had ever really done before.

MT: Well, you've reeled off my favorites anyway.

DR: I've got to give you another one now that I'm thinking about it. I'm a big fan of Goblin Lake. It was the first adventure that I ever came across; I have my original pocket sized, I've got the deluxe one too, of course. It is the first adventure where I remember playing a monster. Wow, like I'm a goblin! This is kind of cool. That's another one that we really want to work on. And in order to do that and to do it well, we've got to put the illkin in the game and this will happen in 2018.

MT: Fantastic. Well you've answered one of the other questions I remember because someone said when are we going to see leprechauns, fairies or illkin? So, you've answered that one.

DR: This is what's interesting, adding illkin, adding orcs and goblins and trolls, that's pretty easy because we already have the mechanic for dwarves and elves and what not where they have different multipliers on their attributes. Putting goblins and orcs and stuff in there it's pretty easy to do. Fairies and leprechauns you've got to deal with a bit of magic there; fairies can fly, leprechauns can teleport and that's more complicated. These things will be added in time and so as we harden the foundation of what we've got, then it's easier to add illkin. Adding fairies and leprechauns is pretty closely tied with magic and rogues and wizards because all that needs to be considered.

MT: If you want to throw a medusa in, you've got to do a bit of extra work to deal with petrification.

DR: Monsters right now in the app, they have different art, they have different audio but once you get past art and audio, in the app as it is right now, the monsters they have CON, they have dice and adds, they have hits of armor, maybe, but they don't have those special things that make them all different. The giant cockroach in Naked Doom doesn't kill you if you take damage but don't finish him off; it's that kind of stuff. That's another big part of what has to happen in 2018, allowing the monsters and the kindred with their special abilities to have those in the game.

Well, I'd like to tell you Mark; one of the things about the uploading of adventures and the adventure creator, one thing to maybe let people know. When we start this, we are using the adventure creator right now as our internal tool and the way we use it is individuals in the office type in the narrative and when it's time to pick art and audio they browse the archives we have. So, you pick an image having looked through all these images and that's the image that is going to show up in your adventure. Similar for audio but different because for every room: we call these things frames. Every frame you're going to see in the adventure is a piece of art, a piece of narrative, some choices; sometimes the choice is just to continue, and you have the ability to put up to 3 elements of audio: A music track that gives you mood and setting, things like that. You have ambient, which is the environment you are in. So, the Tavern of Buffalo Castle has a tavern ambience; if you're in Golden Dust, Red Death and you're in the waterways of Gul, you hear the water going by, that sort of thing. Then a sound effect for a particular event like in Seven Ayes when somebody breaks a beer bottle over your head, we have a beer bottle smashing or the arrows firing at you in the beginning of Naked Doom. So, that's the core thing right now of write your narrative add your choices, pick your monsters and treasure, browse art, listen to audio and attack.

The first step of making this something that other people can create is with the narrative, so we're going to have a library of images, many of which come from the Flying Buffalo archive over the years. We have just gotten an agreement with Rick and Liz and others to license the City Book art, so you're going to start seeing that in the game as well. So, the first people to make adventures will be looking through that archive of art and listening to the archive of audio we have but what we really want to be able to do is let people upload their own art and audio as well. Maybe you're not a story teller but you are an artist and you would have the opportunity now to upload your art into the platform and every time someone uses your art in their adventure and that adventure generates revenue, number one you're going to get mentioned in the credits

because your art is in that adventure and number two, you're going to get a slice of that revenue. Now that's not going to be the first step but that is something I think we'll have done in 2018.

MT: That's fantastic! My nephew, he is an artist, and I can just imagine how he would love to get his art out that way. So, it's not just for the writers. That's another phenomenal feature.

Transcribed by Sid Orpin

Note from Sid: These are my edited highlights but my opinion is that the whole thing is worth hearing from beginning to end

Note from Mark: Just email me at mark.findlayrd@gmail.com and I'll send you the file or a link so you can access it.



Come on! Get those thumbs moving – there are monsters to mash!



THE DEPTHS OF KERAK-BAN

BY GIANMATTEO TONCI
WITH ART BY DAVID ULLERY

DEDICATION: *FOR MY FATHER*

Foreword

The Depths of Kerak-Ban was originally written some years ago with *5th Edition Tunnels & Trolls™* rules in mind, but the whole GM adventure has been updated to the standards of later editions, either *7th Edition*, *7.5 Edition Box Set* or *Deluxe Tunnels & Trolls*. However, all the info needed to run the adventure is contained in the text. The adventure you are reading is the only final, complete and revised version of the *Depths* and it is heavily reworked and updated from earlier versions. It is more balanced and defined, has more levels, rooms, monsters and treasures, and it is definitely better than the previous drafts.

It is designed for a group of delvers, but because of the quest's background, it will work best if at least one of them is a dwarf. It was intended for use with low- to high-level characters, depending on how deep the delvers will explore the dungeon, but the GM can alter the difficulty level of SRs and of enemies' MRs to make it more playable for characters of any level. (See “*Balancing Encounters*” section.)

The 12 levels should prove sufficient to occupy many months of explorations. The delver can investigate a level, return to surface, make some other adventures to gain more experience and then come back to scout the lower levels. A delver brave, determinate, skilled, and lucky enough to survive the *Depths* will certainly accumulate a lot of Adventure Points and many wondrous items of power, and players (and GM too) will hopefully remember forever their expeditions to the long-lost underground tunnels of the Black Dwarves.

I have to thank *Mari E. Volmar*, without whose assiduous and patient work of review and constant encouragement, this adventure would never have been completed. I also want to express gratitude to *Trollzine* magazine for the opportunity of making this material available to all fellow Trolls out there.

Feel free to change, expand, and/or adjust this adventure as you wish to fit it to your group's style, and have FUN while playing it!

You can visit my webpage at www.chimerae.it. I welcome your comments, criticisms, and suggestions at tosattearp@yahoo.it.

Background of the Depths of Kerak-Ban

Nearly eight centuries ago, after a long war that lasted almost 80 years, the evil Black Dwarves of the Ban Clan—known among the “common” dwarves as the *Renegades*—were finally driven away from their cousins’ land, banished for their evil behavior and their worship of cruel dark gods to whom many human sacrifices had been offered. The bloody war ended with the Renegades' escape. They vanished in the high mountain passes, and were all eventually believed dead, killed by the harsh mountain winter and by the cruel beasts of the wild lands. But . . . things are not always as they seem.

Eventually, the strong and vigorous Renegades chanced upon a natural underground complex in which they found refuge. They made their new home there, and thus began a new life, creating a recluse, secretive and rather unusual dwarven society that they named *Kerak-Ban*—which means *Ban Stronghold* in Dwarvish.

The Blind Goddess of Luck was on their side, and they soon found in their new haven a rich vein of pure gold ore and many small amounts of gems. With their new resources, they gained importance in the region, and by trading with nearby villages and merchants, in less than a decade they prospered and thrived again.

It wasn't long before their dark cults were fully resumed. By then, the Renegades were powerful enough to embark on several raids against small nearby hamlets and the merchant caravans that traveled through the mountains. They slaughtered many goblins, uruks, ogres and trolls, and subjugated and enslaved many others, forcing them to dig deeper into the mountains’ heart to extract for them precious ores and gems. As a result, Kerak-Ban's population grew rapidly, and many levels were dug under the original to accommodate all its new inhabitants and to search for new veins of ore to mine. In this manner—terrorising the lands around their stronghold, raiding poor settlements, and killing, enslaving and sacrificing thousands of their enemies—the Black Dwarves flourished for roughly five centuries.

Then one day, a Renegade raiding party captured a caravan, returning to Kerak-Ban with many barrels of strong southern ale that were distributed amongst the various clans. Unluckily for them, a strong toxin—capable of killing a human or even a dwarf in a couple of days—had been mixed into the beer as it was brewed. In fact, the barrels had been intended for the soldiers of a local ruler, sent as a “gift” from a disgraced noble who was trying to poison his neighboring troops because of a personal feud. The destiny of this noble traitor is not known, what is known instead is that his ambitious plan set in motion the fall of the mighty Black Dwarves.

In the days to follow, nearly all the Ban Dwarves who drank of the poisoned beer were dying in a truly horrible manner, their lungs filling with mortal spores and foul liquids. Priests and healers were unable to keep the sickness from spreading, and it is believed that about 90% of those afflicted died within 10 days of becoming ill. The very few survivors retired to the deepest levels of Kerak-Ban, barring all access to the surface. The once-mighty stronghold of the Renegades thus declined and crumbled.

In the following centuries, uruks, trolls, goblins, and many other creatures of the mountains found ways to penetrate the abandoned complex, invading its underground halls and repopulating many of its levels. The Depths of Kerak-Ban became a well-known dungeon for many miles around, and plenty of adventurers set out to explore its dark tunnels. Most only found a tragic death, and those that lived seldom found any treasure, instead, with a tinge of madness, they told frightening stories about the inhabitants of the Depths of Kerak-Ban. Still, many believe that magnificent treasures and piles of pure gold nuggets are hidden in the complex's secret passages, and they are ready to risk everything, including their lives, to find the ancient riches of the Black Dwarves.

Game Master Information

General Instructions: Any party of adventurers that dares enter Kerak-Ban's *Depths* had better be numerous. A recommendation to the GM is to run this adventure for at least 4 characters, with at least 1 or 2 spell casters. Regarding their level, it's all matter of how deep they intend to venture into the *Depths*. The first levels of the dungeons are suitable even for 1st or low level characters, but lower levels are really dangerous and only experienced adventurers should enter them, ready to risk all their possession, their lives and maybe even something more... All races will be equally challenged during the game, including even ogres, trolls, Ggoblins and the like—as there are no narrow areas or low ceilings in the complex, anything under 9 or 10 ft can walk through it without too much trouble.

Abbreviations: *n*D6: the result of rolling *n* six-sided die; SR: Saving Roll; AP: Adventure Points; LK: Luck; INT: Intelligence; CHR: Charisma; CON: Constitution; STR: Strength; DEX: Dexterity; SPD: Speed; WIZ: Wizardry; GM: Game Master; GP: gold pieces; SP: silver pieces; CP: copper pieces; HPT: Hit Point Total or Combat Total; MR: Monster Rating; WU: weight units.

Adventure Points: These points are awarded by the GM during the course of the character's adventures. AP are given out for good roleplaying, puzzle-solving, endurance in play, fighting or slaying foes, casting magic, and for attempting Saving Rolls.

Saving Rolls: When characters do something that entails a risk of failure GM should ask them to make a SR on an attribute at an appropriate level. Usually, the attribute is LK. A player should roll 2D6, then add the relevant attribute to compare his or her total to the target number for that level (see *table below*). If the total is greater than or equal to the target, the character succeeds.

Level	SR Goal
1	20
2	25
3	30
4	35
5	40

Players keep rolling 2D6 whenever they roll doubles (DARO). However, a roll of 3 (i.e. a 1 and a 2) on the SR is a fumble (automatic failure). Note that AP are awarded whether or not the SR succeeds. Whenever a *LO* Saving Roll is requested, any result other than a fumble is considered a success.

Spite Damage: The default form of special damage is *Spite Damage*, dealing 1 additional point of damage for every 6 rolled during combat. However, alternate forms of special damage can come into play, and they will be identified in the text where appropriate. Each form of special damage is triggered by the number of 6s rolled in combat. Special damage could cause a specific spell to be cast, or a unique situation to occur. All spells are assumed cast at the lowest level, and cost the creature no kremm to invoke. As with *Spite Damage*, all special damage is dealt directly to the target's CON (or MR) despite armour protection.

Thrown Weapons: A character can throw/fire a weapon at a foe before the first combat turn without it affecting their ability to participate in melee combat for that first turn. At the GM's discretion, it is fine to use ranged weapons even during battle, but only when that character is not engaged in melee combat.

Weapons: A player may buy extra weapons and supplies before the start of this adventure, but it is assumed he or she already has these goods. As long as characters don't use a shield and satisfy the STR and DEX requirements, they can wield two weapons at the same time for melee combat, getting a combat potential equal to the sum of dice + extras for both hands. For example, *a character using a Broadsword [3D6+4; STR Required: 15; DEX Required: 10] in one hand and a Woodman's Axe [3D6; STR Required: 10; DEX Required: 9] in the other needs a minimum STR of 15 + 10 = 25 and DEX of 10 + 9 = 19, and gets a total of 3 + 3 = 6 dice and 4 + 0 = 4 Adds.* Obviously enough, a weapon that already requires two hands to be brandished cannot be used in this manner.

Magic: In this dungeon, all spells cast by creatures are cast at their lowest level, and cost them no WIZ to invoke unless otherwise stated. Keep in mind that with only 1 WIZ regenerated per 10 minutes of rest, and with no automatic regeneration of CON, a party of delvers will need wizards or magic items to heal between battles.

Immunity to non-magical attacks: During the adventure, delvers will fight some monsters that can be damaged only by magical attacks. Usually these creatures can be harmed only by damage inflicted from magical sources – weapons and other permanently enchanted items, spells and, ordinary weapons temporarily imbued with magical

capabilities from the effects of spells created with that specific purpose, as *Vorpal Blade* or *Whammy*. All other attacks do not damage the monster at all.

Dungeon Features: These details apply to all levels of the *Depths*, unless otherwise stated in the text. Exquisite dwarven ability has carved from the rock all the corridors and rooms, many of which have 10-ft-high ceilings. Perfectly even floors, all carved in a pattern that resembles a mosaic of small squared stones, are littered with waste, dirt and other filth. Roofs and walls are often decorated with strange and bloody motives that decidedly mark the former inhabitants of the complex as both evil and twisted. On the map, each square equals 5 ft.

Doors: Doors are made of stone or heavy wood, reinforced with iron stripes. Those marked in black on the map are locked—magically, physically, or both. A successful *L3-SR on STR* will open a locked door by breaking it and a *L2-SR on DEX* by picking its padlock; however, magically closed doors cannot be opened this way. Special instructions on opening doors are included in the room's description where appropriate. Locked or barred doors can withstand 100 points of damage before breaking. A *Knock-Knock* spell will open all locked doors.

Secret Doors: All secret doors and passages are marked on the map with an *S*. They were all sculpted by master dwarven craftsmen, so they are perfectly disguised in the walls and hard to detect. Characters actively searching for a secret door require a *L2-SR on LK* to find it; otherwise, a *L3-SR on LK* is required. A failed SR reveals nothing.

Traps: All traps can be detected by making a *L2-SR on LK* while searching for them. A *L2-SR on DEX* is required to disarm a trap, but a failed SR will spring it. Some magical traps cannot be disarmed this way and some cannot be disarmed at all, but this will be noted in the text where appropriate.

Wandering Monsters (WM): There are some WM into the *Depths*. Each level has a different WM table and you will find specific info in the description of every single level.

Balancing Encounters: From a game perspective, the Monster Ratings here are designed with a 4-person delving team in mind. If your players have assembled a smaller crew, you may want to adjust the MR for monsters they encounter. If you have 3 players, multiply the MR by ¾. If you have 2 players, multiply it by 1/2, and for one player, multiply it by 1/4. Similarly, if you have larger groups, you can increase the MR appropriately. For 5 players, multiply by 5/4. For 6 players, multiply by 3/2, and so on.

LEVEL ONE

About This Level

Dungeon Features: This is the complex's entrance level. To enter it, delvers must go through an ancient cave in a high mountain pass and take a short walk to the point marked as */N* on the map. The level's only exit is the ramp of stone steps going down to the next level, marked as *L2* on the map.

Wandering Monsters (WM): There are few WM on this level. The GM has to check for them every 6 full hours the delvers spend in the caverns, or when and if delvers do something to attract them—e.g., yell, make noise, bash doors, and so on. Roll 1D6; on a roll of 1, an encounter will take place. To determine (randomly or on 1D6) the WM encountered by the delvers, the GM can use the table below or create his or her own—whichever feels better for his or her game sessions. A recommendation for the GM is to avoid using the same WM when an unused one can be picked instead.

Roll	WM	Description
1	<i>Dire Rat Swarm</i>	MR of 35. Will flee if attacked with fire.
2	<i>Small Dust Demon</i>	MR of 40. Non-magical attacks do not harm it. Special Damage: <i>2/Cloud O'Dust</i> centered on itself (it is immune to the effects of the cloud).
3	<i>Uruk Patrol</i>	MR of 30 each. 1 to 6 uruks each armed with rusted weapons, wearing a battered Leather Jerkin (1 hit), and carrying 3 to 18 GP.
4	<i>Baby Troll</i>	MR of 30. Regenerates 3 hits per combat round if not inflicted by magic or magical weapons. Has natural skin armour (3 hits), and carries 2 to 12 GP.
5	<i>Goblin Pack</i>	MR of 12 each. 2 to 12 bloodthirsty Ggoblins, each armed with small sharp weapons and Light Bows (3D6; Range: 70 yards), wearing a battered Leather Jerkin (1 hit), and carrying 1 to 6 GP and 2 to 12 SP.
6	<i>Senior Troll</i>	MR of 50. Regenerates 5 hits per combat round. Has natural skin armour (5 hits), and carries 10 to 60 GP.

Cloud O' Dust [Combat]

Level: 1

WIZ Cost: 4

Range: 20 ft.

Duration: 1 turn

Description: This spell raises a 10-foot-wide cloud of dust that reduces visibility by half and causes all those within range to cough and choke. Those affected must make a L2-SR on CON or lose half their effective STR for 1 full turn.

Power Up? No.

THE DUNGEON

Room 1

This big room once served as Kerak-Ban's antechamber. Now, a small group of ferocious goblin bandits who call themselves the *Slaughterers* inhabits it. This nefarious gang of crooks includes:

- Rottenteeth the Magnificent, the gang's leader. MR of 45; Chain mail armour (11 hits).
- Rufus Greenwarts. MR of 35; Leather armour (6 hits).
- Grugno Snoutface. MR of 30; Quilted cotton armour (3 hits).
- Bruto Hardhead. MR of 30; Quilted cotton armour (3 hits).



The goblins use this room as their hideout, and store their booty in it. The room's old furniture is overcome with dirt, straw beds, barrels and an odd assortment of the brigands' stolen "treasures." Scattered in foul places throughout the room are 80 GP and a few gems worth a total of 960 GP.

All the goblins speak Goblin, and pidgin Urukish and Common. They know very little about the rest of the complex as they rarely venture into it, but they do know about the pit trap in the northeast corner of the room (**see map**) and will try to use it to their advantage. A delver who steps on the trap will fall into a 9-ft-deep pit, taking 3-18 damage (no armour protection). A *L1-SR on DEX* is required to climb out of the pit—for heavily encumbered delvers or for those wearing cumbersome armour, the GM may raise the SR's difficulty to L2.

A magically locked door in the room's northern wall is barred by a rather simple 2nd-level enchantment. It can only be opened with magic.

Room 2

This is a rather plain room, inhabited by a grotesque Giant Rat with a MR of 28. The rat is approximately the size of a pony, and lives surrounded by his own excrements and the bony remains of his victims. If cornered or attacked with fire, it will try to escape, and will flee using one of the many giant-sized rat holes in the walls and floor. There is no treasure here.

Room 3

Access to this room can only be gained through the secret door in its eastern wall or by opening its locked doors. The room was this level's armoury of the Renegades' militia; it is now empty, except for an old, forgotten brass casket that is hidden under a mobile stone on the floor (*L1-SR on LK* to find it) and contains 1,800 SP.

A group of 8 spiteful and wicked kobolds, each with a MR of 20 and a bunch of special powers to use against intruders, dwells here.

Kobolds are minor earth imps about 1 ft 6 inches tall and humanoid in appearance. They have brown skin, long flexible ears, and glow-in-the-dark red eyes that allow them to see in the darkness. They can move on two or four feet, walking erect like humans or running like rats, and can cast a *Medusa* spell against an opponent every full turn—delvers cannot know about this, but luckily, its effect will only last until the next sunrise.

Since they have the remarkable ability to pass through solid rock (once per hour through a layer of up to 3 ft of solid rock and stone), they do not need to use the room's doors to enter it—to keep intruders out of their abode, they keep the old doors barred instead.

Room 4

Once a fortified treasury, this secret room was emptied by the Black Dwarves before they left the dungeon. Three dwarven guards voluntarily remained in it, practically burying themselves alive in the room. After their deaths, they transformed into living skeletons bound to the room for eternity, and are now on permanent duty to kill all who dare enter it. Normally, they sit motionless on three chairs around a wooden table, but as soon as anyone enters the room, they become animated and attack. They will fight to the death and will follow intruders everywhere—even outside the dungeon!

Each skeleton has a CON of 25 and is armed with a two-handed, two-bladed axe (6D6+2, and +20 Combat Adds). Their skeletal heads are concealed by full Helms sculpted to resemble a rampaging griffon, and full heavy plate armour (20 hits) of dwarven manufacture protects their bodies. They are immune to mind-affecting spells and venoms, and since they cause fear in their opponents, delvers' Combat Adds must be halved when fighting them. Although spells and bludgeoning weapons inflict normal damage, thrusting weapons inflict only 1 damage point, and slashing weapons inflict only half damage even if magical. If defeated, the skeletons' weapons and armours will instantly dissolve into rust.

On the floor near the skeletons' table, on which rests an unlit lantern, is an overturned brass brazier. An old divan once used as a rudimentary bed is positioned near the northern wall of the room, and at the opposite wall, near an enormous iron cage, sits a pile of old sacks, all marked with the Ban Clan's ancient sign. The sacks are now empty, but were once used to store coins and other valuables inside the closed cage. Buried under the pile of empty sacks is the only treasure in the room: a bag of 500 GP.

Room 5

Obviously, this room was once a storeroom and workshop used by the Renegades to make and repair wooden furniture. It is now abandoned, and has not been used in a long time: a thick layer of dust covers the entire room.

Many old rusted tools, broken chairs and tables, unfinished barrels and other similar equipment fill the room. An old cupboard in its northwest corner is filled with paintings that were once used to decorate furniture.

There are some tools to use in combat: chisel (2D6), hammer (1D6), saw (1D6) and wooden club (2D6).

Room 6

Both doors giving access to this room are painted in black paint, decorated with small golden skulls. The doors are unlocked and not trapped, and will open quite easily, but with a terrific screech as if they weren't been opened from a very long time.

The entire chamber is a trap, resembling an ancient chapel devoted to one of the grim deities worshipped by the Black Dwarves (the true chapel on this level is found in **Room 9**). Along the north wall there is a grotesque statue, carved from black granite, representing a twisted dwarf, with devilish features like horns, pointed fangs, long claws, a pair of undersized bat-like wings protruding from the back and a very long tail, terminating with a forked point. Any delver making a *L4-SR on INT* (lowered to *L3* if he's a dwarf) will identify the statue as the representation of one of the Dark Gods of the Renegades.

If someone examines the statue, he will hear a faint wailing coming from its mouth if he can succeed in a *L1-SR on LK*. This is a magical effect (radiating a quite strong metabolic magic) that can be detected as usual by any wizard in the group. It can be *Dis-Spelled* as a 13th level spell.

Directly in front of the statue, along the southern wall of the chapel, there is a rectangular stone altar, made from the same black granite as the statue. It is about 2 ft high and covered with a crimson curtain of fine vellum. The vellum is now marked with damp patches and bloodstains, and it is virtually worthless.

There are no treasures to be found in the chapel but, 1D6 combat rounds after the delvers enter the room, the statue on the north wall begins to scream in anger and pain. All characters into the chamber must make a *L2-SR on INT* or must temporarily deduct the amount by which they missed the SR from their Intelligence. The loss is not permanent and INT points will be regained at the rate of 1 point every 10 minutes after the delvers leave the chapel. If someone has INT rating reduced to 3 or less, it goes permanently insane, unless cured with a Dis-Spell cast at least at 13th level. The statue continues to yell for 1D6 combat rounds (a SR is required to victims every round, with the consequences described above), than its magical power disappear for the rest of the day.

Room 7

The floor of this room is entirely covered by a strange, viscous and foul-smelling black mud. Its entire provision came from a series of old wooden barrels that were once aligned along the far wall of the room but have disintegrated with the passing of time. The Renegades used the mud to fuel lamps. It is completely harmless, and can be used as rudimentary lamp oil.

Room 8

In this room dwell a brutal ogre and his 2 goblin servants:

- Grunt is the big and nasty ogre. He is 8 ft tall, has a CON of 60 and +35 Combat Adds, wields a heavy flail (4D6+4) on each hand, and wears lamellar armour (9 hits) too small to fit him decently.
- Dimpa and Rimpa are the ogre's vicious goblin servants. Each has a CON of 22 and +12 Combat Adds, and fights with a short sword (3D6) in one hand and a dirk (2D6+1) in the other.
-

Since all the room's doors are barred from the inside, anyone trying to break into it will alert its occupants, who will prepare for battle and gain 1 entire round of free surprise attacks before delvers can counterattack. The ogre will melee with the toughest opponent, while the two goblins will team together to attack mages or other spell casters.

In the room's central area is a large bonfire on which the ogre cooks his meals. The rest of the room is dark and a complete, stinky mess. Many moth-eaten carpets lie scattered across its stone floor, and a pile of damaged furniture is amassed along its western wall. A small iron casket is hidden beneath one of the broken pieces of furniture. It is securely locked, but the key to open it can be found in one of the ogre's boots. It contains 136 GP.

Room 9

The room's wooden door is locked. A circular hole in it, 1 ft in diameter, allows delvers to see inside the room, which looks like a chapel of sorts, with a stone altar covered with black stains (dried blood from the Renegades' sacrificial victims to the Dark Gods) and a mess of other strange things.

A Giant Vermin, with a MR of 60, dwells here. It has a mucky, pallid body 12 ft long and 1 ft in diameter, pale-white bubbling eyes and a large mouth filled with sharp teeth. It will attack anyone entering the room or inspecting the hole in the door—a surprise attack should be considered if the delvers are not vigilant enough. The Vermin's bite is venomous; to avoid being paralyzed by its toxin and losing their next combat round, bitten delvers must make a *L1-SR on CON*. Victims paralyzed once by the toxin will become immune to it, and they will no longer be affected by paralysis.

Once the monster is killed, delvers may scout the room. They will find many wicked “holy” items, all damaged and worthless, a pile of old tapestries depicting the Dark Gods fighting human and elves, and 2 other objects. The first one is a golden chalice chiseled to resemble a skull and encrusted with precious gems; it can be sold for as

much as 600 GP. The second one is a sacrificial kris (2D6+3), covered in dried blood, with a black hilt resembling a demon's face; it is made of meteoric iron, so it can dispel 1st through 3rd-level magic cast on or around (within 5 ft) its user—who cannot cast magic of any kind while wielding it.



Room 10

This room was once the Renegades' trophy chamber. Stuffed animal heads (among which some human, dwarven and elven heads can be seen!) cover the walls where various weapons and shields also hang. A great circular table surrounded by rich chairs stands in the center of the room.

When an item from the walls is touched by a delver, the room's door will shut (even if previously blocked) and a spectral dwarf, the spirit of the long dead trophy keeper, eternally bound to the room and doomed to protect its treasures, will appear in the center of the room. The spectre has a MR of 90 and appears as a fully armoured Black Dwarf with a complete helm depicting a roaring dragon; it is armed with a great axe. Before charging the delvers for the battle, it will howl in anger. It can howl toward 1 delver every 3 combat rounds, and its victim must make a *L1-SR on LK* to avoid being frozen in panic for 1 to 3 combat turns. The spectre's howl attack is made in addition to normal attacks and has an effective range of 30 ft (3 squares on the map).

The spectre is immune to normal weapons, and there is no way to escape its wrath: for delvers to survive and obtain the room's treasures, it needs to be destroyed. Once destroyed, a foul cloud of black smoke will puff from its figure before dissolving in the air, and a loud and terrorizing yell will echo through the room before its doors finally open with a creaking sound, after which the delvers can claim their well-deserved rewards.

Amidst the various exotic trophies of the room are the following powerful magical items:

- Flamberge of the Thunderstorm: a mighty two-handed flamberge (10D6+5) that was the impressive weapon of a barbarian clan leader killed by the Black Dwarves. It can cast a *Freeze Please* spell once per day at 3rd level—wielder must pay the normal WIZ cost for the spell.
- Bec de Corbin of the Red Warriors: an unusual weapon of red steel-and-copper alloy (20D6; STR Required: 30). For every combat round in which it is wielded, its user must reduce his or her CON by 2 points, a loss that cannot be decreased in any manner and can only be cured by magical means (natural healing won't help it).
- Flying Dirk: an enchanted knife (2D6+1) that when in melee combat works normal, but when thrown has a 30-yard extended range and reduces by 2 levels the difficulty of any SR to hit.
- Bow of Killing: a medium self-bow (4D6) that can be enhanced once per day into a killing machine for its next fired shot (16D6) by simply yelling "*KIII*" aloud. If it misses, its magical power will be wasted for the day.
- Steel Cap of the Conqueror: a human-sized horned helm (1 hits) once worn by a noble knight killed by the Black Dwarves. It protects its wearer against the effects of 1st-level spells.
- Tower Shield of the Great Wall: a great Shield (9 hits) decorated with a blue tower crest that halves all missile and thrown weapon damage.
- Eye of the Cave Bear: a huge fire opal (1,000 GP) set in the eye socket of an enormous stuffed cave bear head. A delver who keeps it in direct contact with his or her bare skin gains the power of seeing in the dark (as per a *Cateyes* spell). If the delver is a wizard (not a rogue or paragon), he or she can also use the Eye to cast the following spells at base level for $\frac{3}{4}$ of usual WIZ cost: *Oh-There-It-Is*, *Omnipotent Eye*, *Rock-a-Bye*, *ESP*, *Second Sight*, and *Mystic Visions*.

Room 11

This room was once used as barracks for the level's dwarven garrison on this level of the *Depths*.

Dust covers everything in the room. Many beds, each nearing a simple empty trunk, fill the chamber. On the room's eastern wall are a couple of imposing cupboards; on its western wall is a long line of empty racks. Beneath a mobile stone under a bed, is a secret hideout (*L1-SR on LK* to find it); it holds a pouch containing 35 GP.

Room 12

This chamber is similar to *Room 11*, but the door to this room is trapped. Delves who open it without first disarming the trap (a *L1-SR on CON* is required) will be stung by a poisoned needle and killed by its venom unless a *Healing Feeling* spell is cast within 2 combat rounds.

There is nothing else in the room and no treasure is to be found here.

Room 13

The door giving access to the room is both locked and trapped. If opened without disarming the trap, 3 arrows will be shot against the delver opening the door. A *L3-SR on the average of SPD and DEX* is needed to avoid the arrows. If the SR is failed, the amount by which it was missed must be taken as *Spite Damage* directly from the CON of the victim.

A hissing noise fills the room, which is empty except for a pile of old wood logs piled up against the western wall. If the logs are disturbed, a Giant Spider with MR 22 emerges from the pile and attacks. Everyone bitten by the monster is administered a dose of spider venom. If the spider is killed, a successful *L3-SR on INT* permits to the delvers to obtain a dose of spider venom from its venom sack.

Room 14

A thin layer of a strange greenish moss completely covers the doors and interior of this otherwise empty room. By making a successful *L2-SR on INT*, any wizard can identify it as Sickmoss, a strange underground fungus that subsists in some dungeons; others must make a *L4-SR on INT* to identify it. Touching the Sickmoss with bare skin causes 1 to 6 points of damage (considered as *Spite Damage*), and a victim must immediately make a *L1-SR on CON* to avoid being infected by the fungus, which will obstruct his or her blood vessels, literally making him or her explode without warning within 1 to 6 days. The infection can be removed via a *Healing Feeling* spell or by magically healing all damage caused by touching the Sickmoss.

To destroy the Sickmoss, delvers must eliminate it from the entire room by setting it afire, as it will quickly regenerate from all other types of damage and restore in just 1 combat round all of its affected/damaged areas. If the delvers burn it away, they will be able to explore the room without peril.

Any delver making a *L1-SR on LK* will find in the center of the floor a hidden stone trapdoor; a combined STR value of 50 or more is required to lift it—up to four delvers can try at once. A magical sword called *Sharp-biter* will be found under the trapdoor wrapped in black vellum cloth. It obtains the regular 3D6+4 in combat, but on odd combat turns fights as if enchanted with a *Vorpal Blade* spell, and as if enchanted with a *Whammy* spell on even combat rounds. The weapon cannot be further enchanted, and it drains 5 WIZ points for *Vorpal Blade* and 10 WIZ points for *Whammy* from the user on every round to keep its enchantments active.

Room 15

Painted in blue over the room's door is a strange insignia; it resembles a piece of firewood topped by a plume. The room is obviously the old cookery and dining room. In its southeastern corner is a great stone fireplace whose surrounding area has been converted to a rudimentary yet efficient cuisine. On its opposite side are a crude living area and a sleeping zone. All the furniture seems odd, as if taken from various places, but despite this, the room looks comfortable, well kept and rather clean.

The room's occupant is a strange one: an adventurous hobbit named Ethan Shortblade who, if asked, will be more than happy to talk with the delvers and join them. He's a good fellow, a daredevil who finds life in quiet Hobbit villages too boring and decided to live in this exciting dungeon after having done some exploring. He knows some interesting things about monsters and traps on this level—which, at the GM's discretion, he can reveal to the delvers for a good reward or if they accept him within their group. If attacked, he will fight at his best, but since he finds being killed by a band of raving adventurers to be too “ordinary,” he will try to avoid being killed.

Name: Ethan Shortblade, 2nd-level hobbit rogue

Height: 2 ft 9 inches; **Weight:** 12 lb.

Hair: hazel; **Eyes:** brown.

Demeanor: jovial, thrill-seeker, smart.

STR: 7, **CON:** 24, **INT:** 11, **WIZ:** 16, **LK:** 14, **DEX:** 21, **CHR:** 14, **SPD:** 11.

Combat Adds: +9

Weapons: Fights with a magical short sword (4D6+8) and dirk (2D6+1; Range: 10 yards), carries a pair of dirks and a staff sling (3D6; Range: 100 yards) with 30 stones.

Armour: Wears an enchanted leather suit (12 hits) that halves all damage suffered from fire- and ice-based attacks, even if magical.

Other Equipment: standard adventuring gear—at the GM's discretion.

Weight Possible: 700 WU.

Wealth: cash for 35 GP and 127 SP.

Spells: *Lock Tight*, *Will-o-Wisp*, *Knock-Knock*, *Oh-There-It-Is*, *Vorpal Blade*.

Talents: (DEX) *Pickpocket* 24, (DEX) *Roguary* 23.

Languages: Hobbit, Common, and pidgin Urukish, Goblin, and Dwarvish.



Room 16

A terrible stench of death and rotting flesh propagates from this room, overwhelming every other disgusting dungeon stink. The room's door is missing, and the interior of its hall can be seen from the corridor. It appears as if the room was once a warehouse, but it is now empty, except for a pile of rotten corpses, all half eaten and in advanced decay, that covers the floor.

An Invisible Skinner, a strange uruk-like monster that has the amazing power of turning invisible at will, now considers this room his personal residence. It will kill any delver who wanders into his lair, and will feed on the carcasses of the unlucky explorers that make their way into the room. If Ethan, the hobbit rogue, is with the group, he will alert the delvers that something evil lurks here, even if he cannot say what it is exactly.

The skinner has a MR of 42 and a thick skin that takes 4 hits. Since it remains constantly invisible, delvers who cannot see the unseen must halve their HPT/Combat Total. If the party flees, the monster will follow, not returning to his lair until killing at least one of its members.

If the delvers kill this vicious creature, they will be able to investigate the room, where they will find, amidst the pile of corpses in its center, the following treasures: a red garnet valued at 100 GP, a vial containing 2 doses of curare, a vial containing 1 dose of *Hellfire Juice*, a small brooch shaped like a swan, and 120 GP. The brooch is called the *Magical Swan*; it gives a wizard, rogue or paragon wearer the ability to use a *Fly Me* spell at 1 WIZ cost once per day.

Special Feature A

A delver searching for secret passages on the room's western wall will activate a nasty trap! A series of boulders will fall from the ceiling hitting all who stand in the corridor (see *squares marked with stone rubbles on the map*).

To find the trap, a delver must make a successful *L2-SR on LK* after declaring to be actively searching for it on the appropriate wall. To disarm it, a *L2-SR on DEX* is required.

A *L5-SR on CON* must be made by delvers hit by falling rocks; the amount by which the SR was failed must be subtracted from his or her CON, with a minimum of 5 hits taken, even if the SR is successful. There is no armour protection against damage from the falling rocks.

Special Feature B

This secret passage was sealed by the Black Dwarves when they retired to the lower levels of the *Depths* and was never opened after. It is full of stale and toxic air, and breathing or just releasing it has the same effects of a *Smog* spell.

There is nothing else to be found in this corridor.

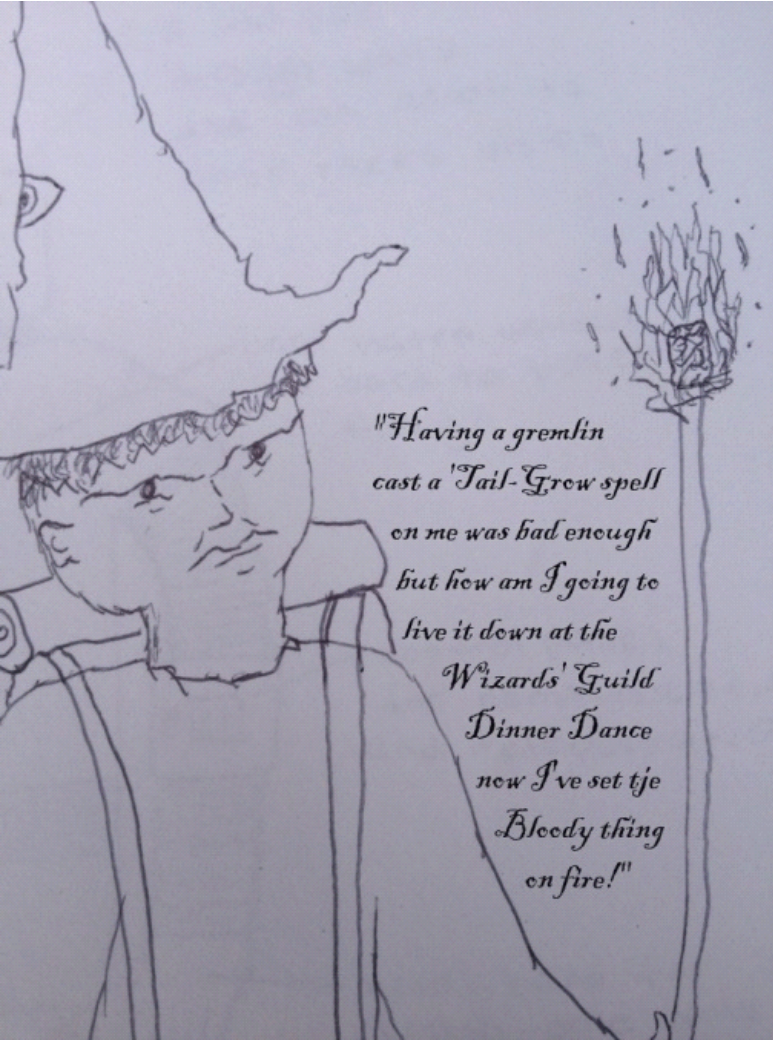
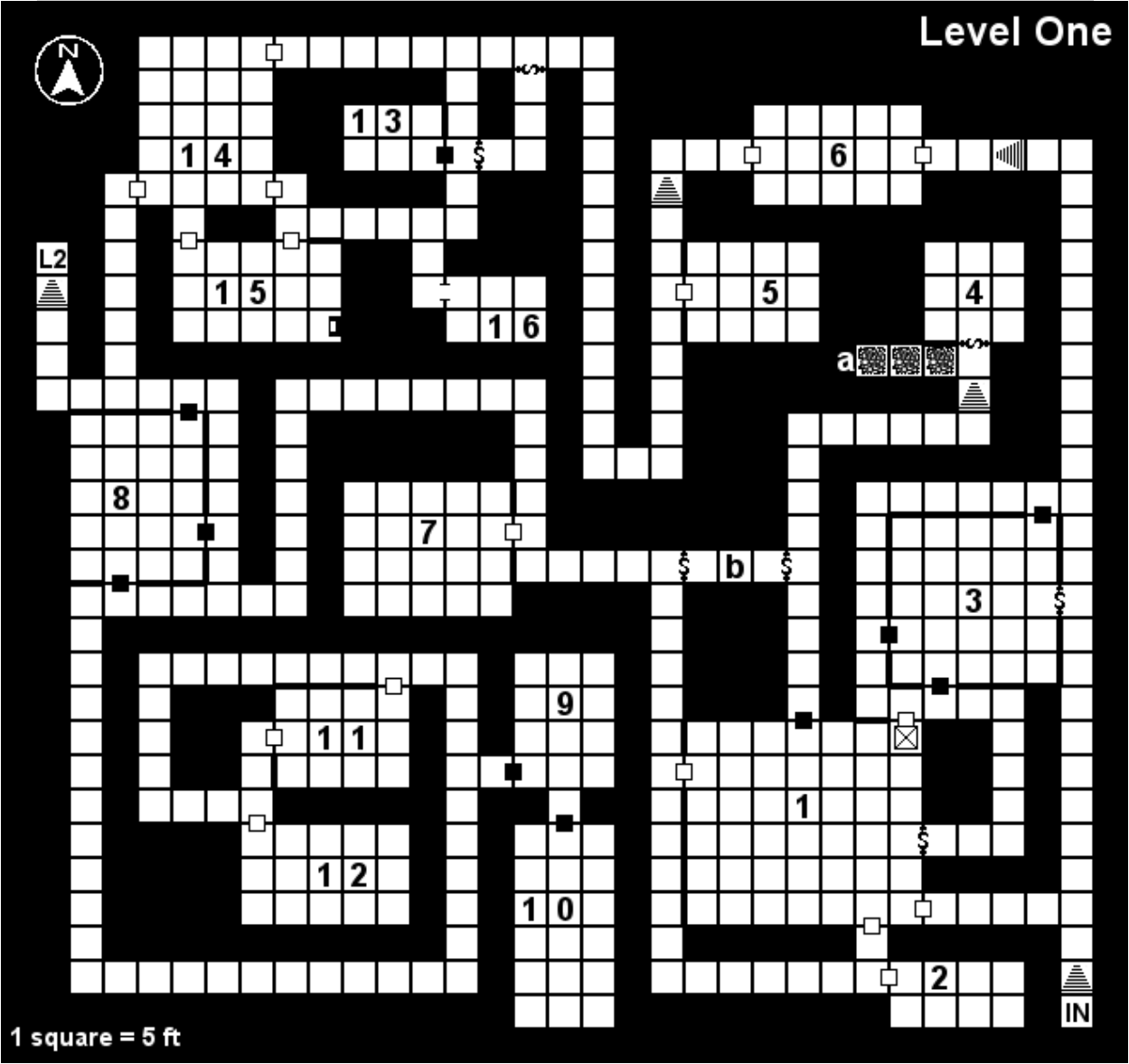
Special Feature C

This corridor is trapped and anyone stepping on the square marked on the map will be hit by a discharge of magical energy similar to a *TTYF* spell. The victim will take a number of hits equal to his INT rating.

There is no way to detect or disarm this trap, but smart (or lucky!) delvers will think about using the corridor hidden by the secret doors to avoid to step on the trap, or they may just try to jump over it. In the latter case, a *L1-SR on DEX* is required to succeed, otherwise the character will fall directly over the trap, activating it.

Editor's note:

There are many more levels of 'The Depths of Kerak-Doom' already written so if you would like to see more, please Drop me a line at mark.findlayrd@gmail.com or go directly to Gianmatteo – perhaps we will get David to add more Illustrations to enrich the adventure!



TROLLSZINE #10 - WHEN?

by Mark Thornton

How about giving some feedback on this issue? Or voluntteering for the delve into double digits? How often does anyone dredge up the energy to send their thoughts? Not often enough! Here's a little gimmick to encourage you – a practical solo to elicit pearls of wisdom...

1. You read (every word/most/some/next to nothing) Trollzine #9. Do you think there should be a Trollzine #10? If so, go to 2; if not, go to 3.
2. For people to contribute, writers and artists, and for people to oversee this project, they really need encouragement. How will you provide this stimulus? If you will send an email, go to 4; if you will use some other means of communication, go to 5; if you will think about it but do nothing, go to 6; if you won't even think about it, go to 7.
3. Fair enough. As we all know, you can't please all of the people all of the time – it's tough enough pleasing some of the people some of the time. If you want to let me know why, go to 8; if you are going to keep your views to yourself, go to 9.
4. That's great! Much appreciated ☺ Go to 10.
5. What do you have in mind? We have a big roof for messenger pigeons to land on. If you want to avail yourself of this facility free of charge, go to 11; if not, go to 12.
6. Shame! Might you be persuaded to rethink your position? If so, go to 13; if not, go to 14.
7. OK, this means war! Prepare yourself as best you can. Leave nothing to chance and expect no mercy. Go to 15.
8. Please send an email to mark.findlayrd@gmail.com and be as constructive as you can. I will inevitably feel both hurt and shamed and will be hard pressed not to get defensive but now that I have articulated just that I feel much more able to go beyond simply shrugging my shoulders and thinking, "Huh! What do you expect for a free fanzine generated by amateurs?"
9. I wonder if they are particularly poisonous, if you are meaning to protect me? Maybe that's too me-centred... Anyhow, feedback allows the possibility of a change for the better and it's hard to think silence can provide for that in the same measure – if you change your mind, go to 8 to find out how to communicate your pearls of wisdom and to lay them out before the swine.
10. I wait with baited breath (what shall I use as the bait? Fool's gold?) for your incisive insights to flash through cyberspace to reach me in my comfort zone at mark.findlayrd@gmail.com. Gracias, caballero!
11. Please send a picture of your pigeon to mark.findlayrd@gmail.com – and while you're at, why not send me your views as an insurance lest your worthy feathered friend fails to fly here straight and true.
12. Are you planning to come in person? If so, send your dates and times to mark.findlayrd@gmail.com. If not, I suspect you are much more likely to be able to spy out a pathway to effective communication than I and so I shall await your methodology like a garden gnome waiting for the fish to bite as he holds his rod over the fish pond.
13. Good on you, sport! They say a mind willing to change is a mine containing many hidden treasures. Well, if they don't, they will now. Please email me your most perspicacious ponderings to mark.findlayrd@gmail.com.
14. I'm sorry to seem ungrateful and/or unsympathetic but I've had enough of you and your nonsense! Please self-lobotomise so you lose the benefit you so undeservedly gained by persuing the rich depths of Trollzine #9.
15. Make a L1 SR on LK. If you fail, you lose your memory and retain no knowledge of the silky delights of Trollzine #9. If you make it, make progressively higher SRs on LK until you fail. Once you fail, make progressively higher SRs on CON – taking as damage whatever you miss each SR by – until you expire (sounds far less awful than 'die', doesn't it?).



“ALWAYS PLAY ARTFULLY”



TrollsZine!

The Kia Ora Edition

#9



"It could all have turned out so very differently if Gollum hadn't just snatched a dodgy old ring - if you want to get ahead, steal the Trollgod's hat, my friends."