

a beginner's guide to tunnels and trolls

THE NECROPOLIS OF DEATH

a tutorial solo quest



THOMAS H PUGH

boltthrower press

An evil necromancer is terrorising your town and only one person can stop him. Well no, that's not true. Lot's of people could stop him but they're not. And so you decide to take on the task...

This adventure introduces the reader to the wonderful world of Tunnels & Trolls. You will create a character and learn the rules as you play, no preparation or knowledge of the system is needed. By the time you have finished you will be ready to take your newly minted delver and subject them to any of the hundreds of Tunnels & Trolls solo adventures available.

The adventure starts here!

By the Same Author:
Al Kazar's Caravan

Coming Soon:
Djöfullinn's Island

A Beginner's Guide to Tunnels & Trolls:

THE NECROPOLIS OF DEATH

A Tutorial Quest



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And of course we are all indebted to Ken St Andre who created this wonderful game.

This adventure is designed as an introduction to Tunnels & Trolls. It walks you through the process of creating a character and the core mechanics of the game.

What Are Tunnels & Trolls Solo Adventures?

Tunnels & Trolls is the 2nd oldest roleplaying game in the known universe. It takes a straightforward, no-nonsense approach to rules. One of its strengths is the plethora of solo adventures available, both official and otherwise. These are self contained adventures that can be played by a single player. They follow the format of Choose Your Own Adventure type books; in most paragraphs you will be given a couple or more options and depending on your choice will be told what new paragraph to turn to.

What sets Tunnels & Trolls apart from most Choose Your Own Adventure systems is that your character will advance and grow and can be taken from one adventure to the next, building up a story as they play through a custom solo campaign.

The Tunnels & Trolls rulebook has options for playing most fantasy races, in this adventure though, for simplicity's sake you are limited to human, elf or dwarf.

What Do You Need?

A pen or pencil, some paper and a handful of normal six sided dice (hereforth referred to as d6s).

Which Rules Do You Need?

To play this adventure you do not need a copy of the rules, however to take your character further it will be a good idea to have a set. This adventure is written for Deluxe Tunnels & Trolls which is the most recent (at the time of writing) edition. Tunnels & Trolls has not changed much since its inception and 5th and 7th edition rules in particular are still popular. Many people (the author included) use a personalised hybrid of the different editions. Over time you will learn what works best for you. Even if you stick with Deluxe, past editions are well worth a read. 1st, 4th, 5th and 7th are available from DriveThruRPG. If your French is up to scratch I hear 8th is also very good and a translation of the Japanese quick start rules have also just been released.

Getting Started

Normally before you set out on a solo adventure you will need to either choose an existing character who you have run through previous adventures or create a new one. However we will be creating a character as we go, so just turn to [Paragraph 1](#) and get started.





The town of Gutrot-by-Sea is a small dilapidated affair, half-timbered buildings gently sagging, a salty breeze leaving a rotten-seaweed-and-overripe-herring tang in your mouth, the incessant cry of seagulls is inescapable.

In the Dancing Donkey tavern, talk has turned to 'something really should be done about the old geezer on the hill who keeps raising undead armies' - a perennial favourite among the townsfolk. You are sat at the bar, drinking what could be loosely described as rum. Dwarves, Elves and Humans mingle freely and for the most part without undue violence.

Are you an Elf, a Dwarf or a Human? In Tunnels & Trolls we don't call these Races, we call them Kindreds. Whilst you are at it, decide if you are male or female. In this adventure it won't make a difference, but sometimes it does.

Many other Kindreds roam Trollworld, Leprechauns, Faeries and Hobbs (also known as Halflings) are common, but it is also possible to play Orcs (or Uruks as they are sometimes called) Goblins, Gremlins, Trolls, Ogres (Hrogr) or even fire daemons. T&T is not a zero sum game: as in life not all heroes are created equal, an Ogre character will have an easier time

than a Goblin especially when it comes to combat. Dwarfs, Elves and Humans are roughly similar in ability.

To learn more about the differences between the Dwarfs, Elves and Humans turn to [Paragraph 13](#).

To learn more about the differences between the two genders turn to [Paragraph 20](#).

When you have made your choices write them down on a piece of paper, from now on this is your character sheet.

If you have chosen to be an Elf turn to [Paragraph 33](#).

If you have chosen to be a Dwarf turn to [Paragraph 47](#).

If you have chosen to be a Human turn to [Paragraph 51](#).



2

You take a deep breath and sprint as fast as you can down the corridor. Do you make it?

Let's find out. Make a L1 SR vs SPD. 'SR' just means Saving Roll, which means you roll 2 dice. 'L1' means the target number is 20. 'Vs SPD' means you add your SPEED attribute to the total. So roll two dice, add them to your SPEED attribute and if the total is 20 or more then you succeed. But remember the three special rules:

1. DARO. If you roll a double, then roll again and add the totals together.
2. A 1 and 3 (on your first pair of dice) is a Critical Fail, which means you fail even if your total is over 20.
3. Humans always get a reroll unless they rolled a Critical Fail.

Remember to record your Adventure Points – i.e. the total of your dice roll.

If you passed turn to [Paragraph 30.](#)

If you failed turn to [Paragraph 41.](#)

3

Next you come to a chasm. It is bridged by, well, a bridge, but not a very sturdy looking one. How easy it is to cross this bridge is dependant on how much you weigh, so let's determine your height and weight. Roll three d6 on the following table.

3d6	Height	Weight (lbs)
3	4'4"	60-75
4	4'7"	75-95
5	4'10"	95-115
6	5'1"	110-135
7	5'3"	125-150
8	5'5"	135-165
9	5'7"	150-175
10	5'8"	155-185
11	5'9"	160-190
12	5'10"	165-195
13	6'0"	180-210

14	6'2"	190-230
15	6'4"	200-240
16	6'7"	220-265
17	6'10"	240-280
18	7'1"	255-300

You will notice there is a range of weights for each height; choose a weight within this range, or if you want to be particularly big boned or slim you could go a bit outside the range.

If you are an Elf or a Dwarf you will need to apply a racial modifier to your height and/or weight. Elves multiply Height by 1.1 (so an extra 10%). Dwarves multiply Height by 2/3 and Weight by 0.8. (Please forgive the mixture of decimal and fractional, Brexit has me all at 6s and 7s).

When you've made up your mind write it down on your character sheet then head on over to [Paragraph 89](#).

4

You tread on the flagstone and it sinks into the ground. With an audible click something on the opposite wall starts to shift. Stone grinds against stone and a doorway opens up.

Job done. Pootle on down to [Paragraph 80](#).

5

6s are used for working out Spite Damage. Spite Damage is a special kind of damage that is worked out independently to normal damage. Each 6 rolled means 1 point of damage is caused.

Spite Damage Caused by the Loser

Even if you lose a round of combat you can still inflict Spite Damage. It ignores armour. This means no matter how much armour you are wearing and how lowly a foe you are fighting there is always a chance you will take some damage.

Spite Damage Caused by the Winner

Spite Damage is *not* inflicted on top of normal damage. So if you won a Combat Round by 10 points and got two 6s you would *not* inflict 12 points of damage.

Rather it serves as a minimum amount of damage that you

will cause no matter what armour your opponent is wearing. So if you won a combat round by 10 points and got two 6s vs a knight in heavy plate armour (14 hits) then you would still cause 2 points of damage.

If you have any King's Weed you can take it now to restore d6 points to your current CON. There is only enough King's Weed to use once.

If you are now on 0 CON turn to [Paragraph 17.](#)

If the Rat has been reduced to 0 MR turn to [Paragraph 27.](#)

If you are both still alive and kicking repeat the process until one of you is reduced to 0. If you want to be walked through the process again return to [Paragraph 82.](#)



6

The next room you enter is lined on all sides with books: hundreds of um, from floor to ceiling. There is one other door apart from the one by which you entered, though on inspection it is locked.

In the centre of the room is a wooden plinth with a book laid upon it, open. You look at the book but do not recognise the language, or do you....

Let's work out what languages your character knows. Everyone knows Common, also known as Khaz'ni. If you are a Swarf you also know Khazad. If you are an Elf then you know Laavik. (Write this down, you will never remember.) You may know other languages, picked up from your travels round Trollworld. The chart below indicates how many extra languages you know, based on your INTELLIGENCE score.

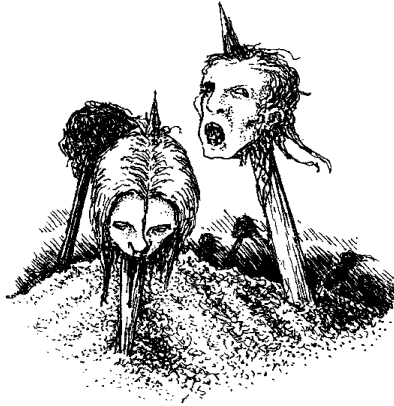
INT	Extra Languages
15+	1
18+	2
21+	3
Etc	etc

You now have two options. If you have a back story for your character worked out then you can just pick the extra languages. Otherwise you should just roll and see what you get.

2d6	Language	Spoken by...
2	Kesha	Inhabitants of Baru-Kesh
3	Gobble	Goblins
4	Hroga	Hrogr
5	Vaarci-den-peri	Elves
6	Laavik	Elves
7	Baribar	Humans, Gargoyles
8	Khazad	Dwarves
9	Khzd	Dwarves
10	Gnomic	Gnomes, Dwarves
11	Uurrk	Uruks
12	Kallissian	Nobles of Kalliss-Morr

If you roll the same result twice, or roll a result that you already know (such as a Dwarf rolling an 8) then either roll again, or just discard the result, do what ever seems right.

Now, lets get back to that book, turn to [Paragraph 86.](#)



You almost reach the end. Almost. Just as you think you are going to make it flame erupts all around and you realise that horrible burning smell is you.

Take 1d6 damage. (Roll 1 dice and take the total off your current CON.)

If you have any Kings' Weed then you can take this now to add 1d6 points back on to your current CON. You can not go above starting CON. You can only take Kings' Weed once, then remove it from your character sheet.

If you fall to 0 CON (or less) as a result turn to [Paragraph 17](#). Otherwise turn to [Paragraph 25](#).

8

You can see why the Hobb doesn't get much company. Gods is he boring! For what seems like an eternity he jabbers on about the cold, the dark, the rat that ate one of his toes, moan, moan, moan. But you are polite and obviously make the right noises. When you finally go to leave he smiles and hands you a package wrapped in greasy brown paper. When you open it you find a small charm on a piece of string. Whilst this charm is in your possession you may treat one failed LUCK saving roll as if it were passed per adventure.

Now hurry on along to [Paragraph 81.](#)

9

To see what chance you have of heaving the stone out of the way, we must first determine how strong you are. As we go through the adventure we will be generating what are known as Prime Attributes. These are 8 numbers that reflect how good your character is in different areas. The Prime Attribute which determines how strong you are is (appropriately enough) known as STRENGTH. Take four d6s and roll them. Now discard the lowest. Add the remaining three together.

There is a rule in Tunnels and Trolls called TARO. This stands for Triples Add and Roll Over. This means that if the three dice you are left with are all the same number, then you get to roll them again and add this new total to your last total.

Example: You rolled 2, 4, 4 and 4 on your four dice. You discard the lowest (which is a 2) and are left with three 4s. This is a triple so you roll the dice again, this time getting a 5, 3 and 1. This means your total is 21 ($4+4+4+5+3+1$). If the second lot of dice had been a triple again then you would roll the dice a third time and add this to the total. In theory you could keep rolling the dice forever if they kept coming up as triples.

If your character is a Human or an Elf then the number you have just rolled is your STRENGTH score. On your character sheet write STRENGTH:21 (for example). Or if you haven't got time for so many letters STR:21.

However if your character is a Dwarf then you have one more bit of maths to do. Dwarfs are stronger than most Kindreds and so we have to apply an Attribute Modifier. For a Dwarf's Strength this is x2. So multiply the total of your dice by 2. Write this on your character sheet in the manner described above.

Ok, now we know how strong you are let's see if you can shift that stone, turn to [Paragraph 22](#).

10

The Hobb has an MR of 40 (5d6+20). Remember the +20 falls as his MR does.

If, at the end of any combat round you think things aren't looking too good you may try and flee. Make a L1 SR vs SPD. If you pass you manage to run away from the Hobb. If you fail you take 1d6 damage (allowing for armour) and must fight at least one more round before you try again.

If you win the combat then add 40 to your AP total and carry on to [Paragraph 81](#).


If you fall to 0 CON then go to [Paragraph 17](#).







11

You don't recognise any of the symbols, it will have to be a pure guess.

If you want to tread on the flagstone marked  turn to [Paragraph 96.](#)

If you want to tread on the flagstone marked  turn to [Paragraph 4.](#)

If you want to tread on the flagstone marked  turn to [Paragraph 31.](#)

12

At long last you find yourself at the heart of the Necropolis, in the laboratory of Herman Glermenstein himself. The old man stands before you, covered in gore, his shrivelled eyes given an insectoid quality by the bottle-end goggles he is wearing.

'So,' he says. Surprisingly he does not have a Germanic accent, but instead sounds slightly west country. 'You thought you would come and do what many more before you have tried? You thought you could kill me?'

He hurls a lightening bolt at you. Make a L1 SR vs DEX. If you pass then you dodge the bolt, if you fail then you take 1d6 damage (minus any armour) if you have an amulet that protects against magic take 1 less damage.

If you have been reduced to 0 CON then turn to [Paragraph 17.](#)

Otherwise turn to [Paragraph 84](#)



B

Dwarfs are short, hairy and often angry humanoids. They love mining and can talk for hours on mineral strata and the differing properties of eisenkiesel versus quartz.

Elves are tall, graceful and often physically beautiful beings. They are an ancient race and watch with a knowing gaze the younger Kindred. They have a natural aptitude for magic.

Humans are not the strongest, nor are they the cleverest. They are not the toughest, nor the most magical. In fact they don't really excel at anything. And yet they are everywhere, like rats. Some say humans are the most favoured of the gods. Whatever the reason, humans often succeed where logically they shouldn't.

Turn to [Paragraph 1](#).





You take a deep breath and run down the corridor leaping left and right to avoid the stakes. Do you make it?

Let's find out. Make a L1 SR vs DEX. 'SR' just means Saving Roll, which means you roll 2 dice. 'L1' means the target number is 20. 'Vs DEX' means you add your DEXTERITY attribute to the total. So roll two dice, add them to your DEX attribute and if the total is 20 or more then you succeed. But remember the three special rules:

1. DARO. If you roll a double, then roll again and add the totals together.
2. A 1 and 3 (on your first pair of dice) is a Critical Fail, which means you fail even if your total is over 20.
3. *Humans always get a reroll unless they rolled a Critical Fail.*

If you passed turn to [Paragraph 56.](#)

If you failed turn to [Paragraph 64.](#)

There are no special penalties for Critical Fails this time, they just count as a regular fail.

15

You cast the spell Take That You Fiend on the Skeleton Warrior. This inflicts damage on the chap.

There is no roll needed to cast a spell, if you have enough WIZARDRY then the spell is automatically cast. Sometimes the target will get a chance to resist the spell, or some other roll will be needed, but this is the exception rather than the rule and you will always be told what to do in such circumstances.

How much WIZARDRY is needed to cast the spell? Well, each spell has a cost: for Take That You Fiend this is 6. If you are a Rogue deduct 6 from your starting WIZARDRY. This is now your current WIZARDRY, this works like CONSTITUTION but if you get to 0 you don't die. Sometimes you will be given opportunities to rest and restore points of WIZ during an adventure. Otherwise it is fully restored between adventures.

Casting spells at a lower level than your character costs less points of WIZARDRY for Wizards. Take That You Fiend is a 1st Level spell, so if your character is 2nd Level then it will only cost 5 WIZ, if they are 3rd Level it will cost 4 and so on. Spells always cost a minimum of 1 WIZ.

Finally casting a spell earns you APs equal to the full cost of the spell, in this case 6 even if you are a higher level Wizard.

How does Take That You Fiend Work? It's a pretty straightforward spell: it causes damage to the target equal to your INTELLIGENCE score. Take this damage straight off the Monster's MR as if it had suffered damage in combat.

The Skeleton Warrior has an MR of 80. If you caused 80 or more damage then a) that is an impressive INTELLIGENCE, how many TAROs did you get? b) you've killed the Skeleton Warrior outright. Puff out your chest and strut on over to [Paragraph 6](#).

If, and I suspect this is more likely, you have done some damage but not the full 80, then you are still going to have to fight the blighter, but at least you got the first blow in. Hurry on over to [Paragraph 97](#).





16

If you think the answer to the riddle is 'a book' then congratulations, you got it right. The door swings open and lets you pass.

If you got the answer to the riddle wrong then the door does not open. You are going to have to smash it open. You have a weapon, so it won't take too long. However this is a sentient door and cries and wails while you smash your way through. Write 'I killed a sentient door' on your character sheet.

Either way you go through the door to the next passage, turn to [Paragraph 68.](#)



You fall unconscious and having no one to drag you back to safety you slowly slip away.

YOU ARE DEAD.

Don't worry this is a common occurrence in T&T solos. You have three choices.

1. Give up. Close this book and give up delving as a bad lot.
2. **Start again. Go back to paragraph 1 and start again with a new character – this is the recommended option, which is why I have bolded it.**
3. Cheat. Give your character a couple of CON points and go back to the last paragraph. Cheating is an age old gamebook tradition, so don't feel too bad about taking this option.

18

Ever heard of the word 'stealth'? Oh well, too late now. You stride up the main path in plain view of the Necropolis. Write 'I could easily be seen' on your character sheet.

The sensible players are now working out their STRENGTH. STRENGTH is what is referred to as a Prime Attribute. Prime Attributes are 8 numbers that express how good your character is in different areas. It is (for all intents and purposes) impossible to fail marching up a path, and so you won't need to take a test. Just so you don't fall behind the rest of the class though we'd better generate your STRENGTH attribute.

Take four d6s and roll them. Now discard the lowest. Add the remaining three together.

There is a rule in Tunnels and Trolls called TARO. This stands for Triples Add and Roll Over. This means that if the three dice you are left with are all the same number, then you get to roll them again and add this new total to your last total.

Example: You rolled 2, 4, 4 and 4 on your four dice. You discard the lowest (which is a 2) and are left with three 4s. This is a triple so you roll the dice again, this time getting a 5, 3 and 1. This means you total is 21 (4+4+4+5+3+1). If the

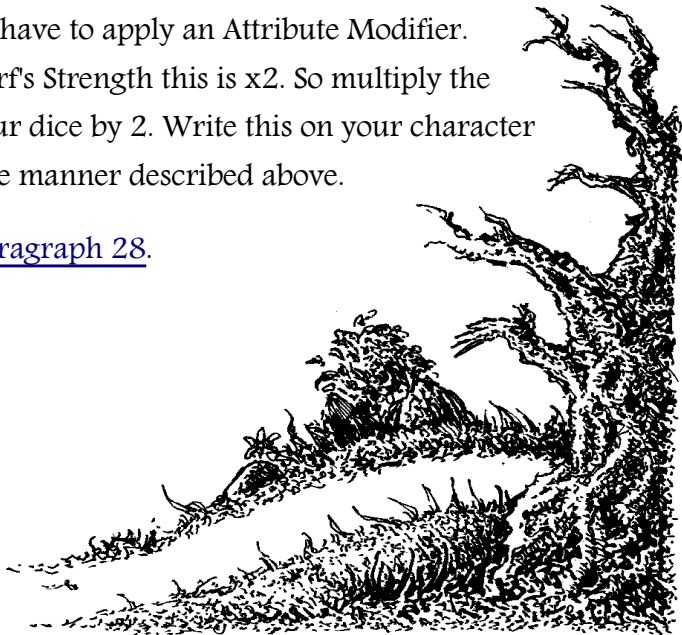
second lot of dice had been a triple again then you would roll the dice a third time and add this to the total. In theory you could keep rolling the dice forever if they kept coming up as triples

If your character is a human or an elf then the number you have just rolled is your Strength score. On your character sheet write STRENGTH:21 (for example). Or if you haven't got time for so many letters STR:21.

However if your character is a Dwarf then you have one more bit of maths to do. Dwarfs are stronger than most Kindreds and so we have to apply an Attribute Modifier.

For a Dwarf's Strength this is x2. So multiply the total of your dice by 2. Write this on your character sheet in the manner described above.

Turn to [Paragraph 28.](#)





19

If there is a hidden way out, than maybe you can sound it out by tapping along the walls...

Make a L2 SR vs INT (so the target number is 25 – books are quite good at hiding hollow sounds).

Remember to record your AP earned for this roll. As it is a L2 test multiple the result of your dice by 2.

If you pass then you find a hidden door, eventually manage to open it and skedaddle. Scurry on to [Paragraph 3.](#)

If you fail turn to [Paragraph 40.](#)

20

There are many differences between males and females of most of the Trollworld Kindreds. These include all the features related to their various reproductive roles, notably the endocrine (hormonal) systems and their physiological and behavioral effects, including gonadal differentiation, internal and external genital and breast differentiation, and differentiation of muscle mass, height, and hair distribution. The question 'do female Dwarfs have beards' is an old one, if you think you know the answer I suggest you keep it to yourself, and please, whatever you do, don't ask a female dwarf.

None of this makes any difference whatsoever to your character.

Return to [Paragraph 1](#).

21

If you end up at this paragraph then you have done something wrong: nowhere in this adventure are you directed to Paragraph 21. Go back to the previous paragraph and try again.

22

The stone is heavy, but you slide your fingers in a crevice and heave. Make a L1 SR against STRENGTH.

Ok. What does that mean? Let's split it into bits.

SR – This is short for Saving Roll and is one of the two basic mechanics in Tunnels and Trolls (the other being a Combat Roll). Basically every time you try and do something which is not just basic combat you must make a Saving Roll to determine if you are successful or not. To make a Saving Roll roll two d6s and add the relevant attribute. If the result is high enough you pass, if it isn't you fail.

L1 – This stands for Level 1 and is telling you how high your target number is: consult the table below:

Level	Target Number
1	20
2	25
3	30
4	35
5	40
Etc	etc

So you can see in this case your target number is 20.

against STRENGTH – This tells you what Prime Attribute to add to your dice roll. In this case heaving a stone is obviously a test of Strength.

So there we have it, roll 2d6 add them to your STRENGTH score and if total is 20 or higher you have passed, if it is 19 or lower you have failed. But wait a minute, there are three extra bits to remember:

DARO – This is like TARO but stands for Doubles Add and Roll over. So if your 2d6 roll results in a double roll again and add both lots of dice to your total. Like with TARO you can keep rolling as long as you get doubles.

Critical Fail – No matter how high your Strength (or other attribute) is there is always a chance of failure. If you roll a 3 and 1 on your first pair of d6s then you have automatically failed, not matter what the total is. This means that even with a Dwarfish Strength of 42 you can still fail a L1 test. Sometimes such an automatic failure has worse consequences than a normal failure that is why they are called Critical Failures. If there are any extra penalties for rolling a 3 and 1 you will be told in the text.

Humans Get a Reroll – Though humans are not the strongest, cleverest or best looking they do seem to succeed more than they should. To represent this if your character is a Human

they always get a second try at making a Saving Roll, if you fail the first time, simply roll again. The exception to this is if the first roll was a Critical Fail. In such cases there is no reroll. Sorry.

So do it, make a L1 SR against STRENGTH.

One last thing; you earn Adventure Points (APs) every time you make a Saving Roll. The number of APs earned is equal to the result of the dice multiplied by the Level of the roll. Keep a tally of the AP you have earned as you go along.

If you pass go to [Paragraph 38](#).

If you fail go to [Paragraph 43](#).

If you get a Critical Fail go to [Paragraph 53](#).



23

You take a deep breath and run down the corridor praying to whichever gods you may or may not believe in that the flames don't shoot out until you've passed. Do you make it?

Let's find out. Make a L1 SR vs LUCK. 'SR' just means Saving Roll, which means you roll 2 dice. 'L1' means the target number is 20. 'Vs LUCK' means you add your LUCK attribute to the total. So roll two dice, add them to your LUCK attribute and if the total is 20 or more then you succeed. But remember the three special rules:

1. DARO. If you roll a double, then roll again and add the totals together.
2. A 1 and 3 (on your first pair of dice) is a Critical Fail, which means you fail even if your total is over 20.
3. Humans always get a reroll unless they got a Critical Fail.

Remember to record the AP you earned for this roll (the result of your dice).

If you passed turn to [Paragraph 70.](#)

If you failed turn to [Paragraph 7.](#)

There are no special penalties for Critical Fails this time, they just count as a regular fail.



24

There is a splintering and the wooden bridge collapses under your weight. You fall to the stone floor and suffer 2d6 wounds (minus any armour you are wearing).

If this reduces you to 0 CON then mosey on over to [Paragraph 17.](#)

If you are still alive you find a crude ladder and carry on your way, turn to [Paragraph 52.](#)

25

Hopefully you have got the hang of Saving Rolls now. But there is one other kind of roll you will need to make in T&T: the Combat Roll. As you might have guessed this is used for combat. There are two elements to a Combat Roll, dice and adds. Simply put you roll a number of dice and add something to the total to get your Combat Score. The number of dice you roll depends on what weapon you are fighting with, we'll get to that in a bit. The 'Adds', depends on four of your Prime Attributes. By some crazy coincidence these are the four we have already rolled up.

To calculate your adds take 10 each from STRENGTH, DEXTERITY, SPEED and LUCK. If this leaves them at 0 or less then don't worry about them. Just add up all the positive numbers you are left with and this is your Combat Adds.

Example: Pablo Magnusson has a STRENGTH of 19, a DEXTERITY of 9, a SPEED of 9 and a LUCK of 12. DEXTERITY and SPEED are both less than 10, so we don't worry about them. STRENGTH is 9 above 10, and LUCK is 2 above 10, so Pablo's total Combat Adds are 11 (9+2).

Write this down on your character sheet and we'll see if we can find you a weapon, turn to [Paragraph 39](#).

26

It costs 4 points of WIZARDRY to cast Oh There It Is, unless you are a Wizard *and* higher than Level 1. As this is a Level 1 spell, for each level above this you are, reduce the cost by one, so Level 2 Wizards only pay 3 WIZARDRY, Level 3 Wizards only pay 2 etc. You must always pay at least 1.

If you are not actually casting Oh There It Is but were just tagging along to see how the Magic Matrix worked then pop along to [Paragraph 12.](#)

If you cast the spell then go along to [Paragraph 34.](#)





27

You come to a steep staircase that leads down, into the hill. At the bottom is a heavy wooden door. A grotesque face is carved in the centre, as you approach it moves.

'Who goes there?' it asks in a creaky voice. 'If you want to pass this way you must first answer my riddle.

'My leaves never shed,
I can be any colour, but live to be read,
An appendix is sometimes mine,
but always I have a spine.

If you think you know the answer to the riddle turn to [Paragraph 16.](#)

28

We now know how strong your character is. But how does this work in game terms? If, for example, you were trying to break through a stone wall you might be told: 'The stone is heavy, but you slide your fingers in a crevice and heave. Make a L1 SR against STRENGTH.'

Ok. What does that mean? Let's split it into bits.

SR – This is short for Saving Roll and is one of the two basic mechanics in Tunnels and Trolls (the other being Combat Rolls). Basically every time you try and do something which is not just basic combat you must make a Saving Roll to determine if you are successful or not. To make a Saving Roll roll two d6s and add the relevant attribute. If the result is high enough you pass, if it isn't you fail.



L1 – This stands for Level 1 and is telling you how high your target number is, consult the table below:

Level	Target Number
1	20
2	25
3	30
4	35
5	40
Etc	etc

So you can see in this case your target number is 20.

against STRENGTH – This tells you what Prime Attribute to add to your dice roll. In this case heaving a stone is obviously a test of Strength.

So there we have it, roll 2d6 add them to your STRENGTH score and if total is 20 or higher you have passed, if it is 19 or lower you have failed. But wait a minute, there are three extra bits to remember:

DARO – This is like TARO but stands for Doubles Add and Roll Over. So if your 2d6 roll results in a double roll again and add both lots of dice to your total. As with TARO you can keep rolling as long as you get doubles.

Critical Fail – No matter how high your STRENGTH (or other

attribute) there is always a chance of failure. If you roll a 3 and 1 on your first pair of d6s then you have automatically failed, not matter what the total is. This means that even with a Dwarfish STRENGTH of 42 you can still fail a L1 test. Sometimes such an automatic failure has worse consequences than a normal failure that is why they are called Critical Failures. If there are any extra penalties for rolling a 3 and 1 you will be told in the text.

Humans Get a Reroll – Though humans are not the strongest, cleverest or best looking they do seem to succeed more than they should. To represent this if your character is a Human they always get a second try at making a Saving Roll, if you fail the first time, simply roll again. The exception to this is if the first roll was a Critical Fail. In such cases there is no reroll. Sorry.

Also every time you make a Saving Roll you earn Adventure Points (APs). The amount of APs earned is equal to the result of the dice roll multiplied by the Level.

So, now you know how to make a Saving Roll. As luck would have it your character has just reached the top of the hill, turn to [Paragraph 50](#).

29

You start smashing up the book shelves hoping to find a hidden door behind them. Books don't offer much resistance but it is a matter of blind luck whether you find a door or not. Make a L2 SR vs LUCK (so the target number is 25, there are a lot of books to smash up). Remember the AP.

If you pass you find a door and quickly head on out, turn to [Paragraph 3.](#)

If you fail, you make one hell of a mess but do not get anywhere, turn to [Paragraph 40.](#)

30

As you reach the axe, it begins to swing, it's too late to turn back now so you close your eyes and run on. You feel the wind as the axe slices just behind you. You've made it!

Well done, turn to [Paragraph 25.](#)

31

You tread on the flagstone and it slowly sinks into the ground. There is a click somewhere in the dark above your head and suddenly a 100lb metal ball falls from the ceiling towards your head. Make a L1 SR vs LUCK or DEXTERITY (your choice, I suggest you go for the higher Attribute). Remember to add the dice total to your AP and humans get a reroll, everyone gets AP.

If you fail take 1d6 damage (but take you armour Hits off the amount suffered).

Either way go to [Paragraph 48](#) and try again.

32

'What are you looking at?!' the Hobb shouts at you. 'Ain't you never seen a Zombie Halfling before?!' With that he stands and stalks out of the room.

You shrug and carry on to [Paragraph 81](#).

33

Good choice! Elves are clever, magically attuned but not the toughest Kindred. They are connected to the natural world and often have a vast knowledge of plants and their properties. You have a small packet of King's Weed in your pocket, which is used to heal wounds.

Make a note of the King's Weed on your character sheet. Don't worry about exactly how it works for now, we will deal with that when (if) you get wounded, but remember you can only use it once, so use it wisely.

Turn to [Paragraph 66](#).



34

You cast the spell (reduce your current WIZARDRY by the appropriate amount).

There is a soft purple glow around a small wooden table you previously hadn't noticed. The glow outlines the shape of a small phial, though the phial seems to be invisible. You reach out and touch it, and suddenly it appears to be made of green glass and filled with a liquid.

Do you drink the liquid? On one hand drinking strange substances you find around an old man's house may not be a good idea. On the other hand why was it hidden if it was dangerous?

If you decide not to drink the potion turn to [Paragraph 12.](#)

If you want to throw caution to the wind and try it turn to [Pararaph 92.](#)

35

You are approaching the centre of the Necropolis now, you can feel the coldness of death in the air.

Suddenly from out of nowhere a Skeleton Warrior appears.

If you are a Rogue and took Take That You Fiend turn to [Paragraph 15](#).

If you are a Rogue and took Oh Go Away, or you are a Wizard turn to [Paragraph 83](#).

Otherwise you are going to have to engage it in good old combat, turn to [Paragraph 97](#).



36

The Dwarven maid's eyes light up as she catches a glimpse of the gem in your bag. 'OOOooo' she says, as only a geophile can. I might have something special for you. She lays out a sword on the table which glows an eerie green. 'Most adventurers couldn't afford this which is why I keep it hidden away. However I'd be willing to swap it for that gem...' She tells you it is a magical sword, tempered in the urine of a mermaid.

If you want to swap the gem for the sword turn to [Paragraph 44.](#)

If you politely decline the offer and keep the gem (which is worth about 500gp) return to [Paragraph 59.](#)

37

There is a leathery flapping and out of the darkness a bat – the size of a small pig – dives towards you.

Giant Bat – MR:50 (6d6+25)

You can not outrun a bat so you must either kill it or be killed.

If you win the combat take 50 AP then turn to [Paragraph 3.](#)

If you are reduced to 0 CON turn to [Paragraph 17.](#)

38

You heave and push until the stone gives, falling away and creating a gap in the wall. You sneak through and head up the hill, running from bush to shrub to rocky outcrop (hopefully) unseen by the old man of the hill.

Turn to [Paragraph 50](#).

39

By a strange coincidence you come to a blacksmith's forge. It does seem rather strange to have a blacksmith's forge in a Necropolis, but hey ho, don't look a gift horse in the mouth.

'Hey fella,' says the blacksmith, 'a Dwarven maid with pigtails and a geological cleavage. 'Looking to buy a weapon?'

Why yes you are, but first turn to [Paragraph 46](#) and we'll work out how much money you have to spend.

40

Eventually you will find a way out of the room but the question is will someone, or something, find you first.

In cases like this you will often be asked to make a Random Monster roll. The specifics change from adventure to adventure, you will always be told what to do. This is a fairly standard approach.

Roll a die, on a 1 you are attacked by a Wandering Monster.

If you rolled a 1 turn to [Paragraph 74](#) to find out what attacks you.

If you didn't roll a 1, why don't you go to [Paragraph 74](#) anyway to see what you could have won.



41

As you approach the axe it starts to swing. It's too late to turn back now and so you run on, the axe falls and you are just too slow. It hits you in the side and you roll on, badly injured.

Take 1d6 damage. (Roll 1 dice and take the total off your current CON.)

If you have any King's Weed then you can take this now to add 1d6 points back on to your current CON. You can not go above starting CON. You can only take King's Weed once, then remove it from your character sheet.

If you fall to 0 CON (or less) as a result turn to [Paragraph 7](#). Otherwise turn to [Paragraph 25](#).

42

The potion tastes like a cross between lemon and pear. You feel a strange tingling that flows through your body, from the roots of your hair to the ends of your toes. Add d6 points to your lowest Attribute.

Now carry on to [Paragraph 12](#).

43

You heave and push but to no avail. Your puny muscles are not enough to shift the stone. You have no choice but to go up the main path, where you can easily be seen.

Write 'I could easily be seen' on your character sheet then turn to [Paragraph 50](#).

44

The Dwarf looks pleased with the deal, but is that because she has just diddled you or is it because she really likes gems? (Maybe a bit of both?)

Make a L1 SR vs LUCK. (2d6+your LUCK. 20+ = a pass. DARO. Humans reroll. A 1+4 always = fail. AP.)

If you pass turn to [Paragraph 62](#).

If you fail turn to [Paragraph 72](#).

45

Now it is time to choose whether you want to be a Warrior, a Rogue or a Wizard.

Warriors are trained fighters. They add their level to the number of dice a weapon uses in combat. Your level is equal to your highest Attribute divided by 10, rounded down.

Highest Attribute	Level
1-9	0
10-19	1
20-29	2
Etc	Etc

Most Humans will start at Level 1, but due to the Attribute Modifiers and the TARO rule it is perfectly possible to start off at a level much higher than this.

Warriors can also double the amount of damage their armour takes, but if they need to use this doubling then they must take a L1 SR vs LUCK. If they fail then the amount of damage the armour can take in future (its Hits) is permanently reduced by 1.

So for example Bojo the Barbarian is a L1 Warrior. His sword does 4d6 damage in combat, however Bojo rolls 5d6 as he

adds his Level (1) to this. If Bojo was fighting with two weapons he would add his Level to each.

Rogues are rogue wizards. They have a natural ability to use magic, but have not been trained. They get one spell and may learn others as they progress. If you want to be a Rogue choose one of the following spells: Detect Magic; Knock, Knock; Oh Go Away; Oh There It Is or Take That You Fiend.

Rogues also get extra talents, but we'll get to that later.

Wizards are trained magical users. They know all the Level 1 spells in the rulebook and can learn others. For this adventure I will tell you what spells may be applicable. They can cast spells more easily (ie with less WIZARDRY cost) than Rogues.

Make your choice of class (Warrior, Rogue or Wizard). If you've chosen Warrior make a note of how this affects your weapons and armour. If you've chosen Rogue make a note of which spell you chose.

Now turn to [Paragraph 35.](#)



46

Currency is pretty simple in T&T and follows a handy metric system. The smallest unit of currency is the copper piece. An egg costs about 6 copper pieces. If you don't buy too many eggs and manage to save 10 copper pieces then you have the equivalent of 1 silver piece. 1 silver piece might get you a very cheap beer (the sort of beer you only want to drink if you are already drunk) or a banana. 10 silver pieces are equal to 1 gold piece, the base unit of the Trollworld monetary system.

To figure out how much money you have roll three dice and multiply the total by 10. This is the number of gold pieces you have. Make a note of this on your character sheet.

Now let's see what the blacksmith has on offer, turn to [Paragraph 59.](#)

47

Good choice! Dwarfs are strong and tough, but not very pretty as a rule. They are proud of their family and clan connections. Around your neck, on a leather thong, is a runic talisman, this gives you a protection against magic spells.

Make a note of the runic talisman on your character sheet. Don't worry about how it works we'll get to that when someone tries to cast a spell on you.

Turn to [Paragraph 66](#).

48

First try wasn't successful? Never mind try again.

If you want to tread on the flagstone marked ¶ turn to [Paragraph 96](#).

If want to tread on the flagstone marked ☞ turn to [Paragraph 4](#).

If you want to tread on the flagstone marked ⚡ turn to [Paragraph 31](#).

49

The potion tastes not unpleasantly of peppermint. Maybe with a hint of mango.

It appears to have no affect on you whatsoever.

Carry on to [Paragraph 12.](#)

50

You reach the top of what the locals call Death Hill. Before you stands a mighty Necropolis, all grey stone and foreboding architecture, lots of carved skulls, mouthy ravens, that kind of thing. As you approach a large wooden door it swings open with an eerie creak. The way ahead is dark, only partially illuminated by torches in sconces down the wall. Cautiously you enter.

If you have 'I could easily be seen' written on your character sheet turn to [Paragraph 57.](#)

Otherwise turn to [Paragraph 63.](#)

51

Good choice! Humans are the most versatile kindred and have a tenacity that sometimes helps them achieve against the odds. You have a small gem in your pocket, probably not worth very much but it has a nice sparkle.

Make a note of the gem on your character sheet.

Turn to [Paragraph 66.](#)

52

The bridge behind you, you move on to the next obstacle in your path, surely you can't be far from the centre of the Necropolis now?

You find yourself in a marble floored cell, no more than 10 feet square but elegant in its simplicity. You get the vague sense there is more going on here than meets the eye.

There is another way to cast spells in a solo adventure, and that is the Magic Matrix. The adventure could ask you at this point if you want to cast the spell 'Oh There It Is', but that

takes away some player agency. Instead in some adventures the reader will have to decide for themselves in what paragraph to attempt to cast a spell. They then make a note of the current paragraph and the spell they are trying to cast before turning to the back of the book. At the back they will find a Magic Matrix, this is a chart that cross references the paragraph and the spell. If the result is a dash (-) or an n/a then the spell hasn't worked, bad luck. However if a number is given then the spell has been successful, the number given is a paragraph, turn there to read the effect of the spell. So, if you can cast the 'Oh There It Is' spell, I suggest you turn to the Magic Matrix at the end of the book and give it a go. If you are a Warrior, or a Rogue who hasn't taken the spell then you might be as well to go to the Magic Matrix anyway, so you know how this works for future games.

If you have no intention of ever being a magic user turn to [Paragraph 12.](#)



53

You heave and push but to no avail. You push a little harder and something gives. Unfortunately it is your back. For the rest of the adventure you have a cricked back. Every time you take a Saving Roll in this adventure roll three dice and discard the highest. In addition you must walk up the front path, in plain sight of the old man. Write 'I could easily be seen' on your character sheet. Oh dear, this really isn't a good start. Never mind, turn to [Paragraph 50](#).

54

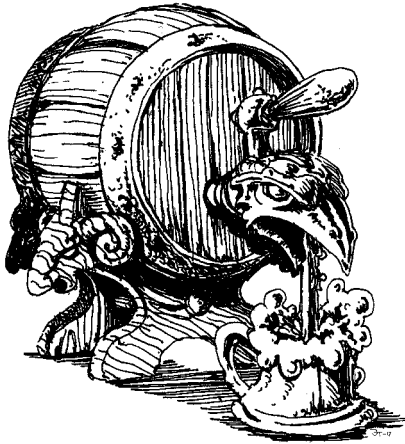
The liquid tastes bitter, a few seconds later you have severe stomach cramps. When you have finished vomiting, uncurl yourself from the foetal position, shakily get to your feet and wipe your lips. The potion has permanently reduced your STRENGTH and CONSTITUTION by 1.

If you have been reduced to 0 CON go to [Paragraph 17](#). Otherwise carry on to [Paragraph 12](#).

55

It takes some time before you can no longer near the Hobb's crying. I hope you feel suitably guilty.

Turn to [Paragraph 81.](#)



56

You hop this way and that, avoiding the stakes as they spring up under your feet. You land on the far side of the corridor and wait for a moment, hands on hips, catching your breath.

When you're ready carry on to [Paragraph 25.](#)



As you walk down the passageway you step on a flagstone which sinks with an audible click below your foot. Before you can react several hundredweight of stones land on your head. Ouch.

Having heavy stones on your head is going to hurt, what's more it is going to cause some damage. So let's see how this works. To start with you need to generate your next Prime Attribute: CONSTITUTION. This is a measure of how much damage you can take before you become incapacitated. Generate it in exactly the same manner as you did STRENGTH. That is roll 4 dice, discard the lowest and add up the other three. TARO (Triples Add and Roll Over) applies.

Just like with STRENGTH Dwarfs and Elves get an Attribute Modifier for CONSTITUTION. Dwarfs double the dice roll, Elves multiply it by two thirds.

When you take damage you take it off your CON score. Keep a track of both your original CON and your current CON. So if Gunbad the Barbarian had rolled up a CON of 13 and then took 4 damage from a magic toad (don't ask what he was doing with it) his CON would look like this: 13/9. If your

current CON ever goes down to 0 then you are unconscious. If you are on a solo adventure and have no companions to help you this will probably mean you are dead. If however the adventure tells you differently or you are playing a group game of T&T (see the end section) then there might still be time to save you. If your CON is 0 or below then it drops by 1 every combat round (2-10 minutes). If it reaches -10 then you really are dead.

The stones have caused 1d6 damage. That means you roll 1 die and subtract the total from your current CON. Make a note of both your original and current CON on your character sheet.

If you have some King's Weed you can use this to heal yourself. If you decide to use it roll a die and add the total to your current CON. Your current CON can never go above your starting CON.

Continue down the corridor to [Paragraph 77.](#)

58

There is a shuffling from the shadows and you are approached by a malevolent looking Giant. Old and skinny but still a Giant.

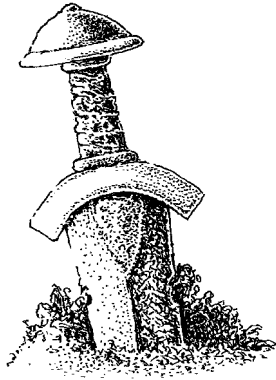
Giant – MR:50 (6d6+25)

To try and run away make a L1 SR vs SPD (Earning AP). If you succeed turn to [Paragraph 3](#), if you fail take d6 damage (minus any armour) then carry on fighting for at least one more round.

If you win the combat take 50 AP then turn to [Paragraph 3](#).

If you are reduced to 0 CON turn to [Paragraph 17](#).





59

The Dwarven maid lays her wares out on a trestle table. You can see on the table below what she has. The Damage Dice is the number of dice you roll in combat if you are using this weapon. You will notice there are also STRENGTH and DEXTERITY requirements for using the weapon. You must have at least these values to take the weapon. In the full rules you can use weapons that you don't meet the requirements for, but it is generally not a good idea, so we won't worry about it now.

All these weapons are single handed so (assuming you have two hands) you can take two of them, but we are going to look at the armour and shields in a minute, so you might want to leave a hand and some money free.

When two DEX requirements are given the second is for throwing the weapon. You will notice the Staff has 2d6+2 Damage Dice this means you get two dice but you add two to your Combat Adds.

If you have a gem turn to [Paragraph 36.](#)

Weapon	Damage Dice	STR required	DEX required	Cost
Short Sword	3d6	8	7	50gp
Great Sword	5d6	16	18	70gp
Dagger	2d6	1	1/12	10gp
Hatchet	3d6	5	5/15	33gp
Bludgeon	5d6	14	8	70gp
Spear	3d6	7	10/12	15gp
Bow (+12 arrows)	4d6	12	15	60gp
Staff	2d6+2	11	10	100gp

When you've decided on your weapon make a note on your character sheet (remember to take the money off) and move on to [Paragraph 73.](#)

60

As you walk down the corridor your skin prickles and the hair stands up on the back of your neck, there is magic in the air. In all likelihood you are walking into a magical trap. You stop, look around for a minute and find a small runic button carved into the stone wall. You push it and the magical energy dissipates. Well done.

Now turn to [Paragraph 45](#).

61

You walk down the corridor blissfully ignorant of the magical power that is building up. Ignorant that is until you are hit full in the face by a zap of lightening. Take 1d6 damage, armour makes no difference.

If you are dead turn to [Paragraph 17](#).

If you are alive carry on to [Paragraph 45](#).

62

You know mermaid's urine when you smell it! The sword is indeed magical and I would say you got a good deal. The sword has the following stats:

Weapon	Damage Dice	STR required	DEX required	Cost
Magic Sword	7d6	5	5	700gp

What these mean are explained in the main weapons paragraph. In addition whilst you own the sword your DEX is increased by 2.

Now return to [Paragraph 59](#).





As you walk down the passageway you step on a flagstone which sinks with an audible click below your foot. You brace yourself but nothing happens. Upon further investigation you find you had tripped a trap which should have tipped several hundredweight of stones on your head. Luckily it had been deactivated, it looks as though you are not expected.

If you had set off the trap, it is likely you would have taken damage. So let's see how this works. To start with you need to generate your next Prime Attribute: CONSTITUTION. This is a measure of how much damage you can take before you become incapacitated. Generate it in exactly the same manner as you did STRENGTH. That is roll 4 dice, discard the lowest and add up the other three. TARO (Triples Add and Roll Over) applies.

When you take damage you take it off your CON score. Keep a track of both your original CON and your current CON. So if Gunbad the Barbarian had rolled up a CON of 13 and then took 4 damage from a magic toad (don't ask what he was doing with it) his CON would look like this: 13/9. If your current CON ever goes down to 0 then you are unconscious.

If you are on a solo adventure and have no companions to help you this will probably mean you are dead. If however the adventure tells you differently or you are playing a group game of T&T (see the end section) then there might still be time to save you. If your CON is 0 or below then it drops by 1 every combat round (2-10 minutes of 'real' time, more on this later). If it reaches -10 then you really are dead.

So make a note of your CON on your character sheet and continue down the corridor to [Paragraph 77.](#)





64

You hop left and you jump right, springing out of the way of the stakes as they slam up out of the ground. One erupts from the flagstones right in front of you and you jump back, right into the path of another. You are not impaled but it does put a nasty gash up your back.

Take 1d6 damage. (Roll 1 dice and take the total off your current CON.)

If you have any King's Weed then you can take this now to add 1d6 points back on to your current CON. You can not go above starting CON. You can only take King's Weed once, then remove it from your character sheet.

If you fall to 0 CON or less as a result turn to [Paragraph 7](#).
Otherwise turn to [Paragraph 25](#).

65

There is an annoying yapping and out of the darkness you are rushed by a Giant Terrier – the size of a wolf hound (actually when you think about it, maybe it is just a wolf hound).

Giant Terrier – MR:50 (6d6+25)

To try and run away make a L1 SR vs SPD. (Remember the AP). If you succeed turn to [Paragraph 3](#) if you fail take d6 damage (minus any armour) then carry on fighting for at least one more round.

If you win the combat take 50 AP then turn to [Paragraph 3](#).

If you are reduced to 0 CON turn to [Paragraph 17](#).

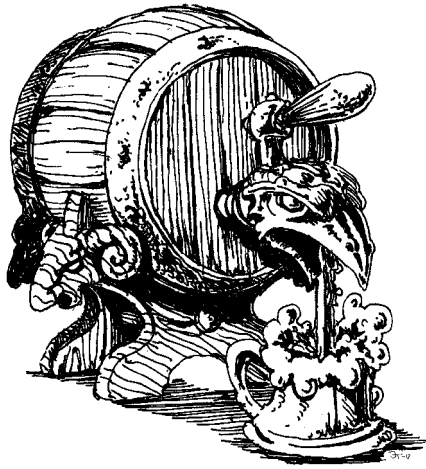


66

It's been a long day and maybe you've had one too many rums but you hear yourself say 'everyone is always moaning about the old geezer on the hill but no one ever does anything! Well I've had it with all the talk, I'm going to sort the old goat out!' There is silence in the tavern. A couple of people maybe are impressed by your bravery, most of them just didn't notice you were that drunk.

Herman Glermenstein has lived on the hill as long as anybody's grandfather can remember, terrorising the neighbourhood and generally committing nefarious and evil deeds. Oh well, it's too late to back out now, you'd better leave the pub and head up the hill, turn to [Paragraph 79](#).





67

Shooting is based off your DEXTERITY. The SR needed to hit depends on the size and distance of your target. In this case you need to pass a L2 SR vs DEX (target number 25).

If you pass then you hit Herman. Roll the number of damage dice your weapon gets and add your Combat Adds. This is the amount of damage you will take off the sorcerer's CON in the next paragraph.

If you fail the roll, then you do no damage.

Either way turn to [Paragraph 76.](#)



68

The riddle was an example of an intelligence test. However it was testing your intelligence as the reader, not your character's INTELLIGENCE.

As you (the character) walk down the passage beyond the talking door it opens out into a small chamber, maybe 20 feet square. The floor is covered in flagstones, three of them have strange symbols carved upon their surface. There is no visible door, except the one you came in from, above this are the words. 'TREAD ON THE SYMBOL OF LIGHT TO PROCEED, BUT TREAD ON A SYMBOL OF DARKNESS AND SUFFER THE CONSEQUENCES.'

The three symbols are as follows: ¶, 2, and 2.

First you are going to have to decide how intelligent your character is, it probably won't come as much of a surprise to learn that INTELLIGENCE is a Prime Attribute. Roll for it exactly as you have the others. Elves multiply the result by 1.5, Humans and Dwarves take the result as rolled.

Now make a L1 SR vs INT. Remember to add the result of the dice roll to your growing AP.

If you critically failed the roll turn to [Paragraph 11](#).

If you just failed turn to [Paragraph 75](#).

If you passed turn to [Paragraph 91](#).

69

The Hobb looks quizzically at you for a moment. Then a tear forms in his eye.

'No one has tried talking to me before...' he sobs. 'They all just assume I'm a monster and attack me. But I have feelings! I have hobbies! All I want is someone to talk to for a while! Why don't you sit here for a moment?' He draws out a chair.

If you sit and talk to the Hobb for a while turn to [Paragraph 8](#).

If you press on and leave him turn to [Paragraph 55](#).

70

It seems to take forever to run the length of the corridor. You are certain with every step that flame is about to fill the passageway and roast you alive. And then suddenly you are at the end. Fire is belching from the holes but it is too late! You are already safe. If you are wearing a cloak then it has a small burnt patch on the bottom right hand corner, otherwise you are unscathed.

Saunter on to [Paragraph 25.](#)

71

Reduce your WIZARDRY by 5 (less if you a Wizard and higher than Level 1).

Such a simple spell has no effect on Herman, he is far too powerful a Wizard.

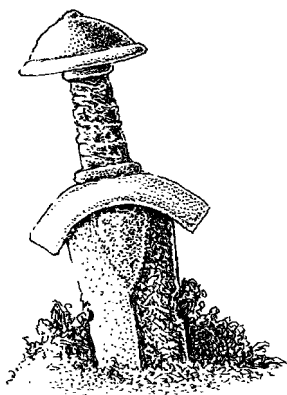
Never mind, turn to [Paragraph 76.](#)

72

Oh dear, it looks like you have fallen for the old we've-run-out-of-mermaid's-urine-let's-just-use-Tizer-instead trick. The sword *is* magical, but only in that it glows faintly green. Otherwise it is a cheaply made affair, judging by its weight made largely of tin. But you've bought it now. It's stats are as follows:

Weapon	Damage Dice	STR required	DEX required	Cost
Magic(ish) Sword	2d6	6	7	25gp

These are explained back on [Paragraph 59](#).





Shields work exactly the same as weapons except instead of Damage Dice they have Hits. This is a measure of the protection they give, don't worry about exactly how it works for now, all you need to know at this point is that the higher the Hits the better the shield.

Name	Hits	STR required	DEX required	Cost
Kite Shield	5	10	10	70gp
Buckler	3	3	8	15gp

Armour is very similar except instead of a 'DEX required' it has a 'DEX modified' column. This means if for example you chose a Great Helm your DEX score would be reduced by 1. This is not permanent, removing the Helm will restore your DEX back to normal. Make a note of both values on your character sheet for example DEX:12(11). Make sure any DEX modifiers don't mean you can no longer take your weapon of choice. More than one item of armour can be taken, but are obviously limited by what body parts you have, so you can not take both the Great Helm and Steel Cap unless you have two heads.

Name	Hits	STR required	DEX modified	Cost
Great Helm	3	3	-1	20gp
Steel Cap	1	1	0	5gp
Leather Breastplate	4	2	0	70gp

If you want to change round your weapons go back to [Paragraph 59](#).

When you're happy with your purchases and have noted them (with all their stats) turn to [Paragraph 85](#).





74

If you rolled a 1 then roll on the table below to see what attacks you then go to the relevant paragraph:

Roll	Monster	Paragraph
1	Giant Bat	<u>37</u>
2	Giant Centipede	<u>99</u>
3	Giant Spider	<u>87</u>
4	Giant Mosquito	<u>78</u>
5	Giant Terrier	<u>65</u>
6	Giant	<u>58</u>

If you are here merely as an observer then go straight on to [Paragraph 3.](#)

75

You're not very good at languages but you vaguely recognise one symbol (¶) as dwarven, one (☞) you're not sure about at all, but the third (𐌚) you think is the dark elven rune for night, so presumably you want to avoid that flag stone.

If you want to tread on the flagstone marked ¶ turn to [Paragraph 96.](#)

If want to tread on the flagstone marked ☞ turn to [Paragraph 4.](#)

If you want to tread on the flagstone marked 𐌚 turn to [Paragraph 31.](#)



76

Herman is more important than your average grunt. As such he does not have a simple Monster Rating, instead he has stats exactly like a PC. (Remember if you successfully cast Take That You Fiend, or shot him with a missile weapon, then his CON has already been reduced.)

Herman Glermenstein – L9 Human Wizard							
STR	CON	DEX	SPD	IQ	WIZ	LK	CHR
20	30	35	30	80	99	70	5
Combat Adds: +107				Weapon: Staff – 2d6			

At this point you might be thinking 'Oh hell...' but never fear. Not all combat has to be conducted in the standard manner. Sometimes you will be given the option to perform a 'Stunt'. 'Stunts' are a special attack that you can perform in combat to try and give you an edge. If you are playing in a group game then you can give your GM a headache by coming up with your own Stunts. In solos you will have to wait until you are given an option.

The crypt in which you find yourself is crumbling. The pillars, ornately carved with skulls (lots and lots of skulls), are so old

that it would not take much to knock them through. Hmmm that gives you an idea...

Make a L1 SR vs both DEXTERITY and STRENGTH, (ie two rolls). You get a bonus to your STRENGTH roll equal to the number of dice your weapon gets, for example a 4d6 sword would give you +4 to the STRENGTH roll. Remember to record your AP for both rolls.

If you fail the DEXTERITY roll then the vile old man has hit you with a magical bolt, lose 1d6 CON, with no reductions for armour.

If you fail the STRENGTH roll then your hacking at the stone has had no effect this time.

If, however, you pass both then you manage to dodge Glermenstein and hack away at the pillar dislodging some masonry on to the Necromancer's head. Take 2d6+10 off his CON.

If you both have CON remaining then repeat the process. If you reduce Herman to 0 turn to [Paragraph 100](#). However if you have been reduced to 0 CON turn to [Paragraph 17](#).



A little further on the corridor splits into three. Each of the ways is blocked by an ingenious trap.

The right path features a large double sided axe (the head is 3 foot tall) which swings back and to across the corridor. If you go this way then you will need to be fast to get passed without being chopped in two.

The middle path has a number of sharp stakes which shoot up out of the floor before slowly sinking beneath the flagstones again. To dodge through this path you will need to be very agile.

The left hand path has two circular openings, one in each wall. These are blackened, and it soon becomes obvious why – At random intervals a gout of flame spurts out of each hole, engulfing the entire corridor. To get through this way you will need to be plain lucky.

Before you make up your mind which way to take it is probably a good idea to work out if you are fast, agile or lucky. To do this generate your next three Prime Attributes. These are SPEED, DEXTERITY and LUCK. They are rolled for in

exactly the same was your previous two attributes. (4d6, discard the lowest. TARO.)

Now you should have some idea of which of the obstacles you are most likely to get by with out being injured.

To test your SPEED on the right hand path turn to [Paragraph 2.](#)

To test your DEX on the middle path turn to [Paragraph 14.](#)

To test your LUCK on the left hand path turn to [Paragraph 23.](#)

78

There is a loud and high pitched buzz; out of the darkness a mosquito, the size of a badger, dives for your neck.

Giant Mosquito – MR:50 (6d6+25)

You can not outrun a mosquito.

If you win the combat take 50 AP then turn to [Paragraph 3.](#)

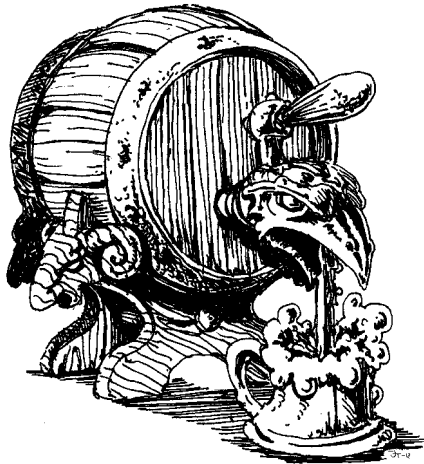
If you are reduced to 0 CON turn to [Paragraph 17.](#)

79

It's getting dark already, probably not the right time of day to set off to slay a Necromancer, but hey-ho. You could go up the road that leads straight to the Necromancer's Necropolis, but that seems kinda obvious. Hmmm, wait a minute...there is a loose stone in the wall that circles the hill, maybe if you could heave that out you could sneak up to the Necropolis unseen.

If you want to try and heave the stone out of the way turn to [Paragraph 9](#).

If you want to boldly go up the front road turn to [Paragraph 18](#).





80

The room you step into looks like a common room, or maybe a dining hall. It is not very big, maybe 20 feet square and is mostly filled with three large wooden tables. Flagons, plates, cutlery and food are strewn across most surfaces. For a moment your mouth waters, it's been a while since you've had a meal and this delving lark is hungry work. But then you look closer at the food. A Cornish pasty, half eaten, lies on a plate near you, it is writhing with maggots. A tankard next to it is draped heavily in webs, a spider the size of your hand eyes you warily.

You realise then that you are not alone. A small shabby figure looks up at you from the opposite corner. It appears to be a Hobb but is obviously a product of the Necromancer's unnatural art, as he is in an advanced state of decay.

Now not all encounters in Tunnels & Trolls need to end in combat. Quite often you will want to talk to people and use your powers of persuasion to get what you want. The Hobb hasn't attacked you yet, so there is a chance you can talk him round. But how persuasive are you? For this you need another Prime Attribute: CHARISMA. This is an indication of your force of personality. A very attractive Elf might have a high CHARISMA as he can seduce people into doing what he wants. But so might a 9 foot butt-ugly Troll, as she can intimidate people into compliance. Whatever source your CHARISMA is drawn from, let's roll it up now. I'm sure you remember how. Generally speaking Dwarfs are not very personable fellows, so they only get 2/3 of the dice roll for their CHARISMA. Elves on the other hand can be beguiling individuals so they get one and a half times the roll. Humans, as always, get the straight roll.

Now you know how persuasive you can be what do you want to do?

Forget it, just hit the Hobb! Turn to [Paragraph 10](#).

If you'd like to speak to the little fella then make a L1 SR vs CHR.

If you get a Critical Fail turn to [Paragraph 94](#).

For an ordinary fail turn to [Paragraph 32](#).

If you pass turn to [Paragraph 69](#).

81

There is just one Prime Attribute left to generate now: WIZARDRY. This is a measure of how sensitive you are to Magic and how much magical power – also called kremm – you can summon. It is mostly used by Wizards and Rogues, but sometimes Warriors will need it as well. What are Wizards, Rogues and Warriors? Don't worry we will get to that soon enough.

For now roll the dice and generate your WIZARDRY. Elves are natural magic users and as such multiply the dice total by 1.5. Both Dwarfs and Humans just get the straight result.

Make a L1 SR vs WIZARDRY. If you have a runic amulet that protects against magic you may reroll if you fail the first time.

If you fail turn to [Paragraph 61](#).

If you pass turn to [Paragraph 60](#).



82

First work out your own combat total. Roll your Damage Dice and add the total to your Combat Adds. Make a note of the overall total. Also make a note of how many 6s (if any) you rolled.

Now do the same for the Giant Rat (MR:18 – 2d6+9).

If your Combat Total is higher you have won the first round of combat, well done – turn to [Paragraph 88](#).

If the Giant Rat's Combat Total is higher than yours then you have lost the first round of combat – turn to [Paragraph 98](#).



You cast the spell Oh Go Away on the Skeleton Warrior. This may (or may not) make the critter run away.

There is no roll needed to cast a spell, if you have enough WIZARDRY then the spell is automatically cast. Sometimes the target will get a chance to resist the spell, or some other roll will be needed, but this is the exception rather than the rule. You will always be told what to do in such circumstances.

How much WIZARDRY do you need to cast the spell? Well, each spell has a cost, for Oh Go Away this is 5. If you are a Rogue deduct 5 from you starting WIZARDRY. This is now your current WIZARDRY, this works like CONSTITUTION but if you get to 0 you don't die. Sometimes you will be given opportunities to rest and restore points of WIZ during an adventure.

Casting spells at a lower level than your character costs less points of WIZARDRY for Wizards. Oh Go Away is a 1st level spell, so if your character is 2nd Level then it will only cost 4 WIZ, if they are 3rd Level it will cost 3 and so on. Spells always cost a minimum of 1 WIZ.

Finally casting a spell earns you APs equal to the full cost of the spell, in this case 5 even if you are a higher level Wizard.

How does Oh Go Away work? If your INTELLIGENCE + LUCK + CHARISMA is greater than the monster's MR then the monster will flee. So if your INT=15, your LUCK=8 and your CHR=10 then if the monster has a MR of lower than 33 it will flee. The Skeleton Warrior's MR is 80.

If you successfully scare the Skeleton Warrior away then turn to [Paragraph 6](#), otherwise return to [Paragraph 35](#).



Before you can engage Herman Glermenstein in combat he retreats into the ornate gothic vaults of his workshop.

'Grrraarl,' you hear from behind you and turn to find a zombie shambling towards you. Normal combat will not work against this mindless galoot, instead you will need a mix of speed and luck.

Work out the average of your LUCK and SPEED attributes and make a L1 SR vs this (let's call it SPLUCK).

If you fail then you take 2d6 damage, less any armour you're wearing. If you pass then you avoid any damage. Either way you manage to kill the zombie.

If you have been reduced to 0 CON turn to [Paragraph 17](#).

Otherwise decide how you would like to take on Herman.

If you want to cast Take That You Fiend on him turn to [Paragraph 67](#).

If you want to try and shoot him with a missile weapon turn to [Paragraph 71](#).

If you want to take on the old goat in combat turn to [Paragraph 76](#).



85

Now you should know what you roll in combat. You have a weapon (or weapons) which determines how many dice you roll and your STRENGTH, DEXTERITY, LUCK and SPEED give you your combat adds. So let's see if we can find an opponent to fight.

As you walk further into the Necropolis the air is chill and dank, you hear a skittering of feet behind you and swirl round, drawing your new weapon just in time. A Giant Rat is attacking you.

Turn to [Paragraph 93.](#)

86

The book on the plinth is written in the common alphabet but it is not a common language, upon closer inspection it turns out to be Gobble, the rather haphazard tongue of the Goblins.

If you speak Gobble turn to [Paragraph 95.](#)

Otherwise turn to [Paragraph 90.](#)

87

There is a dry tapping on the flagstones and out of the darkness a spider – waist high, rushes you, mandibles waving malevolently.

Giant Spider – MR:50 (6d6+25)

To try and run away make a L1 SR vs SPD. If you succeed turn to [Paragraph 3](#) if you fail take d6 damage (minus any armour) then carry on fighting for at least one more round.

If you win the combat take 50 AP then turn to [Paragraph 3](#).

If you are reduced to 0 CON turn to [Paragraph 17](#).





Well, that wasn't too difficult was it. The difference between your Combat Total and the Giant Rat's is the amount of damage you have inflicted. So, if your Combat Total was 24 and the Giant Rat's was 18, then you would have inflicted 6 damage on the Rat.

Take the damage off the Rat's MR. If this takes it to 0 or less then you have killed it. Good job. Otherwise you will need to fight another round. But don't worry things are going to be easier. You've wounded the Rat and reduced it's capacity to fight. The Rat's Damage Dice will stay the same, these are always calculated on their starting MR. But the Adds fall as the Rat takes damage. The Adds are always equal to your opponent's current MR.

Let's follow our example through. If you had inflicted 6 damage the Giant Rat's current MR would be 12. So in the second round of combat they would get 2d6+6.

If you had lost the first round of combat then the damage would be worked out in the same way. Then you would have deducted your armour (the total Hits of all the armour you are wearing) and taken what was left from your current

CON.

Remember I said to keep a track of how many 6s each of you rolled? Mosey on over to [Paragraph 5](#) and I'll explain what that is all about.

89

Now to that bridge.

The heavier you are the luckier you will need to be to get across the bridge without it collapsing.

Weight	Saving Roll Needed (Target Number)
Less than 100lbs	L1 (20)
101-175lbs	L2 (25)
176-250lbs	L3 (30)
More than 250lbs	L4 (35)

Make a LUCK SR at the level indicated in the table above. If you pass then you make it across the bridge safely, turn to [Paragraph 52](#).

If you fail there is an awful splintering sound, turn to [Paragraph 24](#).

90

You can make neither head nor tail of the book, if it shows you a way out of this room, well, it is beyond you.

If you want to try and use your smarts to find a way out turn to [Paragraph 19](#).

If you prefer to rely on brawn turn to [Paragraph 29](#).

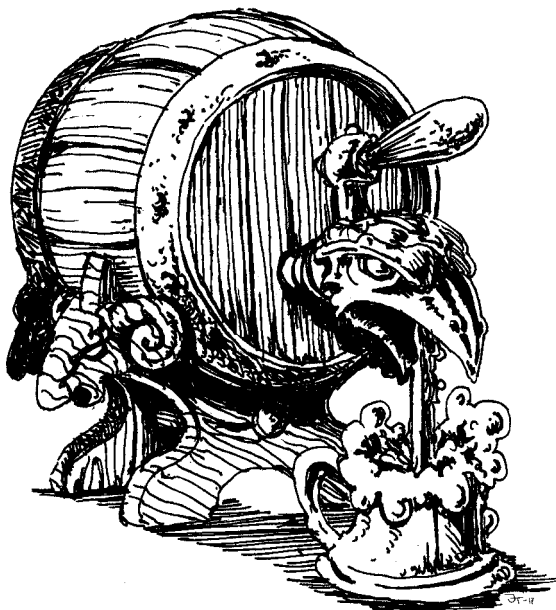
91

You recognise one symbol (¶) as dwarven. You think it means cave or tunnel. One (☞) looks like a lizardman symbol, but you don't know what it means. The third (𐌺) you think is the dark elven rune for night.

If you want to tread on the flagstone marked ¶ turn to [Paragraph 96](#).

If want to tread on the flagstone marked ☞ turn to [Paragraph 4](#).

If you want to tread on the flagstone marked 𐌺 turn to [Paragraph 31](#).



92

Roll a die and consult the following table to see which paragraph you should turn to.

Result	Paragraph
1 or 2	<u>42</u>
3 or 4	<u>49</u>
5 or 6	<u>54</u>



We know how good you are at combat, but how good is the Giant Rat? In Tunnels & Trolls there are two ways of working out an opponent's efficacy. One is too work out their Prime Attributes and weapons, then from this derive their Damage Dice and Adds, just as we have just done for you.

This can be quite lengthy though, and so there is an easier way. We don't need to know exactly how strong the Giant Rat is, nor how lucky, all we need to know is how good it is in combat. All we need is one number, and this is known as a Monster Rating, or MR. The Giant Rat's Monster Rating is 18. There is a simple formula for converting MR to Damage Dice and Adds. Divide the MR by 10, rounding down, then add one. This is the Damage Dice. So...

MR 1-9	1 Damage Die
MR 10-19	2 Damage Dice
MR 20-29	3 Damage Dice
MR 30-39	4 Damage Dice
Etc	etc

So the Giant Rat has 2 Damage Dice.

Now divide the MR by 2, this is the number of Adds your opponent gets. In this case the Giant Rat gets +9. So in combat he will be getting $2d6+9$. If this is not easy enough, you will nearly always have the maths done for you, so a typical monsters stats might be given like this:

Giant Rat – MR: $18(2d6+9)$

Move on to [Paragraph 82](#) and we will roll some dice.



94

You try to talk to the Hobb but, well you're not really a people person are you? You say something that riles the little chap, or maybe it is just the look of your face, either way with a surprising frenzy he rushes forward and attacks you.

Turn to [Paragraph 10.](#)

95

The book reads like an Ikea instruction manual but even more esoteric and arcane. After a while though you work it out. On the seventh shelf to the left, fourth from the top you find a book called 'Horticultural Practices of the Great Escarpment Gnomes', when you pull it a secret door opens.

Turn to [Paragraph 3.](#)

96

You tread on the flagstone and it sinks slightly under your weight. Then it sinks a bit more. Then it gives way completely and you are plummeting into a pit.

Make a L1 SR vs SPD or DEX (your choice which, but I suggest you go for the higher Attribute). Remember to add the total of your dice to your AP. If you pass then you catch the side and climb out, otherwise you plummet to the bottom of the pit. You take 1d6 damage (your armour makes no difference here). Climbing out is not too difficult.

Go to [Paragraph 48.](#)

97

The Skeleton Warrior closes in for a good old scrap. It has an MR of 80 (9d6+40) unless you have already damaged it with Take That You Fiend. The chap also has 8 points of armour, so remember to take this off any damage caused (unless it is Spite Damage, of course).

If you want to try and run away from the boney blighter make a L1 SR vs SPD. If you pass scuttle on over to [Paragraph 6](#). If you fail take 2d6 damage (minus any armour) then carry on fighting for at least one more round before you can try again.

If you are reduced to 0 CON slump your way to [Paragraph 17](#).

If you reduce the Warrior to bonemeal earn yourself 80 APs and swagger on over to [Paragraph 6](#).



98

Don't worry, this (probably) isn't the end. Work out the difference between your combat total and the Giant Rat's. This is the amount of damage that has been inflicted. *But* remember you had a chance to buy some armour? I'm hoping you did. Add up the total Hits value of all your armour and deduct this from the damage inflicted. What ever is left, take this off your current CON.

If you had won the combat then damage would be worked out in the same way and taken off the Rat's MR. In subsequent rounds the Rats Adds would be reduced as its MR falls, Adds are always equal to half the current MR (round down). Damage Dice doesn't fall with MR though.

Remember I said to keep a track of the number 6s rolled by each side? Well let's go to [Paragraph 5](#) and we will see what that is all about.

99

There is a chitinous tapping on the flagstones and out of the darkness a centipede – 6 foot long rushes you.

Giant Centipede – MR:50 (6d6+25)

To try and run away make a L1 SR vs SPD. If you succeed turn to [Paragraph 3](#) if you fail take d6 damage (minus any armour) then carry on fighting for at least one more round.

If you win the combat take 50 AP then turn to [Paragraph 3](#).

If you are reduced to 0 CON turn to [Paragraph 17](#).

100

As the stonework hits Herman it caves in his skull 'Tell Mrs Pottinger it was me that...' he whimpers enigmatically. Another mystery that likely will now never be solved. For a moment his body lies limp and lifeless, then, the dark magicks receding from his corpse, it slowly crumbles to dust.

There is a shuddering and the whole Necropolis starts to come down round your ears. Handily there is an exit from the crypt into the cold night air. You throw yourself to safety and lie there watching the Necromancer's legacy collapse, thinking

the whole expedition would have been a lot easier if you'd found this door on the way in.

Award yourself 500APs. If you have 'I killed a sentient door' written on your character sheet then you loose 50APs. Talking of which...

Adventure Points

By this point you should have collected a fair amount of Adventure Points. What can you do with them? They are used to advance your character and can be spent in 2 ways.

Firstly you can increase your Prime Attributes. To increase an Attribute by 1 point costs ten times the amount you are going up from. So to increase STRENGTH from 11 to 12 costs 110AP (10 x 11).

Secondly you can buy a talent for 300AP. Which brings us to...

Talents

We didn't cover these in this quest, as starting out I guessed you were a pretty talentless individual. Normally though everyone starts with one Talent and Rogues get an extra one when they reach an even numbered level (2nd, 4th, 6th etc). So a L4 Dwarf Warrior would have 1 talent, a L2 Elf Rogue would have 2.

In addition to this an extra Talent can be purchased once per level for 300AP.

Exactly what Talents you can take is open ended. There is a list in the Deluxe Rule Book but these are only suggestions. A Talent can be literally anything that your character is good at, e.g. Blacksmithing, Archery, Chess or Nude Modelling. Any time you are required to make a Saving Roll for something that applies to one of your Talents you get a +3 to the roll.

If you wish, instead of buying a new Talent you can increase an existing one. There are four grades of Talent, Novice (+3), Apprentice (+5), Journeyman (+7) and Master (+9). To take a Talent at Novice level costs 300AP. To increase a Talent from Novice to Apprentice level costs 600AP. To increase it from Apprentice to Journeyman costs 900AP. To increase it from Journeyman to Master costs 1200AP.

What Else Have We Missed?

We abbreviated the magic a bit. The core rulebook contains a list of spells. Wizards get all Level 1 spells, Rogues get 1 spell of their choice. Read the rulebook, unsurprisingly it tells you all you need to know.

Just to confuse matters slightly the core rulebook way of doing magic is not the only way. Trollhalla Press have produced a series of Spellbooks for different Kindreds. Each one tackles

magic in a slightly different way. To use these Spellbooks in solos you will generally have to use your initiative a bit.

We also haven't really touched upon group play. Like most (maybe all) other roleplay games Tunnels & Trolls can be played as a group game. Each player controls one character except one who is designated as the Games Master or GM.

The GM sets the scene, must like I have done I this adventure. telling the players where they are and playing all the supporting characters. Instead of giving a number of options though, group play is more open ended, constrained only by the players imagination, which can be testing for the GM.

Where Next?

You now have a fully formed character, ready to head out into the wide (Troll)world and take on any adventure. There are literally hundreds of adventures out there, where you take your character next is up to you.

They can become a gladiator in the Arena of Khazan, or head out to sea aboard a Pirate frigate. Hundreds of dungeons lie waiting to be looted and of course the mysterious city of Kalliss-Morr holds more intrigue than even a Half-Elf can handle.

The adventures starts here...

MAGIC MATRIX

To use the Magic Matrix look for the column for the paragraph you've come from and the row for the spell you are trying to cast, then if you are given a number go to that paragraph to see what has happened.

	13	48	52	96
Knock, Knock	-	-	-	-
Oh There it is	-	-	<u>26</u>	-
Will-o-Whisp	-	-	-	-
Alaka Skram	-	-	-	-
Boom Bomb	-	-	-	-