

TUNNELS & TROLLS

FREE RPG DAY

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2008

Take the money



ONE OF THE EASIEST RPG'S TO LEARN AND PLAY!

TUNNELS & TROLLS

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This is a short version of the full Tunnels & Trolls Rules. It is sufficient to play the solitaire adventure included, and to show your friends how to play with the GameMaster adventure also included. The full version of the rules can be purchased at game stores, or at www.flyingbuffalo.com. This booklet is intended to be given away on Free RPG Day (June 23, 2007). (The 5.5 edition and the 7th edition rules are somewhat different and much more detailed, but it really doesn't matter which set of rules you use; the play will remain very much the same.)

Tunnels & Trolls is one of the easiest role playing games to learn and play. All you need are paper & pencil and some six-sided dice (at least 3). One of the best things about T&T is that you can play it solitaire, where the book is the gamemaster. Most of the following rules are written as if you are playing a solitaire adventure. If you are playing with a gamemaster, he or she will roll the dice for any opponents or monsters, and normally you will not be told the Monster Rating, or armor of your enemy; only what you might be able to see, and the total of any dice rolls.

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CREATING YOUR ADVENTURER

Each adventurer is defined by "Prime Attributes": Strength, Intelligence, Luck, Constitution, Dexterity, Charisma, and Speed. They define the character's basic abilities. Other details, such as the character's name, gender, hair and eye color, kindred, and character type, round a character out, but the "Prime Attributes" are the factors that make the game work.

Roll three six-sided dice, add up the scores and write them next to the prime attributes: use pencil because these numbers could change later. Repeat the roll for each attribute listed.

STRENGTH (ST) is the ability to exert force – lifting, shoving, etc. Strength limits your choice of weapons and tells you how much you can carry. If ST ever falls to 0 or below, your character is dead.

INTELLIGENCE (IQ) measures a character's ability to reason, solve problems, and remember.

LUCK (LK) measures how blind chance works for or against

your character. Luck affects combat results, and is usually the attribute affecting "Saving Rolls" (explained in its own section).

CONSTITUTION (CON) measures a character's health. Combat damage is subtracted from Constitution. If CON reaches 0, the character is unconscious, at -10 he is dead.

DEXTERITY (DEX) refers to both manual dexterity and physical agility. Marksmanship is defined by Dexterity.

CHARISMA (CHR) measures personal attractiveness and leadership ability. It is not just a measure of good looks, but most often it is treated as such.

SPEED (SPD) is how fleet of foot and how responsive a character is. Speed is the only thing standing between many adventurers and the monsters pursuing them.

WEIGHT POSSIBLE is 100 times Strength. It measures how many "weight units" a character can haul around. (If Mantaro the Inimitable has a ST of 15, he can carry 1500 weight units.) Ten weight units weigh one pound.

CHARACTER RACES

Your character can be a human or one of the other ancient races which inhabit this magical world. The Peters-McAllister Chart For Creating Man-like Characters, below, creates some of the other humanoid kindred.

ELVES IQ and DEX $\times 3/2$, CON $\times 2/3$.

All other attributes $\times 1$.

DWARVES ST and CON $\times 2$, CHR $\times 2/3$.

All other attributes $\times 1$.

HOBBS ST $\times 1/2$, CON $\times 2$, DEX $\times 3/2$.

All other attributes $\times 1$.

(round fractions up)

CHARACTER TYPES

Next decide whether your character is a warrior or a wizard. (A recommendation: if this is the first time you have played T & T, try a human warrior to begin with.)

WARRIOR: A warrior understands force first, subtlety last. Warriors are trained in using weapons and armor to their best advantage, and get twice the normal listed protection from armor and shields they use. While warriors can use most magical artifacts they find, warriors cannot cast any magic (like being color-blind, it is simply beyond their abilities). If a character's ST is greater than her IQ or LK, that character could make a good warrior.

WIZARD: Wizards (also called magicians, mages, magic-users, and sorcerers) are those individuals that had the innate ability and received the training to control the psi-forces that power the arcane world of magic. Only youngsters with a reasonably good Intelligence (IQ of 10 or better) and decent Dexterity (DEX of 10 or better) will be trained by the elder wizards of the all-pervasive Wizards Guild. All the Level 1 spells (detailed later) are the basic heritage of wizard characters. Spells beyond that level must be purchased from the Wizards Guild or discovered while adventuring. Wizards can use a magic staff to conserve their energies while casting magic.



Because wizards spent their youth learning magic, they are inept at using weapons. Only small weapons like daggers, and appropriate weapons like quarterstaves may be used by wizards. Wizards do get combat adds, the same as any other character type, and may wear what armor they choose although they get only the armor's listed value in protection. If IQ is greater than either ST or LK, the character could make a good wizard. Don't forget a wizard must have an IQ of 10 or more, and a DEX of 10 or more to begin with.

There are two other character types: rogues and wizard warriors (they can be found in the full Tunnels & Trolls Rule Book).

PROVISIONS AND EQUIPMENT

You have determined virtually everything about your character. Now it is time to buy the provisions and equipment he will need on these adventures.

Characters probably have a few possessions before that first big adventure, but nothing really suitable for a serious adventurer. A character scrapes up all the money possible and starts from scratch. To determine the number of gold coins your character starts out with, roll 3 dice and multiply the result by 10 (you will get between 30 and 180 gold pieces, abbreviated g.p.). Some things in the equipment lists you will not be able to purchase immediately, but after even one adventure, the character may be able to purchase more and better equipment with the rewards of success.

The basic unit of exchange is the gold piece, a simple gold coin. Prices are all listed in gold pieces. There are also silver and copper coins. One gold piece = 10 silver pieces (s.p.) = 100 copper pieces (c.p.). Every coin, regardless of value, weighs 1 weight unit. This makes the basic unit of weight also equal to a gold piece. Most jewels weigh no more than 1 g.p. (and most less), although large objects such as jade statues have no standard weight.

WEAPONS	Dice +Adds	ST req	DEX req	Cost	Wgt	Range (yds)
*Great Sword	6 + 0	21	18	120	170	
Broadsword	3 + 4	15	10	70	120	
Short Sword	3 + 0	7	3	35	30	
Falchion	4 + 4	12	13	75	110	
Scimitar	4 + 0	10	11	60	100	
*Doublebitted Axe	6 + 3	21	10	140	220	
*Heavy Mace	5 + 2	17	3	120	200	
Bludgeon	3 + 0	5	2	15	50	
*Quarterstaff	2 + 0	2	8	10	50	
Trident	4 + 3	10	10	60	75	10
Common Spear	3 + 1	8	8	22	50	40
Sax (dagger)	2 + 5	7	10	30	25	
Dirk	2 + 1	1	4	18	16	
to throw			10			10
*Crossbow	5 + 0	15	10	250	180	100
*Medium Longbow	4 + 3	15	15	100	60	140
*Very light bow	2 + 0	9	15	50	30	60
Sheaf of 24 arrows				40	10	
Curare (poison):						
3 applications				100	1	

Curare doubles effectiveness of any edged weapon before combat adds computed. One application lasts 3 combat rounds only.

All weapons have ST and DEX requirements. A character must meet these required minimums to use the

weapon. The "Weight" of a weapon is given in weight units - remember Weight Carried. Keep track of the weight of purchases and the weight of any money the character carries.

The column of "Dice + Adds" shows the weapon's combat effectiveness. The greater the numbers in these categories, the more deadly the weapon is. Specifics are discussed under "Conducting Combat". Wizards may not use weapons with more than 2 dice (but any number of adds) in the Dice + Adds column.

The column labelled "Range" states the maximum range for the weapon in missile combat. If there is no listing, the weapon may not be used as a missile. Further discussion of missile combat follows.

An asterisk (*) indicates a weapon that requires two hands for proper use. You can't use a second weapon or shield unless you have more than two hands. Two weapons without asterisks may be used simultaneously IF the user has the ST and DEX requirements for BOTH weapons (e.g. to fight with a dirk in each hand requires a minimum ST of 2 and a DEX of 8).

GENERAL SUPPLIES

	Cost	Weight
Warm dry clothing and pack	5	10
Provisions for 1 day (food, drink, "matches")	10	20
Ordinary torch (lasts 10 turns)	1 s.p.	10
Hemp rope	1 s.p./ft.	5/ft.
Calf-high boots	10	40
Ordinary magic staff (may double as quarterstaff. If so, weight is 50.)	100	30

ARMOR

Armor lasts as long as it is being worn unless something is specifically stated to destroy it. Armor and shields can take "hits" (damage in combat) every time they are hit, protecting the wearer. The total "ST needed" of a character's armor and shield must never exceed their personal ST. I.e. a person wearing mail (ST needed 12) and carrying a target shield (ST needed 5) requires a minimum ST of 17. However the "ST needed" of the character's weapon is not added to this total; for example, in the case above the character would be able to carry any weapon to a maximum "ST needed" of 17 in addition to his armor and shield. Note that one cannot add to the "complete" suits of armor - the arming doublet and steel cap are for those who cannot afford complete armor.

The "hits taken" are the number of hits subtracted from the enemy's combat roll for wizards or rogues. Fighters get to take double that many hits on their armor.

Hits taken	ST needed	Cost	Weight
Complete mail (complete body, helm, gauntlets)	11 12	300	1200
Complete leather (complete body, helm, gauntlets)	6 2	50	200
Arming doublet	3 1	40	75
Steel cap	1 1	10	25
Target shield	4 5	35	300

COMBAT

You know you'll probably get into a fight when

adventuring. But how good a fighter are you? The attributes listed above tell you. The ones important in fighting are ST, LK, and DEX (strength, luck and dexterity). If you are better than average in any of those attributes, you're a better fighter – you hit harder, control your weapon better, or are just more apt to get a lucky shot. Since “average” is between 9 and 12, for each point above 12 in your ST, LK or DEX, you get 1 point added to your “Personal Adds”.

If any of those attributes is below 9, you must subtract 1 point from your personal adds for each point any one of the three attributes is less than 9.

Every weapon gets a certain number of dice + adds to represent the amount of damage it can do. That plus your personal adds reflects how well you fight.

When you get into combat, decide what weapon you'll use. In the adventure itself, your options may be dictated by circumstances found there – follow those instructions. If you have your own weapons available, you can use them. The shortsword gets 3 dice, and the dagger gets 2 dice plus 5 extra “adds”. You can use both at once if you wish. (If you have sufficient strength and dexterity!)

When you enter combat, start by rolling the dice for your weapon (3 dice for the sword, 2 for the dagger). Add the pips showing (let's say you get 18 for them both together). Add the weapon's extra adds, if any (the dagger gets 5, the sword, 0). Add all that to your personal adds. (If you have 33 personal adds, your total would be 56.) That result is your hit point total, and it represents your part in a single round of fighting.

Your opponents will fight back, of course. Some fight the way you do, with weapons and adds. When you have to fight such an opponent in a solo adventure, you will be told the weapon(s) being used, the CON and personal adds of your foes, and if they are wearing any armor. With a GM adventure, the GM (gamemaster) will roll the dice for the opponent, and tell you the final total.

However, most monsters have a Monster Rating (MR). This number reflects how well the monster fights. When you're told a monster's MR, check this chart to see how many dice it gets:

Monster Rating Number of Dice

1-9	1
10-19	2
20-29	3
30-39	4
etc.	etc.

An easy way to find out how many dice a monster gets is to divide the Monster Rating by 10 (discarding any remainder), and add 1.

Monsters also get “adds” like your personal adds: that number is one-half the Monster Rating, rounded up. When a monster fights, you roll the number of dice indicated on the chart. Add up the spots showing, then add the monster's adds. The result is the monster's hit point total. If your foe fights the way you do, roll dice for his weapon and add the weapon and personal adds noted to get your enemy's hit point total.

After you get your hit point total, and your foe's hit point total, compare the two numbers. The side that had the higher number hurt the side that had the lower number. The difference between the two numbers indicates how badly the loser was hurt.

You may have to fight several opponents at once. If so, add together all the monsters' hit point totals before

comparing the grand total with your hit point total.

Follow this chart to conduct simple combat:

#1 Pick your weapon(s).

#2 Roll the dice indicated, adding the pips:

#3 Add weapon adds, if any:

#4 Add your personal adds:

This is your hit point total: _____

#5 Does your foe have a Monster Rating or weapons?

#6 Roll the dice for its MR or weapon, and total:

#7 Add foe's weapon adds, if any:

#8 Add half its current MR or its personal adds:

This is the monster's hit point total: _____

#9 Subtract the smaller hit point total from the larger hit point total. The result is the possible damage.

#10 If you had the larger number, then:

* If you are fighting more than one foe, divide the damage among the enemies.

* Subtract the value of any armor worn by your foe(s).

* Subtract the damage from your foe's MR or CON.

* If the result is 0 or below, the monster is dead.

* If not, use the result as the new MR or CON and continue fighting.

#11 If the monster had the larger number, then:

* If there is more than one player fighting the monster, divide the damage among the players.

* Subtract points from the damage for your armor, if you're wearing any (it protects you every turn as long as you wear it).

* Subtract any remaining damage from your CON number. That's an actual wound; you're bleeding.

* If your CON drops to 0 you are unconscious, below -10, you're dead. Sorry!

* If you aren't dead, fight again or run away!

If you face armored opponents (and you might), you will be told how many points their armor is worth, and whether they are warriors. If they are warriors, you have to double the listed protection value, according to what's written in the game text.

SAVING ROLLS

When the text of the game instructs you to “make a saving roll”, you use 2 dice to check your abilities against the hand of fate. The text will tell you on what attribute to make the roll and at what level to make the roll. Once you know the level of the saving roll to be made, follow the chart below:

The number you need to reach is 20 (for level 1), 25 (level 2), 30 (level 3), 35 (level 4), 40 (level 5) and so on. If the level number is not stated, it should be the same level as your character. If the attribute is not stated, then you are making a Luck (LK) saving roll.

Roll two dice and add the numbers. If you roll doubles, add that number and roll again until you don't roll doubles. If you number you rolled is less than 5, you missed. (Remember if you roll double ones or double twos you get to roll again.) If you rolled 5 or more, add the number to the attribute. (If you are making a LUCK saving roll and your LUCK is 15, then you get to add 15 to your dice roll.)

If the grand total is equal to or more than the number you were looking for, you made your saving roll. Sometimes it matters by how much you made it or missed it. You also get Adventure Points for the number you rolled (see “experience”). Note that it is always theoretically possible to make any saving roll if you roll enough “doubles”.

The text (or gamemaster) will tell you what to do if you make or miss a particular saving roll, but generally it's a lot better to make it than to miss!

MISSILE WEAPONS AND COMBAT

When a foe is big and nasty it is often best to try to kill it at a distance. Missile weapons, when they hit the target, can be devastating because the damage done is intercepted by armor alone, the target's Hit Point Total is not subtracted from the damage you have done. An arrow a day will keep the monsters away.

Hitting the target is the trick. The archer must make a DEX saving roll, with the chart below providing the "To hit" number. Pick the closest target size, cross reference with range and let fly!

Target Size	Pointblank 0-5 yds	Near 6-50	Far 51-100	Extreme 101+yds
Dragon	20	25	30	35
Troll/man	25	35	45	55
Hobbit/child	30	45	60	75
Rabbit/rat	35	55	75	95
Coin	40	65	90	115



HA-HA!
YOU MISSED ALL
MY VITAL SPOTS!!

There is one more thing that needs to be adjusted when using missile weapons. A character gets to add his DEX personal adds in again. This reflects how important DEX is in missile combat. If your character has 2 adds from his DEX, for the purpose of missile combat he has 4 adds. If he has -2 adds he will, unfortunately, have -4 for missile combat.

The last detail is this. Just as the target gets no combat roll against your arrow, if you don't kill the target, and it is close enough to attack you in the round you shot it, you will not get a combat roll. So soften them up with arrows at long range, then fight hard with a sword or spear if they get close.

MAGIC AND SPELL CASTING

Wizardly characters use magic in combat and in more ordinary situations. In this game, magic is envisioned as a psi-based conjuration or creation powered by the magician's inner strength. A magician's Strength is depleted when he or she casts magic. This cost is listed following the spell name in The Spell Book in parentheses.

Wizards may reduce the cost of spell casting by using a magic staff or by gaining experience. A magic staff reduces the cost of casting a spell by the same number as the level of the magic-user. Thus, a first Level wizard using a staff may cast any first level spell for one less ST point than that listed.

As a wizard survives his adventures, he or she becomes more experienced and goes up in levels. However, the magician will still wish to use lower level spells. Because of his greater experience, a higher level mage casts a lower level spell for 1 ST point less for each level that spell is below the caster's level. (A third level magic-user subtracts 2 from the cost of a first level spell.)

These reductions can be combined. A third level magic-user with a magic staff subtracts three points, and the magician's own proficiency (being higher level than the spell being cast) subtracts two.

No reduction permits any spell to be cast for less

than 1 point. All spells cost a minimum of 1 ST point to cast - there must be something to get the spell started. (The spell Detect Magic is an exception which only requires that the wizard concentrate on detection.)

Strength expended in spell casting is not lost forever. The magic-user replenishes lost Strength at the rate of 1 ST point per full turn (about 10 minutes). In the solitaires, magicians regain ST at 1 point per numbered paragraph unless instructed otherwise.

Magic-users can cast only one spell per combat round, and may not fight with weapons during that same round. If a wizard is in close combat and chooses to cast a spell such as a Vorpal Blade, he will have to take the full brunt of his opponent's Hit Point Total because, while casting magic, the mage will have generated no Hit Point Total of his own. Combat spells such as Take That, You Fiend and Blasting Power do create a Hit Point Total. Other spells, such as Oh-Go-Away, divert the foe so no comparison Hit Point Totals is needed (if the spell is successful). A careful reading of the spell available should clarify your options.

All wizards start with all the Level 1 spells. A mage may only buy more from the Wizards Guild, and only after attaining the appropriate level himself.

THE SPELL BOOK

LEVEL 1:

Requires minimum IQ 10, DEX 8. All beginning wizards know all these spells.

- Detect Magic (0) Detects good and bad magic.
- Lock Tight (1) Locks any door for 3 turns.
- Knock Knock (2) Unlocks locked doors.
- Will-o-the-wisp (1) Lights up finger or staff in lieu of a torch. About 1 candlepower. Lasts 1 turn.
- Oh There It Is (4) Usually detects concealed or invisible things or doors by surrounding them with a purple glow that slowly fades.
- Take That You Fiend (6) Uses IQ as weapon, inflicting hits equal to caster's IQ. Must be directed at an individual foe. No effect on inanimate objects.
- Vorpal Blade (5) Doubles die roll for sword or dagger for one subsequent combat round.
- Oh-Go-Away (5) Combines total of caster's IQ, LK and CHR to drive away foes with a lower Monster Rating or equivalent attribute total. If spell fails, monster chases magic-user to the exclusion of his or her comrades.

LEVEL 2:

Requires minimum IQ 12, DEX 9. Each spell costs 500 g.p. (payable to the Wizards' Guild).

- Omnipotent Eye (5) Provides more information about nature and/or level of magic on persons/objects.
- Hidey Hole (10) Makes user and his companions invisible for 3 turns. (Note: some solos treat this as a Level 1 spell.)
- Cateyes (6) Allows one to see in the dark for 3 turns.
- Glue-You (8) Impedes movement/travel of victim by 1/2 for 1 turn. In combat this means you get 2 combat rounds to opponent's one.
- Little Feets (8) Rapid travel; doubles speed for 1 turn. In combat you get 2 rounds to opponent's 1.
- Mirage (8) Projects visual, non-auditory image as hallucination. Destroyed by physical contact.
- Poor Baby (2 ST/1 CON) Magical healing of wounds or injuries. Cannot raise CON above original level.
- Whammy (10) Triples die roll for any weapon for 1 sub-

sequent combat round.

Magic Fangs (1/combat round) Changes belt or staff into small poisonous serpent with MR not greater than caster's CHR. Cannot "communicate" with mage but will obey commands. Lasts as long as mage puts ST into it at time of creation. Does not work on twigs or torches.

LEVEL 3:

Requires minimum IQ 14, DEX 10. Cost 1000 g.p. each.
Curses Foiled (?) Removes evil spells and curses of lower orders.

Slush Yuck (15) Converts rock to mud/quicksand for 2 turns, up to 1000 cubic feet. Caster may dictate dimensions as desired, but shape must be a regular geometric solid.

Rock-a-Bye (11) Puts monsters/foes to sleep for 1-6 turns (roll 1 die to determine) if caster's ST, IQ, and CHR total exceeds MR (or foe's ST, IQ and CHR total if rated).

Dis-Spell (11) Negates magic of same or lower orders.

Blasting Power (8) Throws bolt/fountain of fire at foes. This blast gets same number of dice as user's level number, plus caster's combat adds.

Freeze Pleeze (8) Throws sheet of ice at foes. Blast gets same number of dice as user's level number, plus caster's combat adds.

Fly Me (?) Allows user to fly (running speed) 1 turn.

Healing Feeling (14) Cures any kind of disease.

There are other spells available to the wizards of the world, but those listed above will allow you to work through the solo adventures the best. For other spells and more detailed descriptions of the spells above, check the Tunnels & Trolls Rule Book.

TIME

Regular turns in Tunnels & Trolls, non-combat paragraphs in the solo adventures, are 10 minutes in length. Combat rounds are 2 minutes in length. Wizards recover one Strength point per 10 minutes, and may cast one spell per Combat Round. It is easy for a wizard to tire himself out very quickly. Warriors may attack once, either hand to hand or with missile weapons, per combat round. Damage to a character's CON is recovered at one point per day unless magic is used to speed the healing process.

EXPERIENCE

Tunnels & Trolls allows characters to grow and pass from one adventure to another. To do that characters earn experience points, also known as adventure points. Adventure points are earned for the following:

COMBAT: points equal to the MR or totalled IQ, CON and DEX of the vanquished foe.

SAVING ROLLS: points equal to the dice roll times the level of the roll. (A 2nd level roll where the dice yielded a total of 14 would give the character 28 a.p.'s).

CASTING MAGIC: points equal to the actual strength used in spell casting.

GM AWARDS: Successfully completing a mission or achieving a similar feat will be worth points and the GM (Game Master) will state what the award is. The minimum a.p.'s for any adventure in the solos will be 100 a.p.'s unless otherwise stated in the solo.

All characters start at 1st level and, as they col-

lect a.p.'s, progress up in levels. Below are the totals of a.p.'s needed to reach the first 5 levels: (Points needed to reach these levels are cumulative.)

2	1,000
3	3,000
4	7,000
5	15,000

Once a character has garnered enough points to pass up to a new level he can modify one of his "prime attributes". Below are the options he may use to modify his attributes.

A. Add the new level number to either ST or CON, or ½ of level number to both.

B. Add ½ the number to one of IQ or DEX or CHR

C. Add 2x the number to Luck.

All fractions round down.

By upping the attributes, through encounters in the solo adventures and level raises, your character will have a whole host of spells and weapons made available to him. Money will allow him to buy armor or those weapons and spells, making him better able to face the trials and tribulations of the solo adventures.

A Short Table to Randomly Generate Treasure

(abridged from the T & T Rule Book)

When you are told to roll on the jewel generation table, start by rolling 1 die to find out how big it is:

1 or 2: small (5x base value; 1 weight unit)

3 or 4: average (10x base value; 2 weight units)

5 or 6: large (20x base value; 4 weight units)



To find out what kind of gem it is, roll 2 dice:

2: Emerald (base value 18 gold pieces)

3: Sapphire (base value 16 gold pieces)

4: Pearl (base value 14 gold pieces)

5: Topaz (base value 5 gold pieces)

6: Aquamarine (base value 11 gold pieces)

7: Amethyst (base value 6 gold pieces)

8: Opal (base value 8 gold pieces)

9: Garnet (base value 4 gold pieces)

10: Jade (base value 12 gold pieces)

11: Ruby (base value 15 gold pieces)

12: Diamond (base value 17 gold pieces)

Multiply the gem's base value by its size multiplier to get the jewel's value, the number of gold pieces it is worth.

The rules above are condensed from the Tunnels & Trolls Rule Book. The Rule Book itself contains more weapons, spells, character types, character races and other details that will enhance your play.

Ken St. Andre maintains a website and a special club for T & T players. You can visit it at: www.trollhalla.com. Take a look inside as a visitor, and know that a free guest membership in trollhalla is available to anyone who will email Ken at kenstandre@yahoo.com and ask for it.

Sample Characters for Take the Money and Run

Note: None of these sample characters have been named. That has been left for the players who use them. Wizards and Rogues may both cast magic in Tunnels and Trolls. Spells can be cast at anyone or anything, and they always work. You can see that none of the characters is carrying any money, except one who has 10 copper pieces. (The lack of money is what sent all these characters dungeon delving in the first place.)

1.
Level 1 Male Human Warrior Height: 5'1", Weight: 190 lbs.

ST: 15, IQ: 11, LK: 17
CON: 9, DEX: 12, CHR: 13 SPD: 10

Adds: 8, Missile Adds: 8

Wt. Possible: 1500, Wt. Carried: 1405.6
Languages: Common Tongue (native language)

Gold: 0 gp

Weapons:
Trident, Dice+Adds: 4+3
ST Req'd: 10, DEX Req'd: 10, DEX Req'd (Missile): 10
Value: 60, Wt: 75.0 Range: 10 yards

Katar, Dice+Adds: 2+4
ST Req'd: 2, DEX Req'd: 8
Value: 18, Wt: 22.0

Armor:
Mail, Hits Taken: 11
ST Req'd: 12
Value: 300, Wt: 1200.0

Other Equipment:
Warm dry clothing and pack Value: 5, Wt: 10.0

Silk Rope (x53) Value (total): 53, Wt (total): 53.0

Lantern & oil Value: 20, Wt: 25.0

Spare skin of oil Value: 10, Wt: 15.0

Spells: (None)

2.
Level 1 Female Human Warrior Height: 5'6", Weight: 280 lbs.

ST: 13, IQ: 8, LK: 7
CON: 15, DEX: 15, CHR: 12
SPD: 8
Adds: 2, Missile Adds: 5

Wt. Possible: 1300, Wt. Carried: 1082.0
Languages: Common Tongue (native language)

Gold: 0 gp and 10 cp (copper pieces—the smallest unit of currency in Trollworld.)

Weapons:
Short Sword, Dice+Adds: 3
ST Req'd: 7, DEX Req'd: 3
Value: 35, Wt: 30.0

Armor:
Plate, Hits Taken: 14
ST Req'd: 11
Value: 500, Wt: 1000.0

Other Equipment:
Warm dry clothing and pack Value: 5, Wt: 10.0

Silk Rope (x29) Value (total): 29, Wt (total): 29.0

Spells: (None)

3.
Level 2 Male Human Wizard Height: 5'8", Weight: 170 lbs.

ST: 10, IQ: 17, LK: 11
CON: 8, DEX: 12, CHR: 11 SPD: 14

Adds: 0, Missile Adds: 0

Wt. Possible: 1000, Wt. Carried: 481.2
Languages: Common Tongue (native language), Dwarvish

Gold: 0 gp

Weapons:
†Quarterstaff, Dice+Adds: 2
ST Req'd: 2, DEX Req'd: 8
Value: 10, Wt: 50.0

Katar, Dice+Adds: 2+4
ST Req'd: 2, DEX Req'd: 8
Value: 18, Wt: 22.0

Common Sling, Dice+Adds: 5
ST Req'd: 3, DEX Req'd: 5, DEX Req'd (Missile): 5
Value: 61, Wt: 10.0
Range: 100 yards

Stone (x90)
Value (total): 2.7, Wt (total): 45.0

Armor:
Target shield, Hits Taken: 4
ST Req'd: 5
Value: 35, Wt: 300.0

Other Equipment:

Warm dry clothing and pack Value: 5, Wt: 10.0

Ordinaire magic staff

Value: 100, Wt: 30.0

Spells:

Detect Magic; Lock Tight; Will-o-wisp; Knock Knock;
Take That, You Fiend; Vorpal Blade; Teacher; Omnipotent
Eye; Hidey Hole; Cateyes; Glue-You; Little Feets; Mirage; Poor
Baby; Whammy; Magic Fangs.

Adds: 6, Missile Adds: 12

Wt. Possible: 900, Wt. Carried: 150.3

Languages: Elven (native language), Common Tongue, Hobbit

Gold: 0 gp

Weapons:

Bagh Nakh (x2), Dice+Adds (each): 1

ST Req'd: 2, DEX Req'd: 10

Value (total): 60, Wt (total): 30.0

Sax, Dice+Adds: 2+5

ST Req'd: 7, DEX Req'd: 10

Value: 30, Wt: 25.0

Shurikin (x9), Dice+Adds (each): 2

ST Req'd: 2, DEX Req'd: 10, DEX Req'd (Missile): 10

Value (total): 2970, Wt (total): 27.0

Range: 10 yards

Armor: None

Other Equipment:

Warm dry clothing and pack Value: 5, Wt: 10.0

Silk Rope (x45) Value (total): 45, Wt (total): 45.0

Calf-high boots Value: 5, Wt: 20.0

Spells:

Detect Magic; Will-o-wisp; Omnipotent Eye;

4.

Level 2 Male Human Rogue Height: 5'11", Weight: 180 lbs.

ST: 16, IQ: 12, LK: 20

CON: 15, DEX: 7, CHR: 10 SPD: 11

Adds: 10, Missile Adds: 8

Wt. Possible: 1600, Wt. Carried: 1176.7

Languages: Common Tongue (native language)

Gold: 0 gp

Weapons:

Oxtongue, Dice+Adds: 4

ST Req'd: 10, DEX Req'd: 5

Value: 80, Wt: 70.0

Kukri, Dice+Adds: 2+5

ST Req'd: 6, DEX Req'd: 6, DEX Req'd (Missile): 30

Value: 30, Wt: 20.0

Range: 15 yards

Armor:

Plate, Hits Taken: 14

ST Req'd: 11

Value: 500, Wt: 1000.0

Buckler, Hits Taken: 3

ST Req'd: 1

Value: 10, Wt: 75.0

Other Equipment:

Warm dry clothing and pack Value: 5, Wt: 10.0

6.

Level 2 Male Elf Wizard Height: 6'0", Weight: 250 lbs.

ST: 15, IQ: 22, LK: 16

CON: 8, DEX: 13, CHR: 9 SPD: 8

Adds: 8, Missile Adds: 9

Wt. Possible: 1500, Wt. Carried: 1300.4

Languages: Elven (native language), Common Tongue, Dwarvish,
Trollish, Dragon

Gold: 0 gp

Weapons:

†Quarterstaff, Dice+Adds: 2

ST Req'd: 2, DEX Req'd: 8

Value: 10, Wt: 50.0

Armor:

Mail, Hits Taken: 11

ST Req'd: 12

Value: 300, Wt: 1200.0

5.

Level 1 Female Elf Rogue Height: 5'7", Weight: 190 lbs.

ST: 9, IQ: 15, LK: 10

CON: 7, DEX: 18, CHR: 14 SPD: 7

Other Equipment:

Warm dry clothing and pack Value: 5, Wt: 10.0

Ordinary Torch (x4) Value (total): 0.4, Wt (total): 40.0

Spells:

Detect Magic; Lock Tight; Will-o-wisp; Knock Knock;
Oh There It Is; Take That, You Fiend; Vorpall Blade; Oh-Go-Away;
Teacher; Hocus Pocus; Hidey Hole; Cateyes; Glue-You; Little Feets;
Mirage; Poor Baby

7.

Level 2 Female Elf Wizard Height: 5'9", Weight: 180 lbs.

ST: 12, IQ: 21, LK: 16

CON: 4, DEX: 25, CHR: 18 SPD: 13

Adds: 17, Missile Adds: 30

Wt. Possible: 1200, Wt. Carried: 641.3

Languages: Elven (native language), Common Tongue, Hobbit,
Canine, Avian, Cetacean, Other

Gold: 0 gp

Weapons:

Javelin, Dice+Adds: 2

ST Req'd: 5, DEX Req'd: 7, DEX Req'd (Missile): 7

Value: 10, Wt: 30.0

Range: 40 yards

Haladie, Dice+Adds: 2+4

ST Req'd: 2, DEX Req'd: 4

Value: 1250, Wt: 15.0

† Very-light Selfbow, Dice+Adds: 2

ST Req'd: 9, DEX Req'd: 15, DEX Req'd (Missile): 15

Value: 50, Wt: 30.0

Range: 60 yards

Arrow (x28) Value (total): 4984, Wt (total): 14.0

Armor:

Knight's shield, Hits Taken: 5

ST Req'd: 5

Value: 65, Wt: 450.0

Other Equipment:

Warm dry clothing and pack Value: 5, Wt: 10.0

Provisions for 1 day (x3) Value (total): 30, Wt (total): 60.0

Ordinaire magic staff Value: 100, Wt: 30.0

Spells: Detect Magic; Lock Tight; Will-o-wisp; Knock Knock;
Oh There It Is; Take That, You Fiend; Vorpall Blade;
Oh-Go-Away; Teacher; Hocus Pocus; Omnipotent Eye;
Hidey Hole; Cateyes; Glue-You; Mirage

8.

Level 1 Female Elf Warrior Height: 4'8", Weight: 160 lbs.

ST: 13, IQ: 14, LK: 13

CON: 8, DEX: 14, CHR: 22 SPD: 10

Adds: 4, Missile Adds: 6

Wt. Possible: 1300, Wt. Carried: 1058.7

Languages: Elven (native language)

Gold: 0 gp

Weapons:

Javelin, Dice+Adds: 2

ST Req'd: 5, DEX Req'd: 7, DEX Req'd (Missile): 7

Value: 10, Wt: 30.0

Range: 40 yards

Kukri, Dice+Adds: 2+5

ST Req'd: 6, DEX Req'd: 6, DEX Req'd (Missile): 30

Value: 30, Wt: 20.0

Range: 15 yards

Common Sling, Dice+Adds: 2

ST Req'd: 3, DEX Req'd: 5, DEX Req'd (Missile): 5

Value: 1, Wt: 10.0

Range: 100 yards

Stone (x86)

Value (total): 2.58, Wt (total): 43.0

Armor:

Lamellar, Hits Taken: 10

ST Req'd: 5

Value: 400, Wt: 900.0

Other Equipment:

Warm dry clothing and pack Value: 5, Wt: 10.0

Lantern & oil Value: 20, Wt: 25.0

Spells: (None)

9.

Level 3 Male Dwarf Warrior Height: 3'2", Weight: 196 lbs.

ST: 26, IQ: 10, LK: 12

CON: 32, DEX: 9, CHR: 8 SPD: 11

Adds: 14, Missile Adds: 14

Wt. Possible: 2600, Wt. Carried: 1545.9

Languages: Dwarvish (native language)

Gold: 0 gp

Weapons:
Broadaxe, Dice+Adds: 4
ST Req'd: 17, DEX Req'd: 8
Value: 100, Wt: 150.0

Haladie, Dice+Adds: 2+4
ST Req'd: 2, DEX Req'd: 4
Value: 25, Wt: 15.0

Armor:
Mail, Hits Taken: 11
ST Req'd: 12
Value: 300, Wt: 1200.0

Buckler, Hits Taken: 3
ST Req'd: 1
Value: 10, Wt: 75.0

Other Equipment:
Warm dry clothing and pack Value: 5, Wt: 10.0

Silk Rope (x69) Value (total): 69, Wt (total): 69.0

Lantern & oil Value: 20, Wt: 25.0

Spells: (None)

10.
Level 2 Male Dwarf Warrior Height: 3'6", Weight: 148 lbs.

ST: 29, IQ: 5, LK: 9
CON: 27, DEX: 15, CHR: 3 SPD: 10

Adds: 20, Missile Adds: 23

Wt. Possible: 2900, Wt. Carried: 952.9
Languages: Dwarvish (native language)

Gold: 0 gp

Weapons:
†Chauves souris, Dice+Adds: 6+5
ST Req'd: 15, DEX Req'd: 12
Value: 250, Wt: 190.0

Sax, Dice+Adds: 2+5
ST Req'd: 7, DEX Req'd: 10
Value: 30, Wt: 25.0

†Arbalest, Dice+Adds: 6+3
ST Req'd: 17, DEX Req'd: 10, DEX Req'd (Missile): 10
Value: 400, Wt: 220.0
Range: 100 yards

Quarrel (x5)
Value (total): 2.5, Wt (total): 5.0

Pg 10

Armor:
*Target shield, Hits Taken: 5
ST Req'd: 5
Value: 2275, Wt: 300.0

*Magical:
The number of hits that this item takes is variable.
At the beginning of each combat round, roll three dice to determine how many hits the item will take for the wielder that combat turn.

Other Equipment:
Warm dry clothing and pack Value: 5, Wt: 10.0

Provisions for 1 day (x10) Value (total): 100, Wt (total): 200.0

Magnetic compass Value: 5, Wt: 1.0

Spells: (None)

11.
Level 2 Male Dwarf Wizard Height: 3'2", Weight: 148 lbs.

ST: 13, IQ: 12, LK: 8
CON: 24, DEX: 15, CHR: 6 SPD: 12

Adds: 3, Missile Adds: 6

Wt. Possible: 1300, Wt. Carried: 1130.9
Languages: Dwarvish (native language)

Gold: 0 gp

Weapons:
†Quarterstaff, Dice+Adds: 2
ST Req'd: 2, DEX Req'd: 8
Value: 10, Wt: 50.0

Armor:
Lamellar, Hits Taken: 10
ST Req'd: 5
Value: 400, Wt: 900.0

Buckler, Hits Taken: 3
ST Req'd: 1
Value: 10, Wt: 75.0

Other Equipment:
Warm dry clothing and pack Value: 5, Wt: 10.0

Ordinary Torch (x8) Value (total): 0.8, Wt (total): 80.0

Spare skin of oil Value: 10, Wt: 15.0

Spells: Detect Magic; Will-o-wisp; Knock Knock; Oh There It Is; Take That, You Fiend; Vorpall Blade; Oh-Go-Away; Teacher; Hocus Pocus; Omnipotent Eye; Hidey Hole; Cateyes; Glue-You; Little Feet; Mirage; Poor Baby; Whammy; Magic Fangs

Special thanks to Michael Eidson for the use of his T & T character generator at www.eposic.com

Introduction

This is an adventure for any number of low level characters (although 5 to 10 would be a good number for it) to introduce players to Tunnels and Trolls. If you already have a character ready to play, go ahead and use him/her. You may generate characters from scratch, if you wish, but do not bother to roll for gold. You don't have any gold—that's why you're on this adventure. However, that is about to change. Please use only humans, dwarves, or elves of level 1 to 5. If you don't have a character, and you wish to leap right in without making one, please use one of the pre-designed characters included. You will still have to assign a name and gender.

Equipment: Give your player character any ordinary non-magical weapons and equipment that you wish to give them. You want plate armor—you've got it. You want a flamberg sword worth 7D6 in combat—you've got it. Just make sure you have the strength and dexterity necessary to use it.

The game master should already have some experience in running T & T adventures, and he or she will answer any questions that arise.

As our adventure begins, your party of delvers is in flight through the strangely hewn passageways deep within the mountain known as Krrrangspire. Somewhere behind you are a number of monsters—gnolls, manbats, trolls, and grobrins. You have fought them a few times before, and some of your party members have fallen to them, but right now they have fallen back. Your scout stops suddenly before the doorway at the end of the tunnel and points out a strange rune ¥ which he says is the grobrin sign for treasure.

It doesn't take long to get the door open. You all rush inside what turns out to be a huge circular room more than half full of treasure. You have never seen so much gold and silver in your lives. Coins and bullion and rich objects from all around the world are heaped in great gleaming piles of loot. This is the motherlode. All you have to do now is ...

Take the Money and Run!

An introductory adventure by Ken St. Andre

(The following material is for the Game Master only. He shares as much or as little of it as he wishes.)

You have found the treasure chamber of Krrrangspire. Once it was just a small air pocket in the rock, but it has been hollowed out into a roughly spherical chamber some 40 feet in diameter. The room is more than half full of treasure—it is so full that there isn't a floor to walk on, just mounds of treasure flowing together. There is a very small open space by the door where half a dozen characters could stand if they packed themselves together. To penetrate into the room means literally walking on a shifting surface of gold and silver coins, interspersed liberally with golden chalices, platters, ornamental weaponry. There are gold and silver boxes packed with gold

and silver jewelry—some of which has actual jewels on it. The question to ask the players now is what do they want to do? Talk to each player separately, and get a statement about what they will do in this treasure room. After each one has made a decision, remind them that:

1. The treasure room is at the end of a dead-end corridor deep within the mountain.
2. They are being followed by lots of angry monsters who will probably be arriving soon.

The Game Master knows something that the players don't. None of the treasure in this room is magical—all the magical treasures have been either taken by grobrin wizards or hidden in another part of the mountain. If anyone tries to detect magic, however, they will detect a very faint magic hidden deep within the room.

Players who wish to just take gold or silver coins may do so freely. They may take as many as they can carry—figuring each coin at 1 weight unit. Carrying capacity is STR X 100, and you should probably figure that the character's weapons and armor take up 50% of that capability.

Players who wish to seek out a particular item made of gold or silver will have to make saving rolls based on their Luck. To find any weapon made of, or heavily decorated with silver, roll L2SR on Lk. To find any weapon made of, or heavily decorated with gold, roll L3SR on Lk. For rarer metals such as platinum, electrum, or mithril, push the saving levels up to level 4, 5, and 6. The time spent searching for such items will be counted as 1 game turn for each saving roll attempted, whether successful or not.

Jeweled items are relatively rare. There are no loose jewels at all. (You guessed it—they are in another room elsewhere in the mountain.) To find a metallic item with one or more jewels inlaid, bump up the saving roll by a level. If one is found, roll 2D6 and consult this table for the jewel.

2	black diamond	value increased times 100
3	blood ruby	value increased times 20
4	rose ruby	value increased times 18
5	emerald	value increased times 15
6	tourmaline	value increased times 10
7	blue sapphire	value increased times 7
8	yellow sapphire	value increased times 8
9	jet	value increased times 9
10	jade	value increased times 12
11	diamond	value increased times 50
12	sunstone	value increased times 80

Roll 1D6 for each jeweled item found. On a roll of 1-3 there is only 1 jewel. On 4-5 there are 2 jewels. On 6 there are 3 jewels.

Gold and silver items are heavy. A platter that would weigh 1 pound (10 weight units) ordinarily will weigh 5 times that much if there is much gold on it. An ordinary sword would weigh perhaps 5 pounds. A golden sword weighs 25 pounds. Make these items heavy. Jewels don't increase the weight at all.

If characters wish to move deeper into the room to search for things, ask them how they intend to move around. If they say walk, ask for a L2SR on DEX once per game turn. The footing is treacherous, and will slide and collapse beneath their feet. If they fly or crawl, no saving rolls are necessary. If a player

misses the DEX saving roll and falls, he/she will take damage equal to the number they missed the saving roll by. You need a 9, you get a 7, you take 2 points of damage. Remember, doubles add and roll over.

This might be a good place to talk about saving rolls and adventure points. Every time a player is told to make a saving roll, it is an opportunity for adventure points. Adventure points awarded is equal to the number rolled on 2D6 times the level of difficulty. Example: a L2SR on Dex where the player rolls a 7 is worth 14 adventure points whether the roll succeeded or not. Keep track of the total adventure points—it is how character attributes increase.

If any of the players thinks to look for an exit, have them make the best saving rolls they can on both Intelligence (INT) and Luck (LK).

No saving rolls made—the only exit found is the door they entered by.

Level 1 made on both attributes: the Copper Coin Exit Door is found in a dark part of the room far from the entrance. (See exits)

Level 2 or higher made on both attributes—the secret windows in the mountain wall are found. (See exits).

Only one of the two saving rolls made: the player thinks he might have discovered an exit, but isn't sure. He has to get someone else for a second opinion. It will take one game turn before they figure out what they have.

Keep things moving. After the first round of treasure gathering and other saving rolls, tell them they can hear the trollish war drums thrumming through the rock. They seem to be getting louder—coming closer.

By the end of the second round of treasure seeking the drumming and wacries coming from outside the room are very loud—hard to talk over them. Players might think about blocking the door—a Lock Tight spell would do it. Give them this second round to gather treasure or search for another way out. Same saving rolls as above.

At the end of the third game turn, the monsters have arrived. If the door isn't spelled shut, it will be ripped open and a small troll, only ten feet tall, 6 feet wide, stony skin, the works, will try to enter. He is too big for the doorway. Monster rating 100. If the door is spelled shut, the adventurers will hear the monsters outside pounding on it. Time now to describe what is chasing our heroes. If all these monsters get into the fight, our delvers are so much dead meat.

First: there are ten gnolls. A gnoll is a cross between a mole and a lizard—roughly the size of a pony, they have no eyes but a very keen sense of smell. They have great digging claws on their forelegs—claws hard and strong enough to rip open plate armor. Their muscular mole-like bodies are covered with hard blue scales and blue hair almost as thick as quills growing between the scales. (The scales and quills are hard and thick enough to serve as 7 points worth of armor.) The grobrins use them as hunting and tracking beasts. Each one has a monster rating of 52. That means they get 6D6 and 26 combat adds. As the monster rating goes down, the combat adds go down, but they retain the 6D6 right up to the end.

There are ten manbats in the group. A manbat looks like a very hairy caveman with large bat-like wings. They are primitive and stupid—their most effective weapon is a club. They

usually wear tunics made of sewn-together bat hides. The hides are neither cured nor tanned—they tend to be a bit rotten and they smell bad. These guys have monster ratings of only 36, but they can fly. They are also strong enough to carry a grobrin warrior on their backs when they fly. They get 4D6 + 18 combat adds.

The grobrins have a friendly relationship with the mountain trolls. These are standard rock trolls—vaguely man-shaped walking lumps of living stone with acidic lava for blood. There are 3 trolls with this party, and they have monster ratings of 100, 150, and 200. May the Death Goddess have pity on our adventurers if they are forced to fight the trolls. Luckily for our players, the trolls are too large to enter the treasure room, although, given enough time, say 10 game turns, they will batter down the walls around the door and force their way in.

Lastly, there are 20 grobrins. Grobrins are an unknown race of mountain goblins. Each stands about 4 feet high, and has the posture of an African gorilla. They walk on their hind legs and their knuckles. Their leathery skins are mottled red and yellow. Their eyes are green and glow in the dark. They are hairless and rather scaly, and they have short pointed bony tails projecting out about a foot from the base of the spine. They carry stone axes and rocky clubs. They have monster ratings between 20 and 30. For each one that gets into battle, roll 1D6 and add 23 to find the monster rating. They get 3D6 + ½ the monster rating in combat adds. Should a grobrin axe or club be captured, it will prove to be a 3D6 weapon. They have WIZ ratings of 1D6 + 10. One out of 5 is a low level wizard, and they have all of the standard L1 spells including Knock Knock and TTYF. There are four wizards with this party.

If it comes to a straight fight between the delvers and the monsters, the Game Master may fight for the monsters as he wishes.

Escape from the Treasure Room

It is to be hoped that the delvers have found the secret ways out of the Treasure Room. There are two possibilities.

1. The Copper Coin Exit Door is in a dark corner of the room. It is a massive iron door set into the stone. There is a cleared area around it, and what appears to be a copper plate set into the floor in front of it. 5 people could easily stand on the copper plate if they wished. There is a sign on the door in Dwarvish Runes that reads: Exit: 1 copper coin. And there is a slot in the door large enough to admit a copper coin. The faint sense of magic found in the room emanates from here. Players cannot tell what the magic will do. In fact, it checks to be certain that only copper coins are fed into the slot. If any other metal or substance is fed in, it goes in for a second, and then is ejected with great force—a coin-shaped bullet doing 3D6 worth of damage to whatever it hits. Anyone who tries to use anything other than copper will be shot if they are standing in front of the slot.

If any players wrote down that they were actually carrying copper pieces, they may play their coin, and activate the escape mechanism. The exit is not through the door, but through the copper plate beneath their feet. It suddenly opens beneath their feet and anyone standing there plunges into a long dark chute that leads down hundreds of feet and ends shooting the character out of the mountainside

like a clay pigeon. During the slide down the chute, make a L2SR on CON—there is a lot of jostling and bumping and just plain burning from sliding on metal for such a long way. If the saving roll is missed, take the difference in hits directly off CON. Armor will not help with this.

When they come out, still moving quite fast, make a L2SR on Luck to avoid damage when they land. They will be in sight of the Krrrangspire Trading Post at the foot of the mountain. There could be one last group of monsters in their path—let there be one manbat and one grobrin apiece for each surviving adventurer to fight or evade.

2. Hidden in an angle of the wall that makes it hard to see from the entrance is a window shaft that pierces the mountain's hide and leads to the exterior. This is a squarish shaft cut through the stone that is about four feet wide and high, and some 30 feet long. The shaft makes 2 right-angle turns on its journey. No light gets in from outside. It is really to provide ventilation and fresh air for the treasure room, but it has been used as a passage to the outside by manbats and grobrins in the past. Unknown to the players, the mountainside is riddled with such passages, and manbats and grobrins can come flying out of them. This "window" opens up onto a ledge barely 2 feet wide on a sheer cliff face. The ledge slopes both up and down at about a 30 degree angle. It is narrow and treacherous—the rock crumbles at the edge. About 40 feet away, the ledge opens up on a steep, boulder-strewn slope.

Characters that are not too heavily loaded with treasure (encumbrance = half of STR or less) need only make a L1SR on DEX to get down this ledge safely to the slope. Characters with up to 75% of their maximum encumbrance need a L2SR on DEX to get down safely. Anyone more heavily laden needs a L4SR on DEX to get down safely.

Anyone missing the DEX SR falls off the cliff. Roll 3D6 with doubles and triples adding and rolling over to see how many feet they fell before hitting something and bumping and sliding the rest of the way to the bottom. Falling damage is calculated with a CON saving roll based on how far the character fell—10 feet or fraction thereof for each level of saving roll that must be made on CON. Thus a fall of 18 feet would require a L2SR on CON, with the player taking the difference in hits on Con. Example: Fogblat is carrying 90% of his total weight possible, and falls off the ledge. He falls 18 feet—thus needs to make a L2SR on CON. He has a CON of 12, and needs to roll a 13 on 2D6, but he only rolls a 7. He would take 6 points of CON damage.

Fighting Down the Mountain

Once everyone has either gotten off the ledge safely, or fallen off the cliff, grobrins riding manbats will come out of holes in the mountain to attack. Each mounted Grobin gets 6D6 + 20 combat adds, and these can be set up as individual battles. The first battle should be one grobrin per adventurer. Characters carrying more than 75% of maximum encumbrance will lose all DEX-based combat adds during these fights.

It will take 7 game turns to get down the mountain. Once each turn have each adventurer make a L1SR on Luck. If the roll is made, nothing happens. If it is missed, another mounted grobrin appears to attack. If anyone survives through all 7 turns, they will reach the trading post at the foot of the mountain.

The Trading Post

Reaching the trading post safely could be the end of the adventure, or it might be the start of new complications. The trading post is run by a human rogue named Shafty. He has ten employees, and he uses them as an outlaw band to rob travelers in the wilderness around Krrrangspire.

The trading post is a small walled fortress. If delvers appear under attack, Shafty and his men will drive the grobrins off with whistling arrows. The shrieking missiles interfere with the manbats' echo location and they either crash or run (fly) away. Shafty will offer the safety of the trading post, and ask if the delvers have anything good to trade or sell. If the adventurers show him the good stuff they got, Shafty will offer to buy it for 1/10 of its true value. If the buyers take his offer, well and good, he pays them, and locks up the good stuff. The adventure is over. If they do not take his offer, then Shafty will plan to steal the treasure from them overnight. He will offer them free beds for the evening, and will drug their food and drinks with sleeping potion. Characters should make a L3SR on CON if they eat or drink any of Shafty's food. Elves may make a L2SR on INT to see if they realize that things taste wrong, and they are being drugged.

During the night, Shafty and his henchmen will rob all of his sleeping guests. Those who are unconscious will not be able to fight back. They will wake in the morning locked in chains.

Even if the Elves in the party detect the drugging, they will have had to have tasted the poisoned food, and they too will fall unconscious. However, they will have 3 combat rounds before they go down.

If detected, Shafty and his ten men will rush out and try to overpower the characters. Figure that each man has all tens for attributes—no combat adds. They carry saps (2D6 + 3) and fight to knock out the delvers. They should succeed.

Characters captured by Shafty will be stripped of everything they own, and sold, in chains to grobrin traders in the morning. Then they will be taken back into the mountain as slaves. Will they ever escape? I don't know. That's a different adventure.

On the other hand, if the players are wary, and do not tell Shafty of their treasures, but instead say they escaped with only a few coins, then Shafty will maintain his disguise of honest trader and simply try to sell them all overpriced victuals for the trip back to civilization. The player smart enough to come up with this strategy should be awarded an extra 500 adventure points, and his partners an extra 100. They will leave the trading post in the morning and begin the dangerous trek back to civilization. That too is another story.

Awarding Adventure Points

During the play of **Take the Money** the Game Master should be liberal with his award of adventure points. Adventure points come from two main sources—saving rolls and combat. Players get adventure points equal to the number rolled on each saving roll attempt times the level of difficulty. Thus if someone rolls a 10 for L5SR, then he would get 50 adventure points right there. Players also get points for killing foes in combat. Any player who helped kill a monster in combat gets the monster's monster rating in points the moment the creature goes down. Thus if Jhack and Jhill kill a gnoll while fighting to escape the treasure room—even though it took the two of them to beat it, then award each one 52 a.p. Lastly, players may be given adventure points for clever play or good role-playing. If someone suggests finding a way out of the treasure room on the first turn they are inside it, give him 100 a.p. If someone makes an in-character joke that makes the other players laugh, give him 3D6 a.p. on the spot. Look for opportunities to hand out points.

CRY WOLF!

A very short solo adventure for Tunnels & Trolls
By Rick Loomis

On the cover of this pamphlet, we promised a gamemaster adventure and a solitaire adventure. But after laying out Ken's GM adventure and sample characters, I don't have enough room left for the adventure I had planned. Therefore I am going to write you a short one right now. Our other solo adventures are much longer than this, with complicated adventure choices, and lots of nice art. This one is only a sample to show you how it works., and whet your appetite for more. On the last page is a list of many solos which you can purchase from Flying Buffalo. We hope you will ask the game store which gave you this free adventure, to order Tunnels & Trolls so you can buy it from them!

Note: Try to only read the paragraphs when you are directed there. If you read ahead, it spoils the fun.

You are a young shepherd who is charged with protecting the village's small flock of sheep. You are a very strong young man (or woman) with a strength of 18, an IQ of 8, Luck of 12, Constitution of 12, Dexterity of 15, Charisma of 9, and speed of 10. You get 9 combat adds due to your great strength and dexterity. You have a quarterstaff, which is a 2 die weapon, but it takes both hands.

You are sitting on the hillside, enjoying the beautiful day. The weather is warm, the birds are singing and there is a pleasant breeze bringing you the sweet smells of the wildflowers. Suddenly you feel a sense of unease. You think you hear a noise off in the distance. Worriedly,

you count your sheep and discover that one is missing. That sound you heard came from a small grove of trees just uphill. If you wish to go and investigate the sound, go to (1). If you think you had better stay with the 19 sheep you still have, go to (2).

(1) You walk towards the grove of trees listening carefully. Sure enough, you hear the faint sound of a bleating sheep. You hurry towards the sound, and quickly you note a pile of stones, among which is a small cave entrance. The sound of your sheep appears to be coming from the opening. The opening is just big enough for your large frame. If you wish to hurry inside this dark cave to rescue your sheep, go to (3). If you wish to go back to your flock, figuring this cave looks too dangerous, go to (2). If you wish to stand around the opening and see if anything happens, go to (4).

(2) Suddenly you hear a louder, closer noise. You start to walk towards it, and a large wolf jumps out of the brush and attacks you. This must be the wolf that has been plaguing the village! If you can kill it, you will be a hero, indeed! The wolf has a monster rating (MR) of 16. This means it gets to roll two dice in combat, and add 8 to that total. You get to roll two dice for your quarterstaff, and add 9 for your combat adds, so you will have a slight advantage. Roll the dice for the wolf, and then for yourself. If the wolf rolls higher, subtract the difference from your constitution of 12. If you roll higher than the wolf, subtract the difference from his MR. As his MR goes down, his adds also go down (one half of the MR, rounded up). If his MR gets below 10, he only rolls one die now instead of two. If you kill the wolf, go to (5). If you are losing to the wolf, and wish to run away, go to (6).

(3) Make a 1st level saving roll vs your luck. Since your luck is 12, this means you must roll an 8 or better on two dice (remember doubles add and roll again). (Don't forget to give yourself adventure points for whatever number you roll, win or lose.) If you successfully make the saving roll, go to (7). If you fail, go to (8).

(4) You hear your sheep bleating even louder. It sounds scared, and it is definitely inside that cave. While you are standing just outside the cave, you notice that the floor of the cave just inside is darker than the rest. It looks like there is a hole or pit just inside the entrance. Now you hear an ominous noise back where the rest of the flock is waiting. If you wish to go back to your flock, go to (2). If you wish to enter the cave, carefully avoiding the pit, go to (7).

(5) You have successfully killed the wolf that has been harrasing the village for months! Give yourself 16 adventure points. If you now wish to drive the sheep back to the village so you can brag about your victory, go to (9). If you'd rather first see if you can find your missing sheep, go to (1), and ignore any paragraph where the wolf attacks you again.

(6) Make a first level saving roll based on your dexterity. Since your dexterity is 15, this means you must roll a 5 or better on two dice. If you fail this roll, you can't get away from the wolf, and you must fight him until either you or he is dead. If you kill him now, go to (5). However many points you missed by, take that many additional hits. If you succeed with this saving roll, you run back to the village, raise a hue and cry, and bring back several village men to help you fight the wolf. Unfortunately when you get back, the wolf is gone, along with another one of your sheep. The villagers are not happy

with your failure, and make remarks about how perhaps you need an easier task, such as gathering firewood. The End.

(7) You successfully avoid the pit in the front of the cave. As you edge by it, and your eyes adjust to the dark, you see your sheep a short distance ahead. It seems to be caught in some kind of white substance. Make a first level saving roll on your IQ. Oh, oh, your IQ is only 8. You must roll a 12 or better on two dice to make this roll. (Remember doubles add and roll again.) If you successfully make this roll, go to (10). If you fail, go to (11).

(8) Sadly you failed to notice a pit right at the front of this cave, and you have fallen in. However many points you missed your saving roll by, take that many points off your constitution. Fortunately the pit isn't terribly deep, and with your high dexterity and using your staff, you manage to climb out. Now go to (7) and ignore the first sentence.

(9) Make a first level saving roll based on Charisma. Since your charisma is 9, you must roll 11 or better on two dice (remembering to roll again if you get doubles). If you fail this roll, no one believes you actually killed the wolf, much to your chagrin. But if you successfully make this roll, the young person of the opposite sex about whom you have dreamed for many nights, believes your story, is enthralled by the tale, and agrees to go with you to the spring dance. Give yourself an extra 100 adventure points. The End.

(10) Suddenly you realize that your sheep is caught in a spider web, and the spider is probably near. You whirl around just in time to see a large spider ready to pounce. You attack it with your quarterstaff. You get two dice plus your 9 adds. The spider has a monster rating of 10, which means it gets two dice, plus 5 adds. However the spider is poisonous. If it gets any hits on you during combat, for the rest of the combat you take one additional hit per combat round for poison damage. You must fight the spider until one of you is dead. If you win, but have taken hits, you must gather up your sheep and head back to the village because you realize you have been poisoned. (Don't forget to give yourself 10 adventure points.) When you get there, the young person of the opposite sex (about whom you have been mooning for the last year) nurses you back to health and agrees to be your date at the spring dance. If you win and have not taken any hits, you may go back to the village, or, if you have not yet fought any wolves, you can go back to your flock and watch for that big wolf who has been harrasing the village livestock. Go to (2).

(11) Foolishly you poke at the white stuff with your quarterstaff, and it gets stuck. Suddenly you realize it is a spider web and the spider is likely near. You jerk your weapon out of the sticky web as quickly as you can, but while you are so occupied, the spider sneaks up behind you and bites you on the leg. Roll one die and take that many hits off your constitution. Plus you are now poisoned. You must fight this spider, but every combat round you must take an additional point off your constitution from the poison. The spider has a monster rating of 10, which means it gets 2 dice and 5 adds. If you kill the spider before the poison finishes you off, you may gather up your sheep and hurry back to your village to be cured. Take 10 adventure points for killing the spider, and another 10 for surviving being poisoned. Fortunately the most attractive young person of the opposite sex in the village nurses you back to health, and before you know it, you have a date for the spring dance. The End.

The complete rules for Tunnels & Trolls (edition 5.5) is available from Flying Buffalo or fine game stores everywhere for \$19.95. Or you can get the "boxed set" which includes the rulebook, a short gamemaster adventure, and the pocket-sized version of City of Terrors for only \$24.95

Flying Buffalo has produced many adventures for Tunnels & Trolls. Here is a list of those currently available:

Solitaire adventures: (play alone or with one friend)

Naked Doom by Ken St Andre for one warrior level 1 or 2 \$4.95

Beyond the Silvered Pane - 1 warrior level 1-4 up to 70 adds \$5.95

City of Terrors by Michael Stackpole for 1 chr up to 275 adds. \$7.95 (also available, pocket-sized version for only \$3)

Arena of Khazan by Ken St Andre for any one character \$5.95

Sewers of Oblivion by Michael Stackpole for any one character up to 7th level, 425 adds \$5.95

Sea of Mystery by G Arthur Rahman - any 1 chr up to 45 adds \$5.95

Gamesmen of Kasar by Roy Cram for 1 chr up to 110 adds \$5.95

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The Amulet of the Salkti for any 1 chr, level 1-8 up to 33 adds. \$6.95

Red Circle by Michael Stackpole for 1 character up to 60 adds \$5.95

Caravan to Tiern - 1 humanoid chr up to 72 adds \$8.95

Dark Temple by Stefan Jones for any 1 low or mid-level humanoid character up to 75 adds. \$8.95

When the Cat's Away by Catherine DeMott (includes Sorcerer solitaire) for 1 humanoid up to 45 adds. \$8.95

Sword for Hire and Blue Frog Tavern double adventure by James Wilson for 1 character level 1-3 \$5.95

Gamesmen of Kasar and Misty Wood double adventure by Roy Cram for 1 character up to 110 adds \$5.95

Gamemaster adventures: (lead your friends through an adventure)

The Isle of Darksmoke by Larry DiTillio includes ten cardboard heroes \$9.95

Catacombs of the Bear Cult by Jim "Bear" Peters \$3.95

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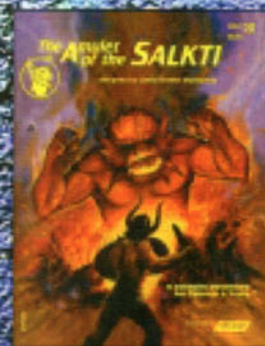
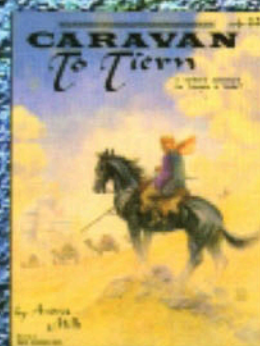
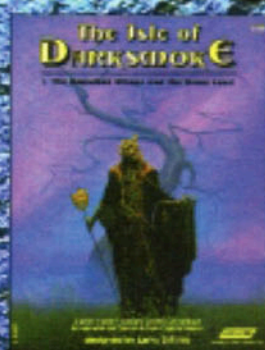
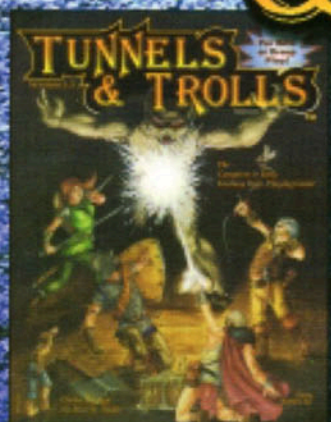
All of the above is found on our webpage at www.flyingbuffalo.com or purchased directly from us at Flying Buffalo, PO Box 1467, Scottsdale AZ 85252 Include \$3 for shipping (\$8 for outside the USA addresses)

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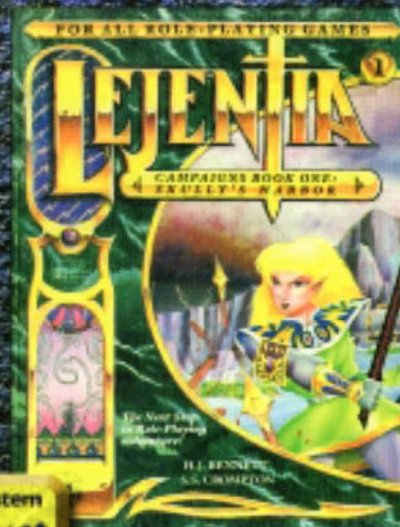
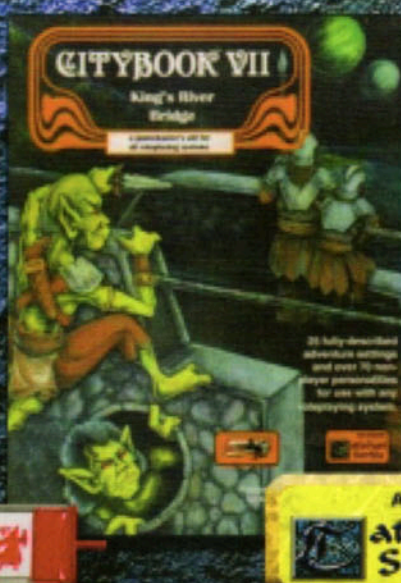
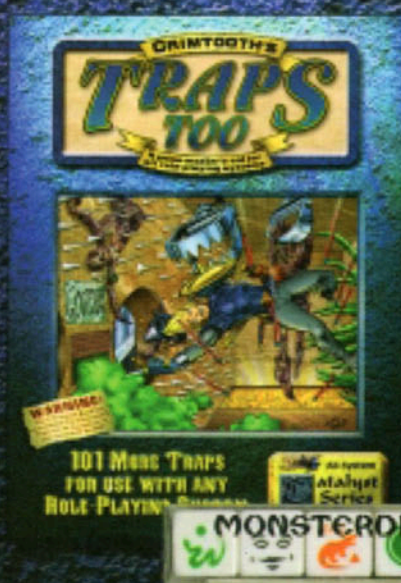


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