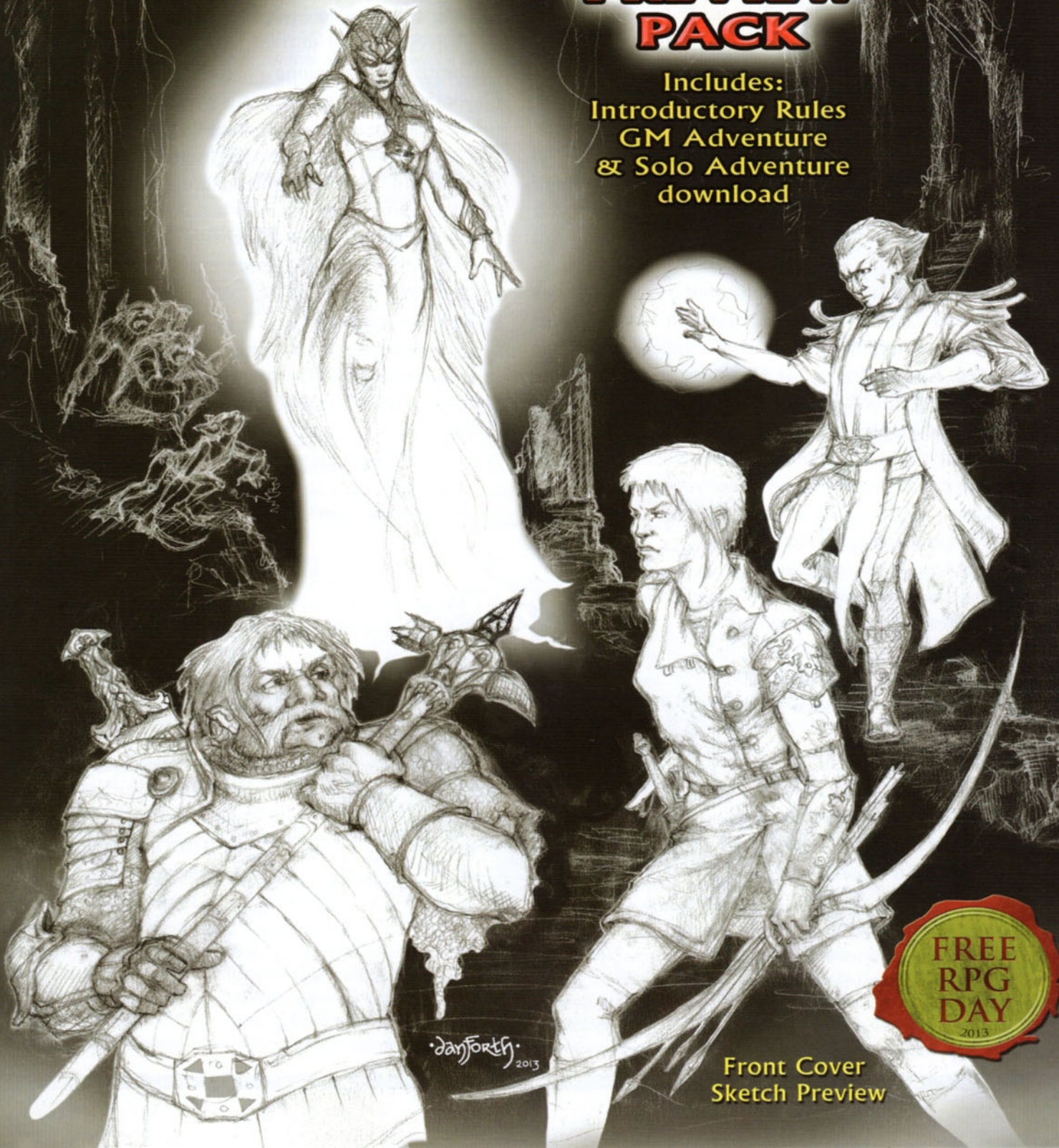


DELUXE TUNNELS & TROLLS

ONE OF THE EASIEST RPGS TO LEARN & PLAY!

PREVIEW PACK

Includes:
Introductory Rules
GM Adventure
& Solo Adventure
download



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Front Cover
Sketch Preview

Deluxe Tunnels & Trolls - Summer 2013!

When it was first published in 1975, Tunnels & Trolls opened up the role-playing game genre, showing that these games could encompass a multiplicity of ways to make this segment of the game hobby exciting. Today hundreds of diverse RPGs explore every genre, every play style, and serve every player. T&T led the way first.

In the 37 years since then, T&T has seen eight major editions with many accessory adventures and supplements. The game has been published worldwide, including translations into French, German, Spanish, Italian, Japanese, and even Finnish. It had two computer games created for it, and it has influenced other games time and again. A lively fan community shares their love of the game in blogs and forums. Fan publications abound, licensed and approved by the original designer and publisher. Tunnels & Trolls is a solid substantive game that has weathered the years, worldwide, and thrived.

Now the original team that put together T&T has reunited: Ken St Andre, Liz Danforth, and Bear Peters are working together with Rick Loomis of Flying Buffalo and graphic genius Steve Crompton. Our dream is to create the best version of Tunnels & Trolls yet seen.

The minimum we intend to deliver is a book of at least 200 pages (and possibly a lot more) wherein designer Ken St Andre lays out new rules, including new options for character creation, better methods of character development, new playable kindreds, and new personas like Paragon, Specialist and Citizen.

Further, the book offers the players access to rich, deep world development as never before. Deluxe T&T reveals the Trollworld, as known to the original players, in detail for the first time, and whole continents previously

unknown are defined. Steve Crompton has created a beautiful, definitive map assembled from every initial resource available. The book gets a complete graphic make-over, including new art and old favorites, and a new cover painted by Liz Danforth. (This booklet's cover shows the initial sketch!)

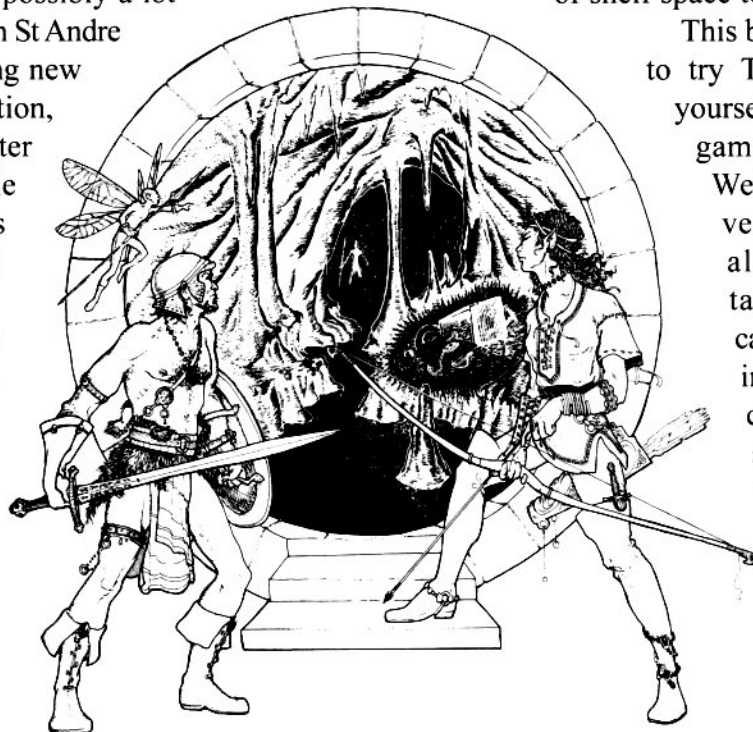
The game plays much the same as it did in the 70s and 80s, and is backwards compatible to existing modules and adventures. It will still be fun, lightweight and customizable. It remains a great way to introduce new players to fantasy role-playing while offering a system robust enough to support long-term campaigns. You will still be able to play with friends face to face, or using any of the virtual tabletop hosts. And you can still play the solitaire adventures when you have a little time to kill and no one else to play with.

We believe the game is better and stronger as a system than it used to be. No matter who or where or how you play, Deluxe Tunnels & Trolls will have the power to carry you away.

Maybe you only know the game by reputation, and wonder what it would be like to play an RPG solitaire. Or you know young players ready to discover the hobby itself through an accessible game that was easy to learn, easy to play, that does not require yards of shelf space to store between sessions.

This booklet gives you a chance to try Tunnels & Trolls out for yourself and find out why this game has lasted so long. We've included a "mini" version of the deluxe rules along with a self-contained GM adventure you can run. We've also included instructions on where you can download a FREE solitaire adventure that you can play by yourself.

Take dT&T for a test drive and explore the new game for yourself!



Deluxe Tunnels & Trolls short form rules

The Tunnels & Trolls rules provides the game structure for you to play the part of an adventurous hero in mystical, magical times. Such an adventurer typically seeks wealth, fame and glory in ancient citadels filled with monsters and treasures galore. To play, you will need some paper, a pencil or pen, and a number of regular six-sided dice (at least three). If you explore some of the published adventures, you might find index cards useful, or be asked to use an ordinary deck of playing cards.

The mini-rules in this booklet have been written for Free RPG Day 2013. They are condensed from the more extensive Deluxe Tunnels & Trolls rule book, which is still in development at this writing. That edition will contain more information about the game and about Trollworld, and will include weapons, spells, character types, character races, and much more to enhance your play and enliven your imagination. Because those rules and some mechanics are still being refined, there may be certain differences between these rules and the final dT&T edition.

We hope you will enjoy your coming adventures!

CREATING YOUR CHARACTER

Each adventurer is defined by eight *Prime Attributes*: Strength, Constitution, Dexterity, Speed, Intelligence, Wizardry, Luck, and Charisma. They define the character's basic innate abilities. Other details, like the character's name, sex, hair and eye color, kindred, and character type, round out a character, but the prime attributes are the factors that make the game mechanics work. These attributes are divided into two sets of four: physical attributes and mental attributes.

To determine the attributes of a new character, roll three six-sided dice (3d6), add up their values, and write that total next to each of the prime attributes, once for each attribute. Use pencil because these numbers could change later. Repeat the roll for each attribute listed.

If you roll a triple, take that number as a base and roll the dice again, adding the values together. It is possible to have attributes greater than 18. The lowest possible attribute is 4, not 3 (since 3 would be triple 1's). Put an asterisk by that attribute to indicate that triples were rolled.

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

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

CONSTITUTION (CON) measures a character's health. Combat damage is subtracted from Constitution. If CON reaches 0, the character is unconscious and dying. At that point CON will go down by one point per combat round (equal to two minutes of game play). When CON reaches -10, the character is dead. Up to that point, first aid or magic could still save the character's life.

DEXTERITY (DEX) refers to both manual dexterity and physical agility. Marksmanship with missile weapons is determined

by one's Dexterity.

SPEED (SPD) is a measure of the character's reaction time, not a measure of absolute velocity. Speed will help a character run away because it is a measure of how fast that character can pick up his feet and put them back down. SPD is also good for dodging things.

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

WIZARDRY (WIZ) is a measure of how much of the world's magical energy the character can store. WIZ is used for powering magical spells, and sometimes for resisting them.

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 below).

CHARISMA (CHR) measures force of personality. It is not simply a measure of good looks, but it is frequently treated as such.

CHARACTER RACES

The next thing you'll want to decide is whether or not you want your character to be a human or one of the other races that inhabit this magical world. If this is your first T&T character, it is recommended that you start out with a human to learn the basics. The Peters-McAllister Chart For Creating Man-like Characters, below, shows how to modify attributes for some of the other humanoid kindred (although Trollworld has many others as well).

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

All other attributes $\times 1$.

DWARVES: STR and CON $\times 2$, LK $\times 2/3$.

All other attributes $\times 1$.

HOBS: STR $\times 1/2$, CON $\times 2$, DEX $\times 3/2$, LK $\times 3/2$

All other attributes $\times 1$.

URUKS: STR $\times 5/4$, CON $\times 5/4$, IQ $\times 3/4$, LK $\times 3/4$

All other attributes $\times 1$.

ROCK TROLLS: STR $\times 3$, CON $\times 3$, CHR $\times 3$, WIZ $\times 1/2$

All other attributes $\times 1$.

As you can see, no single race is unconditionally better than any other. Humans are often the best all-round choice, and there is almost never a question about whether they are the kind of adventurer accepted into a scenario.

CHARACTER TYPES

The final decision to making up your character is what kind of background and training he or she has had. This background determines how the character makes a living and a great deal more. Character generally fall within one of the categories listed below. Each category has advantages and disadvantages, strengths and weaknesses. Read through them all, and then decide. (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 fighters, using weapons and armor to maximum advantage. They get twice the normal listed protection from armor and shields. Warriors also use weapons more effectively than any other class: they get one extra d6 per level for weapons. (Example: An ordinary dirk is worth 2d6 in combat for most characters. For a level 2 warrior, it is worth 4d6 in combat—2d6 + another 2d6 for his levels). While warriors can use most magi-

cal artifacts they find, warriors cannot cast any magic. Like being color-blind, it is simply beyond their abilities.

If a character's STR is greater than IQ or LK, that character could make a good warrior.

WIZARD: Wizards (also called magicians, mages, magic-users, or sorcerers) are those individuals who possess the innate ability, and who have received training to control the magical energy that powers the arcane world of magic. Only youngsters with a reasonably good Intelligence (IQ of 10 or better) and decent Dexterity (DEX of 8 or better) will be trained by the elder wizards of the all-pervasive Wizards Guild. All first level 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 focused on learning magic, they are relatively inept using weapons. There is nothing to prevent them from using other weapons, but since they have little or no training, they do not use them well. Magicians get no combat adds when using anything other than a dagger or staff. Similarly, mages may wear what armor they choose although they get only the armor's listed value in protection.

If a character's IQ is greater than either STR or LK, that character could make a good wizard. Don't forget that a wizard must begin with an IQ of 10 or more, and a DEX of 8 or more.

ROGUE: Rogue stands for *rogue wizard*—it is not a synonym for thief. Rogues are characters who could have been wizards but never got the formal training. They have the natural ability to cast magic, but because they never really learned the art, their spellcasting ability is limited. Rogues generally gain only one spell per character level, so choose well. They cannot use wizardly tools like staves or wands to reduce the cost of spells.

Rogues often grow up in trying circumstances. They learn to fight, but they don't fight as well as warriors, and do not get the extra bonuses for weapons and armor that trained warriors get. Unlike wizards, they do get their combat adds.

All rogues have a Talent called Roguery. (Talents will be discussed later.) Roguery may be used as a substitute attribute in cases where INT, LK, or CHR are involved in a saving roll.

If a character's best attribute is LK or CHR, it could be a good rogue.

SPECIALIST: Specialists are the mutants of Trollworld. If your character sheet has an asterisk by one or more of the attributes, you rolled triples and may have started with an unusually high attribute. You also get to select an enhanced ability related to how you make a living. Players are encouraged to invent their own "specialty" to explain and take advantage of that attribute. An example of a specialist might be a martial artist because they rolled an enhanced Speed attribute.

Different specialists have different abilities, but in general, their special power is to double their dice roll when making a saving roll based on their special ability (e.g. a martial artist could double their dice roll when saving on SPD. A roll of 7 becomes a roll of 14.)

PARAGON: A paragon is a character with all the advantages of other characters and none of the disadvantages. They are rarer than diamonds. To get a paragon, you must naturally roll at least six of the eight prime attributes as a 12 or higher. Paragons can fight like warriors, cast magic like wizards, wheel and deal like

rogues. A paragon could also be a specialist. Paragons are in the game primarily to be used as super-special non-player characters (NPCs) by Game Masters. Nobody likes paragons.

CITIZEN: Citizens make up the vast majority of all populations. These people are the salt of the earth, doing the work that keeps civilization alive. These people received no special training when growing up and they have no special advantages. Citizens are provided for Game Masters to use as ordinary non-player characters, and as a special challenge for excellent role-players. They are not recommended for beginning players.

These character classes apply best for humans. Non-humans may not have the same kind of socialization and childhood training that would produce these character types although it is possible to have elvish warriors, dwarven mages, and so forth. The player who wishes to run a non-human character should come up with a good story as to why anyone would have trained the young Berrtt the troll is a warrior!

(The final edition of Deluxe T&T will have more on the subject of non-human professions, abilities and classes.)

PROVISIONS AND EQUIPMENT

You have determined everything inherent about your character. Now it is time to buy the provisions and equipment the character will need on his or her adventures.

Characters probably have a few possessions before that first big adventure, but little suitable for a serious adventurer. When beginning their life of adventure, characters start from scratch.

To determine the number of gold coins your character has to begin with, roll three dice and multiply the result by ten. You will get between 30 and 180 gold pieces, abbreviated GP. Some things in the equipment lists you will not be able to afford at first. After even one adventure, the character may be able to purchase more items and better.

The basic unit of exchange is the gold piece, a simple gold coin. Prices are listed in gold pieces, in the Cost column.

Silver and copper coins are also commonly used. One gold piece (GP) = 10 silver pieces (SP) = 100 copper pieces (CP). 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 GP (and most less), although large objects like jade statues have no standard weight.

WEAPONS

The "Dice + Adds" column pertains to the combat effectiveness of weapons. The greater the numbers in these categories, the more deadly the weapon is. Specifics on this are discussed under "Conducting Combat."

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

An asterisk (*) indicates a weapon that requires two hands to use. No shield or second weapon may be used (unless the character has more than two hands!). Two weapons without asterisks may be used simultaneously *only if* the user has the STR and DEX requirements for *both* weapons combined. Thus, to fight with a dirk in each hand requires a minimum STR of 2 and a DEX of 8.

The "Weight" column tells you how heavy a weapon is, with the value given in weight units. This counts against the total amount a character can carry—remember that this is calculated by STR $\times$ 10. Keep track of the weight of purchases and the weight of any money the character carries.

The column labeled "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.

WEAPONS						
WEAPON	Dice + Adds	STR Req	DEX Req	Cost	Weight	Range
*Great Sword	6+0	21	18	120	170	NA
Broadsword	3+4	15	10	70	120	NA
Short Sword	3+0	7	3	35	30	NA
Falchion	4+4	12	13	75	110	NA
Scimitar	4+0	10	11	60	100	NA
Rapier	3+4	10	14	80	20	NA
*Double-bladed Axe	6+3	21	10	140	220	NA
*Heavy Mace	5+2	17	3	120	200	NA
Bludgeon	3+0	5	2	15	50	NA
*Quarterstaff	2+0	2	8	10	50	NA
Baton - (weighted stick)	2+0	2	1	10	20	NA
Trident	4+3	10	10	60	75	10yds
Common Spear	3+1	8	8	22	50	40yds
Sax (dagger)	2+5	7	10	30	25	NA
Haladie (dagger)	2+4	2	4	25	10	NA
Dirk	2+1	1	4	18	16	NA
Dirk - to throw			10			10yds
*Crossbow	5+0	15	10	250	180	100yds
*Medium Longbow	4+3	15	15	100	60	140yds
*Very light bow	2+0	9	15	50	30	60yds
Sheaf of 24 arrows				40	10	NA
Curare (poison): 3 applications				100	1	NA
*Curare doubles effectiveness of any edged weapon before combat adds computed. One application lasts 3 combat rounds.						

GENERAL SUPPLIES		
SUPPLIES	Cost	Weight
Warm dry clothing & pack	5	10
1 day's provisions (food, drink, "matches")	10	20
Ordinary torch (lasts 10 turns)	1 s.p.	10
Hemp rope (Price listed is per foot)	1 s.p.	5 per 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 take "Hits" (damage in combat) every time they are struck, protecting the wearer every combat round.

The total "STR needed" of a character's *armor and shield* must never exceed their personal STR, e.g. a person wearing mail (STR needed 12) and carrying a target shield (STR needed 5) requires a minimum STR of 17. However, the "STR needed" of the character's weapon is not added to this total. In the example above, the character would be able to carry any weapon to a maximum "STR needed" of 17 in addition to his armor and shield.

One cannot add to the "complete" suits of armor listed on the chart. The arming doublet and steel cap are for those who cannot afford complete sets.

ARMOR				
ARMOR ITEM	Hits taken	STR needed	Cost	Wght
Complete mail (whole body, helm, gauntlets)	11	12	300	1200
Complete leather (whole 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

Sooner or later, you'll get into a fight when adventuring. But how good a fighter are you?

The attributes affecting how well you fight in melee combat are STR, LK, SPD, and DEX (strength, luck, speed, 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 get in a lucky shot. Because the average roll of three dice is between 9 and 12, for each point above 12 in your STR LK, DEX and SPD, you get 1 point added to your *personal adds*. (Earlier versions of T&T penalized the character for attributes less than 9 with negative adds, but Deluxe has removed this penalty.)

Every weapon gets a certain number of dice to represent the amount of damage it can do. Those dice rolls added together with your personal adds reflects how well you fight.

When you enter combat, start by rolling the dice for your weapon(s). For purposes of example, assume the character has a sword and dagger, and can use both. He rolls three dice for the sword, two for the dagger. Adding the pips showing, let's say you get 18 for both together. Add the weapon's extra adds, if any (the dagger gets +5, the sword, 0). Add all that to the character's personal adds. (If you have 33 personal adds, your grand total would be 56.) That result of 56 is your *hit point total*, and it represents your character's part in a single round of fighting.

One's opponents will fight back, of course. A Game Master will handle the dice rolls for the adventurers' enemies, whether those foes fight like players (with weapons, armor, personal adds, and a CON) or with a simple Monster Rating. When playing a solitaire adventure, you must handle the dice rolls for both sides.

If your opponents fight the way you do, roll the specified number of dice for their weapon(s), add in their personal adds if any, and the result is their *hit point total*. Make note of their CON and whether they wear armor. Remember that when one's foe is a warrior in armor, you have to double the base protection value of that armor.

Many monsters have a simple Monster Rating (MR) to reflect how well the monster fights. This chart shows how many dice a monster gets: divide the Monster Rating by 10 (discarding any remainder), and add 1.

Monsters also get "adds" like your personal adds — that number is half its Monster Rating, rounded up. Thus, a creature with a MR of 45 gets 5d6+23. Roll the number of dice indicated, add up the spots, then add the monster's adds. The result is the monster's hit point total.

MONSTER RATING	NUMBER of DICE
1-9	1
10-19	2
20-29	3
30-39	4
etc.	etc.

Now that you have 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.

If you have to fight several opponents at once, add together all the monsters' hit point totals before comparing their grand total with your hit point total.

This sequence describes how to conduct basic combat:

- ♦ Pick your weapon(s).
- ♦ Roll the dice indicated, adding up the pips showing.
- ♦ Add the weapon adds, if any
- ♦ Add your personal adds
This is your hit point total.
- ♦ Does your foe have a Monster Rating or weapons?
- ♦ Roll the dice for its MR or weapon, and get a total
- ♦ Add half its current MR or its personal adds
- ♦ Repeat if there is more than one foe to fight, adding all totals together.
This is the enemy's hit point total.
- ♦ Subtract the smaller hit point total from the larger hit point total.
The result is the *possible damage*.
- ♦ If you had the larger number, then:
 - o Subtract the value of any armor worn by your foe(s).
 - o Subtract the remaining damage from your foe's MR or CON.
 - o If the result is 0 or below, the monster is dead.
 - o If not, use the result as the new MR or CON and continue fighting.
- ♦ If the monster had the larger number, then:
 - o Subtract points from the possible damage for whatever protection your armor provides. (It protects you every turn as long as you wear it).
 - o Subtract any remaining damage from your CON. That's an actual wound; you're bleeding.
 - o If your CON drops to 0 or below, you're unconscious and probably going to die unless someone helps you.
 - o If you aren't dead, fight again or run away!

SAVING ROLLS

When the GM or text of a published adventure instructs you to "make a saving roll," you use two dice to check your abilities against the hand of fate. You will be told on what attribute to make the roll and at what level. Sometimes you will see "a second level saving roll on Luck" written in the shorthand of "L2SR on LK."



Once you know the level of the saving roll to be made, follow the sequence outlined below:

- ♦ Note what number currently represents the attribute on which the roll is to be made.
- ♦ Subtract the attribute number from 20 (for level 1 roll), or from 25 (level 2 roll), from 30 (level 3 roll), from 35 (level 4), or 40 (level 5), etc.
- ♦ If the result is less than 4, make it equal to 4. This is your "to hit" number.
- ♦ Roll two dice.
- ♦ If the result equals 3 (a 1 and a 2), you have automatically missed the saving roll.
- ♦ If there are no doubles, just add the pips for your result.
 - o If the result is equal to or greater than your "to hit" number (from above), then you made the saving roll. If not, you missed the roll.
- ♦ If the result is doubles (any pair from two 1's to two 6's), add the pips, pick up the dice, and roll again. Keep rolling and adding as long as you roll doubles consecutively. Once you throw the dice and do *not* get doubles, your streak is finished. Make a grand total for all the dice throws for your result.
 - o If the grand total is equal to or greater than the "to hit" number above, then you made the saving roll. If not, then you missed it.

In a solo adventure, the text 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!

Saving rolls are one of the main ways to get adventure points during the game. Adventure points are discussed under "Experience," below.

In Deluxe T&T, a character's level helps you successfully make saving rolls, reflecting how past experience works in one's

favor. You may add your character level to your dice total to succeed in reaching your target number. As an example: Gimor the dwarf has a Luck of 14 and is asked to make a level 4 saving roll on that attribute. He needs a roll of 21 but despite rolling doubles, only rolled a 19. However, Gimor is a level 3 character. When he adds his level to the dice roll, the total of 22 is sufficient to make the saving roll. Obviously an heroic effort on his part!

MISSILE WEAPONS AND COMBAT

When a foe is big and nasty, it may be wise to try to try killing it from a distance. Missile weapons, when they hit the target, can be devastating because the damage done is intercepted by armor alone. The target's own hit point total (reflecting its effort to defend itself) is not subtracted from the damage you have done (your hit point total). 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!

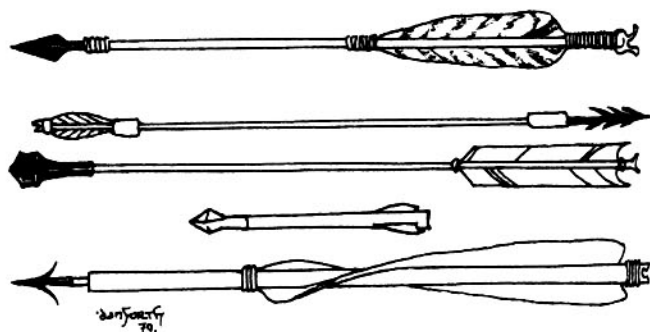
MISSILE WEAPONS

Target Size	Pointblank 0-5 yards	Near 6-50 yards	Far 51-100 yds	Extreme 101 + yds
Dragon	0	1	2	3
Troll/man	0	1	2	4
Hob/child	1	2	4	8
Rabbit/rat	2	6	10	20
Coin	3	9	18	36

The numbers on the chart indicate *the level of saving roll that needs to be made*, not the target number. A zero level saving roll automatically succeeds unless the player rolls a 3 (a 1 and a 2) which is a catastrophic, automatic failure for any saving roll at any time.

Because Dexterity is so important in hitting what one aims for, a character gets to add personal adds from DEX *twice* when computing the damage done by a missile that hits true. If your character has +2 personal adds from DEX, then for the purpose of missile combat, he adds another two points to his hit point total.

The catch is this: if you don't kill the target with one shot, and it is close enough to attack you in the same combat round you shot it, you will not get another combat roll with which to fight back. The number of hits generated by the missile counts as your defense (your own hit point total), and that is all. So soften them up with arrows at long range, but fight hard with a melee weapon as soon as they get close.



MAGIC AND SPELLCASTING

Wizardly characters use magic in combat and in more ordinary situations. In this game, magic is envisioned as focusing magical energy called *kremm* (or sometimes *mana*) into a desired pattern to change reality. A magician's Wizardry number is depleted as he or she casts magic. The base WIZ cost for each spell is listed in parentheses following the spell's name in the Spell Book.

Wizards may reduce the cost of casting spells by using a magic staff or by gaining experience. A magic staff reduces the cost of casting 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 WIZ point than 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 greater experience, a higher-level mage casts a lower-level spell for one WIZ point less for each level that spell is below the caster's level. Thus, a third level magician subtracts two 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.

However, no amount of reduction permits a spell to be cast for less than one point, because there must be something to get the spell started. The spell *Detect Magic* is the one exception, which only requires that the wizard concentrate on detection—it is more like an practiced ability than a conjured spell.

Wizardry expended in spellcasting is not lost permanently. The magic-user replenishes lost Wizardry at the rate of one point per full turn (about 10 minutes). In a solitaire adventure, magicians regain WIZ at one point per numbered paragraph (when not in combat) unless instructed otherwise.

Magic-users can cast only one spell per combat round, *but they may also fight with weapons during that same round*. If a wizard is in close combat and chooses to cast a spell such as *Vorpal Blade*, she can enchant her dagger and gain the extra combat damage while using it that same turn. Combat spells such as *Take That You Fiend* and *Blasting Power* contribute to one's hit point total. Certain spells, such as *Oh-Go-Away*, divert the foe so no comparison of hit point totals is needed if the spell is successful. A careful reading of the spell should make these situations clear.

All human wizards start with all the first level human spells. Non-human wizards may have different abilities, or different starting powers and spells. Mages generally buy more spells from the Wizards Guild, but only after attaining the appropriate level.

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 three turns.

Knock Knock (2) Unlocks locked doors.

Will-o-the-wisp (1) Lights up finger or staff in lieu of a torch. About one candlepower. Lasts one regular 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 the die roll for swords or daggers 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 15, DEX 11. Each spell costs 500 GP, payable to the Wizards Guild.

Omnipotent Eye (5) Provides more information about the nature and/or level of magic on persons/objects.

Hidey Hole (10) Makes user and companions invisible for three turns. (Note: some solos treat this as a level 1 spell.)

Cateyes (6) Allows one to see in the dark for three turns.

Glue You (8) Impedes movement/travel of victim by half for one full turn. Used in combat, you get two combat rounds to opponent's one.

Little Feets (8) Rapid travel; doubles speed for one full turn. In combat you get two rounds to opponent's one.

Mirage (8) Projects visual, non-auditory image as hallucination. Destroyed by physical contact.

Poor Baby (heals 1 CON for each point of WIZ used) Magical healing of wounds or injuries. Cannot raise CON above the original level.

Whammy (10) Triples the die roll for any weapon for one subsequent 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. Does not work on twigs or torches.

LEVEL 3:

Requires minimum IQ 20, DEX 14. Cost 1000 GP each.

Curses Foiled (7) Removes evil spells and curses of lower orders.

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

Rock-a-Bye (11) May put monsters/foes to sleep for 1-6 regular turns (roll 1d6 to determine length of time.) Only succeeds if caster's STR+IQ+CHR exceeds MR (or foe's STR+IQ+CHR total if rated).

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

Blasting Power (8) Throws bolt or fountain of fire at foes. This blast gets same number of dice as user's level number, plus the 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 (7) Allows user to fly (at running speed) for one regular turn.

Healing Feeling (14) Cures disease.

LEVEL 4:

Requires minimum IQ 25, DEX 17. Cost 1500 GP each.

Too-Bad Toxin (7) Cures damage caused by poison and neutralizes further effects. Does not heal the wound from the weapon/fang that delivered the poison.

Wink-wing (14) Allows one to transport oneself (only) up to 50' in direction of choice without crossing intervening space.

Smog (11) Projects cloud of poison gas at foes. If foes breathe, they lose half power.

SMOG

SPELL



Dum-Dum (8) Reduces foe's IQ to 3 or, if spell fails for any reason, reduces caster's IQ to 3.

Double-Double (18) Doubles one prime attribute for up to five turns. (Length of time is at caster's discretion.) When spell wears off, attribute is halved for same number of turns.

Protective Pentagon (12) Raises a protective barrier three feet in diameter for two full turns. No weapons or spells penetrate (in or out).

Upsidaisy (9) Permits caster to levitate and move objects or beings up to caster's own weight for one full turn.

LEVEL 5:

Requires minimum IQ 30, DEX 20. Cost 2000 GP each.

Mind Pox (39) Causes mental confusion. The victim cannot attack or defend. Lasts three full turns. Can affect any number of beings up to level of caster.

Dear God (30) Allows one to ask three yes-or-no questions of the Game Master, to be answered truthfully.

ESP (20) Detects true intent of man or monster.

Second Sight (25) Allows one to distinguish between illusion and reality for 1 turn.

Breaker Breaker (35) Causes any weapon or armor to become so brittle it will shatter at the first impact. Any magic on that weapon or armor will make it immune to the spell.

The complete edition of Deluxe T&T has much more about magic, and many more levels of spells.

TIME

Regular turns in Tunnels & Trolls and non-combat paragraphs in the solo adventures, are considered to last about 10 minutes. Combat rounds are usually considered to be two minutes in length, but may be as brief as 10 seconds depending on circumstances. Wizards recover one Wizardry point per 10 minutes, and may cast one spell per combat round and also attack with a weapon. Warriors may attack once each combat round, either hand-to-hand or with missile weapons. Damage to a character's CON is recovered at one point per day unless magic or other care is used to speed the healing process.

EXPERIENCE

Veteran characters grow tougher, stronger, wiser, and more experienced by earning experience points (EPs), also known as adventure points (APs). Unlike in previous editions of the game, *adventure points earned in the course of one's excursions have only one purpose—to buy attribute points.*

And while Deluxe Tunnels & Trolls characters still have “levels” like in the old days, character level is no longer determined by the total number of adventure points acquired through play. Instead, *a character's level is determined by the highest attribute of a character, equal to that attribute divided by 10 and rounded down.* A dwarf with a STR of 46 for her highest attribute is considered a 4th level character.

Adventure points are earned through combat, saving rolls, casting magic, and by Game Master rewards. Specifically, this:

COMBAT: You receive points equal to the MR or CON of the vanquished foe.

SAVING ROLLS: You get points equal to the actual number you rolled on the dice times the level of difficulty. (If a second level roll is called for, and the dice yielded a total of 14, the character would win 28 APs). It does not matter whether you succeed in making the roll or not; you learn from success and failure alike.

CASTING MAGIC: 10 adventure points per level of spell being cast. A *Take That You Fiend* spell cast at level 3 is worth 30 adventure points.

GM AWARDS: Successfully completing a mission or achieving a similar feat will be worth points, and effective role-playing, cleverness, execution of a unique plan, or other notable actions may also net additional rewards. The Game Master will determine what the award is, or the published adventure will recommend a reward for completion of the assigned tasks.

To buy attribute points, the cost is calculated to be *the current level × 10 in adventure points.* For example, Khenn the wizard has an IQ of 17 and wishes to raise it to 18. He may do so by spending 170 of his accumulated adventure points. When he spends the points, they are deducted from his total and are gone forever. If Berrt the troll wishes to raise his STR from 25 to 26, he must spend 250 adventure points in order to do so.

A GM is within his or her rights to decide when a reasonable time to raise an attribute might be. Luck might be raised without pause, but increasing one's strength might take a few workouts at the local gymnasium.

TALENTS

When the 7th edition came out in 2005, Tunnels and Trolls added *talents* in preference to the more common practice of *skills*, because defining a broad but finite array of skills limits the players. Instead, a talent is any skill, ability, or knowledge that helps define the player character, and can be anything (within reason) that the player wishes. Characters may have many talents but, as a general rule, it is best to limit oneself to one talent per character level. The proper use of talents is discussed at greater length in the complete dT&T rules.



To gain a talent, the player chooses a desired concept, determines its appropriate related attribute, and rolls 1d6. For example, a player decides he wants his rogue, Koogle, to have an *acrobatics* talent based on the character's DEX. If Koogle had a starting DEX of 14 and the player rolls a 4, then Koogle has a starting acrobatic talent of 18. If Koogle's DEX goes up, his acrobatic talent also goes up by the same amount.

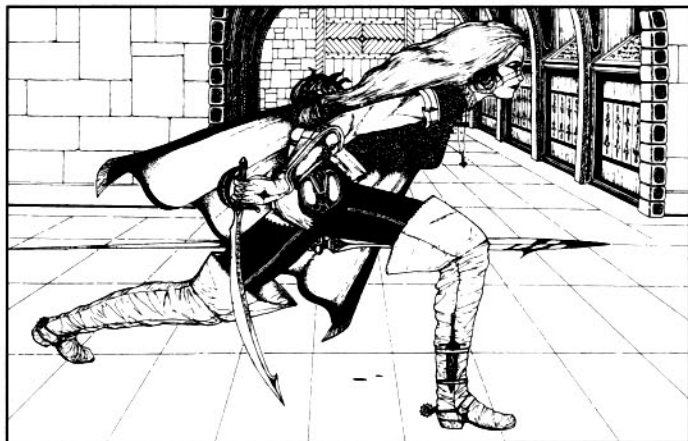
Talents may be broadly or narrowly defined, and can take the place of prime attributes when making saving rolls. A broad Talent could be something like acrobatics; a narrower talent could be something like tightrope walking. Although Talents should make things easier, not harder, GMs should generally expect a character trying to use a broad, generalized talent to have more difficulty compared to something similar performed with a narrowly-defined talent. The saving roll difficulty of any talent check should never be higher (and generally it should be lower) than the difficulty of simply doing the same thing with a prime attribute.

Combat talents might be used to perform tricky feats in combat but they do not add extra points to one's hit point total. For example, a warrior could apply his swordsmanship Talent to try to disarm a foe.

Get the full dT&T rules for the complete game.



Deluxe Tunnels & Trolls Ready to use Characters



While instructions to roll your own character have been supplied in this booklet, we also offer three ready-to-use characters to sit down and play with immediately. These three pals are not very well equipped although they have a few special goodies they acquired somewhere. In any case, they are ready to go adventuring-perhaps into The Chambers of Z'Tpozz The Mad Dwarf, the GM adventure included in this packet. Good luck and good hunting!

NAME: _____

Class: Warrior **Level:** 1 **Gender:** Female
Kindred: Human **Ht:** 5'10"
Wt: 160 lb. **Hair:** Brown

STR: 13 **CON:** 13 **DEX:** 13 **SPD:** 8
INT: 12 **WIZ:** 6 **LK:** 13 **CHR:** 11

Combat Adds: 3 **Missile Adds:** 4
WT Poss: 1300

Equipment:

Falchion: (4D6 + 4 and an additional 1D6
for warrior level 1)
Scale mail: (8 hits and can be doubled to take 16 hits).

Money: 2 gold pieces, 3 silver pieces

Spells: None.

Magic: Protective amulet (deflects 1st level spells)

NAME: _____

Class: Wizard **Level:** 2 **Gender:** Male
Kindred: Human **Ht:** 5'6"
Wt: 145 lb. **Hair:** Bald

STR: 11 **CON:** 5 **DEX:** 13 **SPD:** 11
INT: 23 **WIZ:** 13 **LK:** 10 **CHR:** 14

Combat Adds: 1 **Missile Adds:** 2
WT Poss: 1100

Equipment:

Staff Ordinaire (2D6)
Soft leather armor (5 hits)

Money: 137 gold pieces, 42 silver pieces,
2 small emeralds

Spells: All first & second level in rulebook.

Magic: Protective amulet
(deflects 3rd level spells and lower)

NAME: _____

Class: Citizen **Level:** 3 **Gender:** Troll
Kindred: Rock Troll **Ht:** 9'8"
Wt: 720 lb. **Hair:** None

STR: 33 **CON:** 21 **DEX:** 10 **SPD:** 10
INT: 14 **WIZ:** 6 **LK:** 8 **CHR:** 24

Combat Adds: 21 **Missile Adds:** 21
WT Poss: 3300

Equipment:

Trollish warhammer (15D6 + 3)

Money: None.

Spells: None.

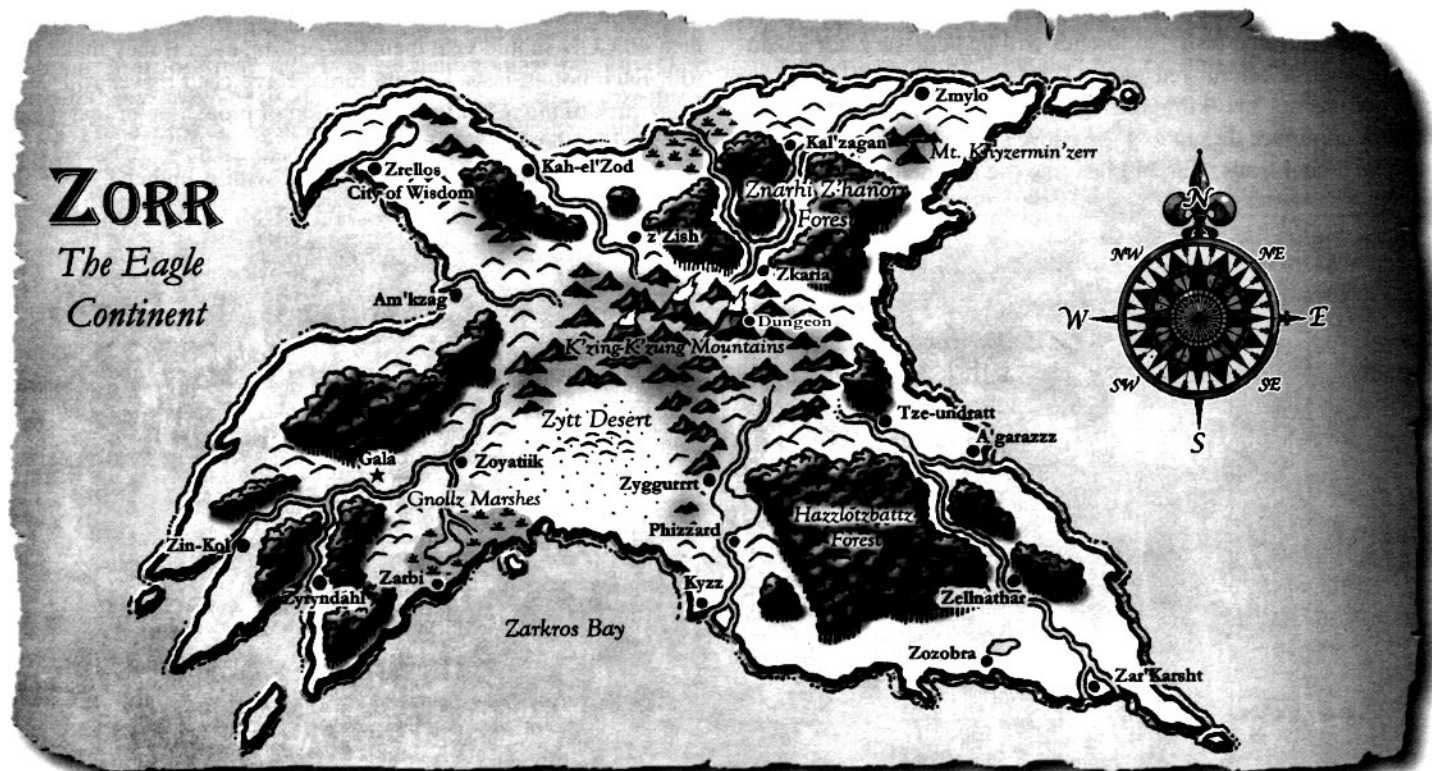
Magic: None.

The Chambers of Z'Tpozz The Mad Dwarf

An underground adventure designed for 4-8 characters, level 1-5.

Written by Bear Peters and Liz Danforth

Based on some characters and environment by Ken St Andre



In the far southern reaches of Trollworld lies the majestic Eagle continent. Wreathed in magic and crisscrossed with towering volcanic mountains, it is home to unlikely creatures, trackless forests, and bustling communities. One such community is Zkaria. Near the headwaters of the Zahunga River, this roisterous city lies near the foot of Zing-Zak-Zareil, the Mountain of Fire, at the heart of the K'zing-K'zung Mountains. Fate or circumstance has led your party to an inn on the southern outskirts of the city. You are down on your luck and have come looking for the kind of rewards that an adventuring lifestyle can bring, spreading word that you are available for hire.

THE SET-UP

While you sit there counting out your coins for a round of drinks, a white-bearded wizened dwarf, clad in the red leather armor of the Fire Dwarf clan, enters the inn. After looking around, he smiles when he spies your party.

"Hail, strangers! What I have been told is true, you are here and word is out that you are interested in adventuresome work. I seek a party of courageous souls for a rewarding quest. Are you such as might fit this bill?"

You invite him over and he introduces himself as the Panjandrum of the Fire Dwarves, sent out by the clan to seek

assistance. He spins out a tale of the mad wizard Z'Tpozz, who has carried away the clan's princess, a comely dwarven lass, for reasons unknown but surely maleficent. He tells the party there may be some perils rescuing her, but that the mad dwarf wizard's lair is laden with treasures which will more than justify the risks. He holds up a map to the entrance of the lair where he believes the princess is being held.

He warns the party of an additional risk: the lair is located within an active volcanic vent on the flank of the Fire Mountain, mighty Zing-Zak-Zareil itself! The temperature in the cavern is lethal — death from burns or scalding the lungs will result without a magical defense. (Characters survive only as many turns as their CON divided by 25).

The Panjandrum's clan has managed to acquire a small supply of Vyrion potions that will protect the party from the unbearable heat, if they will but undertake this quest. He has just enough to provide every member of the party with three doses. He cautions that a dose can only be taken one at a time, for more than one at a time is lethally toxic.

The potion lasts for a variable amount of time, 13-18 turns (12+1d6). It must then be retaken to continue on, but only once the previous dose's effect has fallen off. Using these potions should allow enough time to get in, get out, and the third potion might permit party members to linger, backtrack or explore ... but only briefly. Players and the GM alike should keep track of time... and if the party neglects to remember, the GM is well within his or her right to inflict appropriate consequences!

BEGINNING THE QUEST

The party makes its way to the point indicated on the Zorr map (labeled "Dungeon"). On the lower slopes of the smoldering volcano, they locate a cavernous opening: the end of a lava tube that extends back into the mountain.

Stepping in is like approaching a lit forge, and this tube is alive with volcanic heat. No torches will be necessary, for ahead can be seen a baleful red glow. The lambent walls glow from cracked seams breaking through the outer black lava. This feature continues throughout the entire complex.

The tunnel leads over 300 feet into the mountain. Proceeding

even the first 100 feet into the lava tube, the party quickly discovers that cloth coming in contact with the walls will smolder, and may burst into flame. By the time they are halfway down the tube (150 feet in), each member of the party must make a L3 saving roll (SRs) on Constitution (CON). Those who fail become weak in the knees and nearly faint. In order to go on, party members with less than 40 CON should take their first potion, even if they make the roll. Each potion lasts 12+1d6 turns. Have each player roll, and keep track of the result for the duration of protection of that dose. Remember: this is a ticking clock.)

After another 100 feet, even those with a higher CON risk



fainting (L6SR) and should take the potion. Collapsing on the hot floor is unhealthy, after all! Silicon-based players and/or creatures with stony-hides will discover that even they will begin to soften without the potion, becoming significantly less strong and durable. (STR, CON, and DEX reduced by 10% for every 2 turns spent under these conditions.)

At this point, mages in the party will notice a malign background spell pervading the lava cave if they sense for magic. In addition to preventing lava from breaking through the walls, this enchantment inhibits anyone but the mad dwarf Z'Tpozz from casting spells above level 5.

Once the party can move on without collapsing or melting, they encounter the first of the peculiar denizens that will become familiar in this volcanic netherworld. Pecking at the hot lava seams is a G'Zenna hen, which looks like a large chicken roughly two feet in height with bright red, yellow, and orange plumage. Both beak and feathers have the distinctive look of a silicon-based life form, but evidently one uniquely adapted to this harsh environment.

The hen is not automatically hostile, but if the party attempts to molest it, the G'Zenna hen attack with beak and talons harder than volcanic stone. Its Monster Rating (MR) is 13. The bright stony plumage is somewhat collectible, worth 73 silver pieces (73 SP) from each hen.

These odd birds will be found throughout the dungeon, nesting in niches or larger vacuoles in the walls and floor. They seem particularly interested in cracks or small pools of open lava. They are mostly "local color" but they have a beneficial purpose (revealed in due time). However, when they appear in larger numbers, the G'Zennas represent an additional hazard to the party.

ENTERING THE DUNGEON

Here the party finally comes onto the actual dungeon map. Immediately on the right hand wall is a large metal door, while the lava tube they have been following doglegs to the left and disappears beyond the curve. The door is a massive 11 feet wide and 17 feet tall. Above it, inlaid in glittering crystal, are dwarven runes that read "The Chambers of Z'Tpozz." In the center of the door about three feet off the floor is a small hole roughly one inch in diameter.

This hole is not a conventional keyhole but a mechanism which the mad dwarf manipulates with a key-like device that ends in a crank handle that allows him to speedily open the door. He installed this mechanism throughout the chambers wherever a door occurs (at the entrances of Rooms 1, 3, 4, 6 and 12). These doors resist Knock! Knock! spells.

A skilled picklock or rogue can manipulate the mechanism, but laboriously, because lockpicking tools were not meant to turn this device. This strategy will cost the players precious time (tick tick!). Each door requires three turns minimum, with lockpicking tools *and* the player must make a L1SR on an applicable attribute or ability (DEX, LK or an appropriate talent) each turn. Each failed roll means one additional turn is required.

Room 1: This chamber is a large irregular room, roughly 110 feet long by 70 feet wide with the domed ceiling rising 40 feet overhead. A wide cascade of lava pours down from the ceiling to the west, and in the red glow can be seen a large arched opening in the southwest wall of the chamber. At the far end of the room is the hulking figure of a humanoid holding a gigantic spear. If the party

enters, a pair of bright red "eyes" open and an oddly tintinabulating voice rings out. "You are not he! You may not pass!"

The creature is an *obsidian golem* 7 feet tall and 10 feet wide. (Yes, really. It is short and very squat.) It has a Monster Rating (MR) of 113 and wields a giant spear with an obsidian head. It will resist the party's efforts to advance beyond this room with extreme prejudice. Unless the party retreats, it will attack them.

When the golem is defeated, the head will shatter into a fine powder along with a scattering of razor-edged shards (1d6 × 10 in number). The party will find buyers willing to pay 5 gold pieces (GP) for each one.

If the party searches the room, one of its members may notice marks in the cinders on the floor, leading them straight to the lava fall. (Searchers can attempt either a level 6 Luck saving roll or, if they have such a talent as "observation", "perception", or "detection" and they can make a level 3 saving roll on Intelligence (IQ) with their level and talent bonuses, they will succeed.)

Make them think a little to get through the fall of molten lava. But failing other ideas, the obsidian golem's headless body can be dragged into position, deflecting the lava to either side and allowing the party to pass between its legs. Once they get past the lava by whatever means, they can enter Room 1a.

Room 1a: From behind the party, the lava fall casts eerie shadows up a lava tube into the distance. The adventurers will find themselves climbing upward at a fairly sharp angle until the tube opens into a large chamber. On the right is an alcove cut off from the rest of the chamber by a fiery moat of flowing lava. There is a raised dais at the back of the alcove, and upon it is a recumbent humanoid figure.

In the main chamber, a large mound glows a dull red, almost as if it were made of a great glob of the lava itself. It shifts as the delvers enter the room and its flesh warms hotter, to a bright glistening red. Small beady eyes open watchfully, gleaming a baleful yellow.

This is a *magmadillo* and, like its armadillo cousins, the creature has long sharp claws, and its back and head are covered with lambent red plates. It does not automatically attack, but will repeatedly make a questioning, snuffling, grunting sound. If the party approaches the beast, it will raise itself off the floor, moving to cut them off and herding them toward the alcove. If the adventurers head toward the alcove from the start, the beast will rush toward the party.

In any circumstance, should the party misunderstand its actions and attack, it has a MR of 165, and its armor will protect it each round from 43 hits of damage. If killed, the magmadillo's claws are two feet long and made of sharp-edged basalt; as such, they would make passable stone daggers. They can be sold for 33 silver pieces (SP) apiece for each of 8 claws.

If the magmadillo can get the party near to the alcove, it will go right up to the edge of the lava and stop, turning to look at the figure across the stream and then back at the party. It will start to whine: an odd sound, rather like someone pushing a large piece of furniture across a marble floor.

Should the party prefer to look around or if they try to leave, the magmadillo will keep trying to force them back to the edge of the lava, whining. The party must figure a way across the moat or defeat the magmadillo to leave.

Once across the moat, the party will find the person on the

dais to be a slender young human female, clad in the red leathers of the Fire Dwarf clan. She appears to be under a powerful enchantment, asleep. Beside her is a flail, and a staff rests under her arms which are folded over her body.

There are two ways to break the spell. First would be a high enough level *Dispell* (level 5). The second (more traditional!) solution will be for the player with the highest Charisma (CHR) to give her a kiss. This is not gender nor species specific.

Once the lass is awakened, she will reveal herself to be Eztrella, an human rogue employed by the Fire Dwarf clan to rescue their princess. She and her steed Caliente — the magmadillo—ran afoul of Z'Tpozz and were defeated. He imprisoned her here, and the magmadillo waited, watching over her as her guardian.

If the delvers slew her faithful pet and steed, she will offer no reward for her rescue, simply leaving much saddened.

If the delvers did not slay Caliente, the lass will be fulsome in her praise of their skills. On a chain around her neck, she carries a ring set with a fire agate, which she gives to the delver who awoke her (magically or personally). This ring will protect the bearer from the effects of all heat or fire, be they sources natural or magical in nature. (This supplants the need for that lucky character to use the *Vyron* potion!)

If the party asks her to join them, she says she has battled Z'Tpozz once and lived, so now she and Caliente will just as happy to depart.

If the party attempts to stop her, she will fight her way out as a 99 MR creature, with an additional 6d6 *Blasting Power* spell. If the magmadillo lives, it fights with her. Treat the pair as 264 MR, with a magic *Blasting Power*, fire damage resistance (how do you think she got into this place originally?) and the armor on her back!

There is nothing of interest in the rest of the chamber.

Room 2: This chamber is a vast echoing cavern, roughly triangular in shape. (It is 160 feet wide at the widest point, 130 feet deep, and the ceiling is over 120 feet in height.) A curtain of glowing lava falls in the southwest corner of the room (leading to Room 5), and the party may spot a door in the middle back wall of the cavern (which leads to Room 4). Less obviously, another door exists on the east wall (to Room 3).

The roof of this cavern is covered with writhing clumps of activity, and G'Zenna hens can be seen everywhere. A glinting statue stands at the heart of the room.

Inferno bats crawl across the ceiling, having been disturbed by the sounds of combat from the adjacent room. Although acclimated to the presence of the hens, the bats will attack any new presences in the vast chamber (meaning the adventuring party).

They attack in relatively small groups (1d6 x 5) and each one has a MR of 5. Any bats that are not killed outright in the attack will cling to the adventurers and burn as they bite. Their super-

heated saliva eats into flesh or armor, doing 1d6 additional damage each turn. They will continue to attack in waves for up to five turns, or until the party quits making extraneous noise. (Death counts: silence of the grave!) At the end of five turns, the bats will have learned to fear the delvers' wrath.

The G'Zenna hens will be alarmed by the combat, and flap about generally getting in the way. A Game Master may choose to have party members make a LISR on DEX each round to keep from stumbling over one of them during the bat fight, which causes the delver to miss his or her combat that turn if the roll is missed. If the party attacks the hens, they will fight back. As before, each one has an MR of 13 and the plumage is worth 73 silver pieces (73 SP) from each hen. As large as the room is, there are many more hens than players, but the GM should assume there are as many underfoot as there are individuals in the party.

Players have the option — not immediately evident — of collecting *inferno bat* saliva as one of the constituents of the *Vyron* potion, with the recipe to be discovered later. In death, the saliva cools to a manageable temperature. Players will need to figure out how to collect and carry it.

In the rear of the room is a pillar roughly 13 feet tall, atop which is a quartz effigy of Z'Tpozz, the mad dwarf wizard! The statue stands with its hands outstretched holding a bowl in which a G'Zenna hen nests.

The delver who gets up the side of the statue and chases off the bird will find the bowl filled with topaz arrowheads, (2d6 x 5 in number).

They are sharper than any razor, and can penetrate flesh or leather armor at double the effectiveness of the bow. Against metal armor or silicon life forms, they shatter ineffectually. Their value is 5GP each on the open market.

The statue is fused to the pedestal; any attempt to remove it by force will cause it to shatter into useless fragments.

Room 3: The door to this chamber is inlaid with a stylized snarling animal face. It is otherwise similar to the entrance door to Room 1, except that the keyhole is in the figure's mouth. The chamber beyond is 40 feet wide, 80 feet long, and 25 feet in height.

In this chamber lives the breeding pair for Z'Tpozz's experiments with devil dogs. There are two, one male and one female. They are formidable and attack anyone who enters. Their bright red skin is hotter than a wood stove and impervious to projectile weapons (including the topaz arrowheads found in the previous room). Subtract 35 points of damage from any projectile attack launched from beyond the door. Their yellowish manes, claws and teeth are hot enough to melt un-enchanted steel. Each has a MR of 123.

They are chained to the wall (at point A) with chains long enough for them to reach all parts of the room, but they cannot exit the room.

On a dais in the rear is the fabled *Citrine Sabre*. It was created



A Devil Dog...



from a flawless gem, and is sharper than a razor, warm to the touch, and it glows at all times with a baleful yellow light intense as a torch. It has the attack potency of any sabre ($3d6 + 4$) but against flesh or leather targets, its attack is doubled for sharpness. Against metal armor it has no effect, and if used to parry a metal weapon, it will shatter. Upon shattering, the magic providing the light will be released as a Blasting Power equal to three times the wielder's Wizardry (WIZ) rating, inflicted on the wielder and opponent alike! The unbroken sword is worth 300 GP.

Room 4: The door to this chamber must be opened like the others, and on its surface is the raised image of what looks like a tangled nest of short, serpentine bodies with oddly fringed heads and bodies.

Upon opening, the door reveals an irregular chamber, the floor of which is covered with a layer of black volcanic cinders. While the G'Zenna hens can be found almost everywhere else, there are none here. Whatever inhabits this room apparently finds the birds a tasty treat!

Toward the end of the chamber, the walls pinch in on a secondary chamber that is almost filled with a pool of lava. As they approach the pool, a small animal head pops out of the lava. It is covered with a spiky reddish fur-like coat that evidently makes it impervious to the lava. The creature looks about three feet long and is almost painfully cute. It utters a rather metallic bark, and dives back into the lava. If the party lingers, half a dozen heads pop up.

After sizing up the party that lingers, they will leap from the lava and attack. These are the fearsome *fire ferrets*. Their internal temperature is high enough to melt rock. They are interested only in the delvers' metal armor and weapons, which they will rip apart like wolves bringing down a deer. Pure metal is like candy to them, irresistibly delicious. Each one's MR is a mere 35, but once out of the lava they can burrow through the loose cinders in the other room faster than a man can run. This allows them to attack from ambush.

The treasure in this room is the hides of the six ferrets themselves. Their spiky "hair" is a nest of fine crystalline filaments that is almost impervious to heat, serving, as it does, to keep the ferrets' internal heat in. It is amazingly beautiful — once cool, of course. The value is 73 GP each.

(Note to the GM: have you been keeping track of the game turns? You can almost bet the delvers have forgotten. Now would be a good time to remind the party of the Vyrion potion's ticking clock...)

Room 5: At the back of Room 2 is a crack through which pours a cataract of molten lava into a narrow chasm in the floor. It runs like a beaded curtain across the opening of what is obviously another lava tube stretching deeper into the mountain. In order to go on, the party must find a way to penetrate the curtain of lava.

The narrow tube behind the lava proceeds 100 feet straight into the volcano, with an unsuspected hazard along the way. An unseen eddy from the lava cataract has eaten into the rock under the tunnel, thinning and softening the floor. Twenty feet down the tunnel, everyone in the party must make a L3SR on either INT or Luck to see if they break through the thinned floor and into the lava. Initial damage will be $3d6$, and metal armor will not help — it just heats up and transmits the damage. Cloth and leather armor burn away, permanently losing one-third the protective value each combat turn (round down)! Fortunately, the lava pocket is only three feet wide and equally deep: enough to trap and seriously injure anyone unfortunate enough to land in it, but hardly a serious challenge if detected.

If anyone elects to just hop over it without checking the floor beyond, they will discover another weak area three feet wide beyond, and the "hopper" will be landing with even greater impact.

The rest of the tunnel is safe, but now the party may grow cautious and slow down... *tick-tock!*

At the end of the tube, the party will come to a spherical chamber. Glinting in the macabre glow, a great purple crystalline axe can be seen hanging suspended against the far wall. The party has but to climb down into the bowl and then scramble up the far wall to claim the axe! Ah, but there is the small matter of the large creature crawling down from where it was clinging to the cavern's roof.

This is a true *salamander* — fast, sinuous, and malign, and its flesh is an inferno. Its one purpose, reinforced by Z'Tpooz's geas, is to prevent the theft of the axe.

Its MR is 333. Ordinary weapons will soften and/or melt at the touch of its flesh, with their effectiveness cut in half after each attack.

The axe is the *Amethyst Axe*, a single magically-cast crystal imbued with arcane magical powers. It has the same attack value and restrictions as a double-bladed war axe, but its attack on unarmored targets is doubled due to its sharpness. It renders the bearer immune to the effects of heat and fire. It can release a gout of flame (like a Blasting Power) for $1d6$ for every 5 points of the wielder's WIZ (round down). (The character's WIZ will be diminished by 1 for each $d6$ of the attack, recovering as normal). This effect may be used at range or in conjunction with the weapon's physical attack.

As with all the other crystalline weapons so far encountered, if it is used to parry a metal weapon or to attack an armored target, the axe may shatter. However, as big and durable as the axe is (unlike the other weapons found here), the wielder can try to make a L4SR on INT or LK to either be skillful enough to turn

the weapon so as not to take the full impact, or lucky enough to save it from breaking. This roll is needed only once per combat event, not per combat round. The unbroken axe is worth 500 GP.

Having reached this chamber, the party finds nothing more in this area to explore, and clearly the dwarven princess is not here. The delvers must have missed a turn... *tick-tock!* They must return as they came, and go back to the entrance.

From where the delvers originally entered the caverns, they should explore the left-hand "dogleg" of the lava tube. Tucked out of sight just around the bend is another door. Over the lintel in crystal runes is written, "The Sanctum of Z'Tpozz." Like the other doors in this complex, it can be lock-picked.

Room 6: Within this room awaits a group of *Inferno dwarves*, hereditary enemies of the Fire Dwarf clan, their animosity partly rooted in the Inferno dwarves' secret knowledge of how to survive in a harsh environment like this. Z'Tpozz hired the dwarves to guard his "privacy" while conducting magical research.

Picking the lock alerts the occupants, disrupting the game of Ogre Poker they were playing to pass the time. Their number is one fewer than the number of party members.

Upon opening the door, the party will observe the dwarves alert and waiting with weapons at the ready, their mail or leather armor clearly in good repair. They will also see a great many G'Zenna hens in the room. A number of glowing pits and fissures seep lava in through the protective barriers, and the hens are often pecking around these pockets.

The Inferno dwarves are mercenaries and can be negotiated with, but if the party cannot come up with 200 GP for each dwarf, they will block the delvers' passage. Depending on the tone of "negotiations," they will attack.

The Inferno dwarves have a MR of 93 each. The dwarves have cultivated the G'Zenna hens as "pets" and to keep down a pest problem (as the party will discover in Room 8). There are three hens for each dwarf, and they will participate in any combat, tripping the delvers as they did during the inferno bat fight, or simply attacking in defense of their dwarf-friends. Each G'Zenna hen has an MR of 13 with plumage worth 73 SP.

Looting the fallen dwarves and searching the room, the party can collect three ordinary maces, two war hammers, and one axe. (It may be helpful to have these as spares!) Delvers can also salvage two suits of mail, and piece together two sets of yellow leather armor. They also find a small enchanted keg that keeps its contents cool — presently it is half-full of ale!

Room 7: Visible from Room 6, this room is 75 feet long, 30 feet wide and 15 feet high. To get into this chamber, the party must cross a five-foot wide lava fissure.

Within the chamber is a crystal clear pool filling the first 50 feet of the room, steaming. In it can be seen two large fish, each as big as a man. They are amazingly beautiful, their fins bright red and fringed about them like clouds. They seem to be quite tranquil, floating almost as if suspended in the amazingly clear water.

The fish are the almost mythical *Burning Betas*, so named for their hostile environment. A mated pair will attack anything that enters their pool but they will be the least of the party's concern — the water is a sulfuric acid solution, the gas bubbling up from magma vents into these subterranean chambers. To enter the water is to be horribly acid-burned. (Take 1d6 hits per turn of

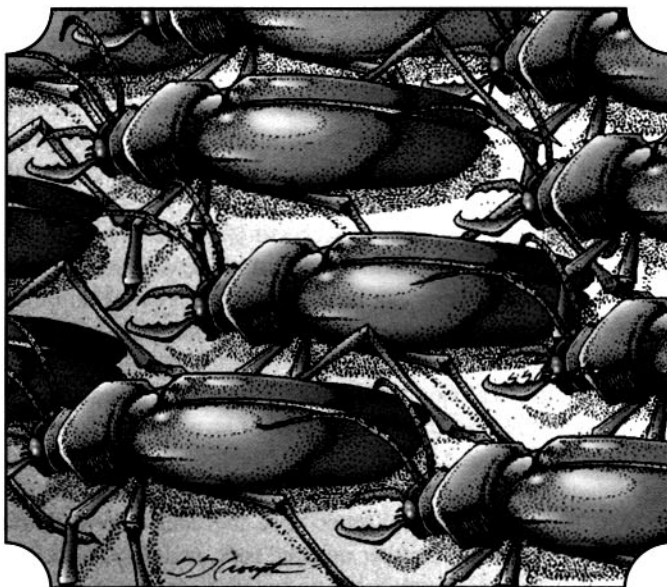
exposure, and it will penetrate around any armor.) The Betas' combined MR is 135.

The treasure is a dagger crafted of a single flawless topaz. This dagger is enchanted to harness the power of water to erode stone. It "carves" stone the way a simpler knife carves wood. It can be used like an ordinary dagger, but will shatter against metal armor. A sculptor would pay handsomely for the item, 60 GP.

Room 8: The party moves down this widened section of hallway that ends in a 20 × 20 foot lava pool. Beyond the pool, the tunnel kinks slightly and appears to lead to another chamber. The party will have to effect a crossing of the lava pool to go on.

As they work on this puzzle, they hear a chittering sound as if from dozens of metallic castanets. The surface of the lava pool begins to boil and churn. Then with sudden fury, out of the lava hundreds of small golden bodies boil up, tumbling over each other as they head straight for the party!

These are the *searing scarabs* (also known as *burning beetles*). They swarm their prey in vast numbers, charring the flesh from any carbon-based victims. They are fast but short-legged, and most delvers can outrun them unless they stumble. (A puckish GM could call for a LISR on LK or DEX.) The scarabs will ignore non-carbon-based life forms, but all others must flee, unless they have an area-effect attack capable of destroying hundreds of metallic armored creatures at once. (For the sake of argument, there are 1d6 × 100 beetles, each with MR 5, requiring 500 to 3,000 points of damage over an area of 100 square feet.) If the party runs out of range and doesn't trip, the beetles will soon turn back, plunging into one of the lava pockets in Room 6.



If any of the G'Zenna hens are still alive in Room 6, the party will learn why the dwarves kept the birds as pets! The hens attack the scarabs on sight, and feast on them happily. The bugs know to flee into the safety of the lava pools.

Party members fleeing may turn and blast a few before the beetles return to the lava. Any beetles killed will leave behind tiny gold exoskeletons worth 5 GP each. These scarabs may be brought back as wandering monsters any time from this point on, from any lava pool depicted on the map, but they only go on the

attack sporadically — which will allow the party to cautiously continue their explorations. (*Tick tock!* Take this opportunity for a Vyrion potion check!)

Returning to Room 8, the party effects a passage across the lava pool... or they must turn back.

Room 9: This is a large chamber. It has to be, to give its occupants room to maneuver. Within it is a pair of *lava trolls* with an MR 176 each, that look as if they were made out of the substance of the wall. They are seamed and lined with red heat at every joint and wrinkle in their basaltic hides. Each one is armed with a troll-sized pilum tipped with obsidian heads. These trolls, like the Inferno dwarves, were hired by Z'Tpozz to prevent interruptions. They may simply attack, but if the Dungeon Master chooses they can be reasoned with or bribed (for 300 GP each), with the outcome depending on the tone of the "negotiations." If the trolls are insulted by the offer, they will attack.

The obsidian pilum heads are the reward for defeating the trolls, worth 75 GP each. If the party took any hits on their metal armor, the obsidian may have shattered. (Make a L3SR on LK.)

To exit Room 9, the party can elect to try the door to the left which leads to Room 10. The surface is inlaid with a stylized scroll. Above the lintel, crystal runes in Dwarvish read "Practice Restraint to Read."

At the far end of the room is a plaque framed like a shrine, 7 feet wide and 11 feet tall made of glowing iron. In raised Dwarven runes on its surface are the words, "Magic Gems Knowledge Z'Tpozz!" above a relief that appears to depict the mad dwarf himself. This leads to Room 12.

Room 10: After opening the door, the party will enter a circular chamber with an olivine table and some malachite chairs. A globe of the world inlaid with semi-precious stones is the obvious centerpiece. (This is Trollworld, of course!) At the back of the room, cascading from a seam in the roof to a seam on the floor, is a curtain of molten lava — an artistic backdrop for what is obviously the wizard's study. At the right end of the lava fall is a gap about seven feet wide between it and the wall.

If the party inspects the desk they will find a meerscham pipe in the shape of a dragon, an obsidian letter opener, an inkpot made of jade, and some quill pens with gold nibs. The lot is worth about 175 GP, mostly for craftsmanship. There is also a ledger. The last three entries in it are for payments to the Inferno dwarves, the lava trolls, and incandescent imps.

Incandescent imps??

At this moment, from behind the lava fall where they hid, comes a swarm of fairy-sized creatures on leathery wings. There are (3d6 × 2) in number, MR 17 each, with projectile attacks from blowpipes and darts tipped with treated inferno bat saliva. If they hit, the saliva burns for 1d6 damage per combat round until extinguished.

Unless they are winning, the imps will not remain after their surprise attack. They will zip out the door into Room 9 (and

beyond, if pursued). They may be used later as wandering monsters to harass the party.

Room 11: Behind the lava fall, the party will find a 20 × 20 foot antechamber leading into a larger room beyond. In the antechamber is a desk just like the one in Room 10, with a scroll laid out on it. In the middle of the antechamber is a perch eight feet tall. On the perch is a bird that looks rather like a giant macaw, in burning colors of red, deep orange, and bright yellow. Its body is over four feet long, and its tail adds another four feet. The party can see past the bird and desk, spying racks upon racks of scrolls, stacked and shelved from the floor almost to the ceiling. Evidently this is one of Z'Tpozz's libraries.

To begin close at hand: the scroll on the desk is held open by two small devil dog statues. This scroll can be taken by the adventurers regardless of what transpires beyond, if they but think of it! The scroll will teach a wizard how to create a golem using any semi-precious stone as the motivating magic. The height of the golem depends on the size of the stone used: one cubic inch of stone can power a golem one foot tall, and it can be as many feet tall as the caster's level. The maximum MR is equal to the caster's WIZ + STR regardless of size.

The little dog statues look amateurishly made and it seems doubtful they have any value on the market.

The bird is watchful of the party but not immediately hostile. It is not concerned if the party examines the desk, but squawks shrilly and becomes agitated if the party tries to move into the room beyond.

To enter the library, the party must bribe and beguile the bird. It can be bribed with gemstones, which it eats like a macaw would eat nuts. It will

then let the party enter the room and allow them to take scrolls equal to the number of gems sacrificed. If the party tries to take even one more than the gems used to bribe the bird, it will become agitated (see text below).

Each scroll will contain one spell from the standard spell book up to level 5. If a wizard makes the selection, have him or her roll a L3SR on LK to stumble upon the spell for holding back a wall of lava equal, in square feet, to the caster's WIZ.

If the party fails to bribe the bird or attacks it in any way, it will become wildly agitated, burst into flame, and fly thrashing about the chamber shedding feathers, igniting the entire library. The bird is a *phoenix*! At the end of its performance, it will collapse and turn to ashes in the middle of the inferno. (Z'Tpozz has other copies of his research papers. You only burned his quick-reference collection.)

Room 12: The shrine-like plaque in the back of Room 9 is in fact a door. It is mechanically locked from the other side and has no way to open it on this side, but it is not magically protected. In his madness, Z'Tpozz neglected to disable the use of a Knock! spell, which will open it once the players realize it is actually a door. If the party has no magic-users, delvers with pry bars and a combined strength of 113 can wrench it open. This may damage the surrounding wall and cause minor lava leakage but not as much as using a dwarvish pickaxe to cut through! (And as



always, consider the time it will take them to do this... *tick tock.*)

Upon entering Room 12, the adventurers find themselves in the lab of the mad dwarf himself. It is filled with crystalline piping, racks, and a great many bookshelves lined with containers of arcane purpose. There are indecipherable runes etched in the floor and on the walls. A large lever is built into the wall on their left (at B).

In the middle of the clutter is a most intimidating sight. Moving about a table in the center of the room is what looks to be Z'Tpozz himself ... and he appears to have been converted entirely to crystalline topaz! In fact, this is a *crystal golem*, but the GM should not feel obliged to reveal immediately that this is anything but the crazy dwarf himself.

The golem seems to react with hostility, readying his weapon and lurching toward the party. The golem is not actually attacking but is trying to reach the lever on the wall at point "B" — close enough to the entrance to seem like an attack. With his left hand, he draws a great melanite mace, enchanted to deal damage equal to a regular mace, plus the user's WIZ rating. If opposed in any way, the golem hurls a Blasting Power (fire damage of 33) at the delvers with his right hand.

The simulacrum has a MR of 213 plus the adds of the mace. Because this isn't really Z'Tpozz but a golem created to fill in for him, the mace will just add its regular $4d6+1$. Its attacks will be supplemented with the Blasting Power magic, but keep in mind the golem's real purpose — to reach the lever.

If the golem pulls the lever — or if the party beats him to it! — it will stop moving and become a statue. If the party continues to attack, or if the party defeats the golem in combat, it will shatter to powder and the mace will fall to the ground. Aside from indecipherable gadgetry lying about, the party is rewarded with the mace and an important scroll on the table in the center of the room.

On the scroll is the formula for Vyron potion!

1 dollop of Inferno Bat saliva

13 carapaces of Scarab, powdered (from the searing scarabs)

1 eye of Salamander

pinch of Phoenix (a bit of the ash)

Mix into broth of G'Zenna hens

(hey, chicken soup is good for what ails you!)

Heat over a volcanic vent until reduced to blackened powder.

Dissolve this residue into a bottle of Gull port, and store in cool place.

Looking around, the party may decide this is a dead end, for there is no dwarven princess here.

While the adventurers puzzle about the lever (which did not appear to do anything except make the golem into a statue) or try to figure out what they might have overlooked... this would also be a good time to check on the remaining duration of the party's Vyron potions... *tick-tock!* Test the players' creativity and resourcefulness under pressure, because the entrance to Room 13 is hidden behind one of the shelves full of equipment. If they

search and remain clueless, or you wish to speed things up, have them make either an INT or LK saving roll to discover the hidden entry to the next room: L1SR if you're feeling kind, level 2 if you're toying with them.

Room 13: In this chamber are two crystalline caskets etched in undecipherable runes and reeking of high-level magic.

If the golem failed to throw the switch, when the party lifts the lid on the right, find a sleepy dwarven princess, and the one on the left holds an unconscious devil dog! In this case, the party can ignore the dog (which remains unconscious unless prodded, in which case it will attack with a MR of 123). They can rouse the princess and escort her through such perils as might threaten them while exiting the dungeon. Upon returning her to a grateful Panjandrum back at the tavern, the princess declares you honored for life among the Fire Dwarf clan, and the Panjandrum directs you to a merchant who will give you an honest price for any goods you were able to acquire on your adventure.

However, if the golem (or the party) did manage to throw the switch, a transformational spell has been cast and the sleep-inducing magic on the caskets is rapidly fading.

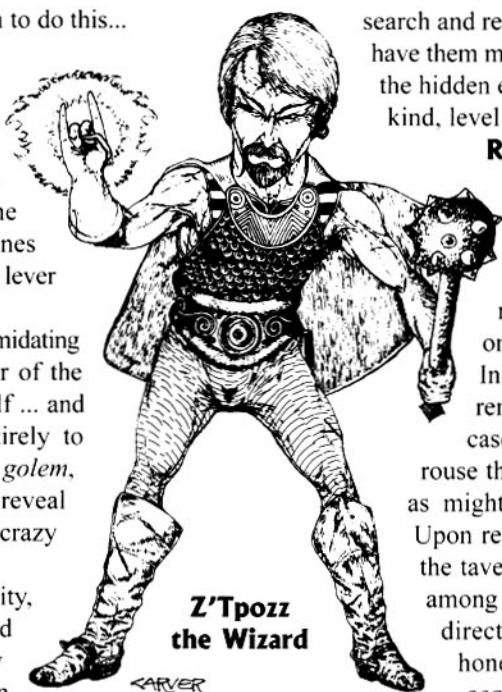
In the casket on the left is a kind of centauroid "dogtaur" — the dwarf maid's head, arms, and torso are combined with a devil dog's body. In the casket on the right is a truly frightful chimera, consisting of a devil dog's head and forequarters grafted to a dwarf maid's hips and legs. Both will be groggy when released, but the dog-headed chimera will flail about in confusion then attack without reason. It has a MR of 213.

The dogtaur will be docile, even frightened, but she can be reasoned with. Discovering what has happened to her, she absolutely refuses to return to the clan in this horrific form. A charismatic or persuasive party member may attempt a L3SR on CHR (or applicable talent) to talk her into joining the party in search of a cure (and therein awaits a new adventure!). If this tragically fails and the party tries to force her to return to the tavern, she will attack with a MR of 153.

WRAPPING IT UP

At this point the main adventure is over. The delvers should be able to work out how to leave. The GM should check their Vyron potion clocks if they linger to explore or hunt ingredients for potions they wish to make in the future. The dungeon is not without certain remaining dangers and wandering monsters: incandescent imps, searing scarabs, inferno bats, as well as any dwarves or lava trolls that were bought off and might want another stipend before letting the delvers pass again!

If the party has not rescued the princess, they will find that the Panjandrum has written you off as another band of mercenaries who promise more than they can deliver... not so good for your reputation! Your adventure is finished - maybe it's time to explore the rest of the Eagle continent...

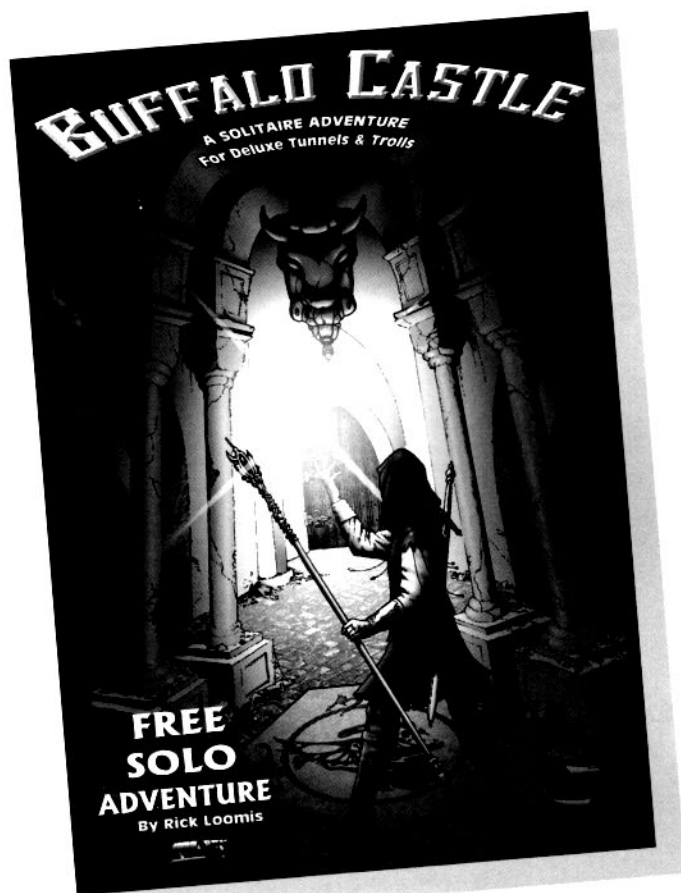


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Illustrations by:
Liz Danforth, Rob Carver & Steve Crompton

Additional Geographical Material by:
Bear Peters

Graphics, Maps & Layout by: **Steve Crompton**
Cover by: **Liz Danforth**
Administration by: **Rick Loomis**

Published by: **Flying Buffalo, Inc**
www.flyingbuffalo.com

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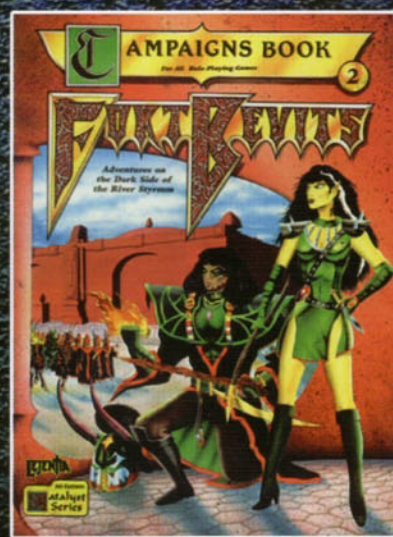
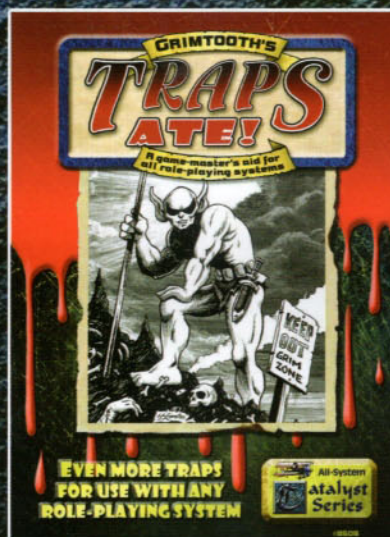
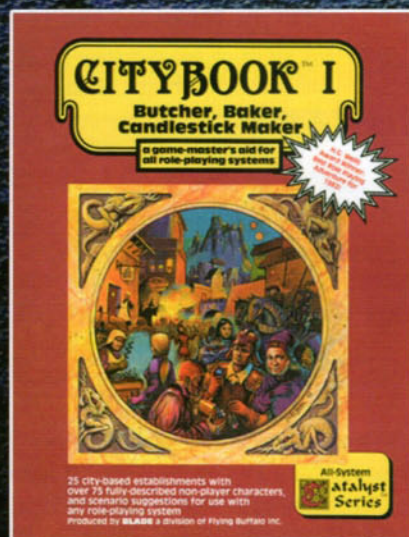
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