

T&T トンネル・ザ・トロール・マガジン ADVENTURES

EVERYTHING YOU NEED TO PLAY-
RULES, SOLOS & GM ADVENTURES

JAPAN

ソロアドベンチャー

『ホワイトアイズ』
SOLO ADVENTURES

著: 杉本=ヨハネ

ファンタジーコミック

T&T FANTASY MANGA

GMアドベンチャー

『ミニ・シナリオ集』
GM ADVENTURES

PLUS

DELUXE
TUNNELS & TROLLS
MINI RULES



TUNNELS & TROLLS IN JAPAN!

Japanese T&T Box Set



T&T was published in Japan before D&D, so its always had a lot of fans. Here are the new dT&T books published since 2016 by Group SNE.



How to Play T&T For Beginners



T&T Bestiary Vol. 1



T&T Bestiary Vol. 2



Mage's Blood & Old Bones



T&T Magazine #1



T&T Magazine #2



T&T Magazine #3



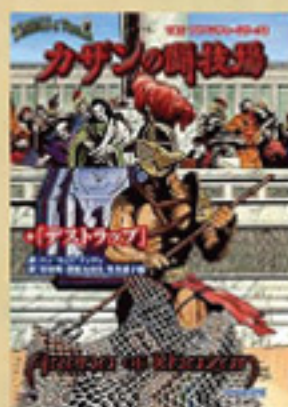
T&T Magazine #4



T&T Magazine #5



Gladiators for Arena of Khazan



Arena of Khazan



Adventurers Compendium



Agent of Death

T&T トンネル・ザ・トロール・マガジン ADVENTURES

EVERYTHING YOU NEED TO PLAY-
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JAPAN



Tunnels & Trolls RPG: JAPAN STYLE!

T&T is a big hit in Japan, so we have collected some of the T&T manga, solitaire and GM adventures from Japan's own *TtT Magazine*. With their help, we translated them into English, and present them here for the first time ever in the US. We also used the original art from their magazine (along with a few extra pieces) to make them look even more like they did when they were published in Japan.

To make this book even more useful for new and casual players, we are including the *T&T Mini-Rules*, which means this book contains **everything** you need to play. Rules, pre-rolled characters, gm adventures, a solo and even mangas that tell you more about the T&T world and how to play, all included in the book. So give it a try, and discover how they RPG in Japan!

FT SHOBO / GROUP SNE & FLYING BUFFALO



T&T ADVENTURES JAPAN

Most of this book was originally published in Japan
as *TiT Magazine*; issues 1-3 by FT SHOBO & Group SNE

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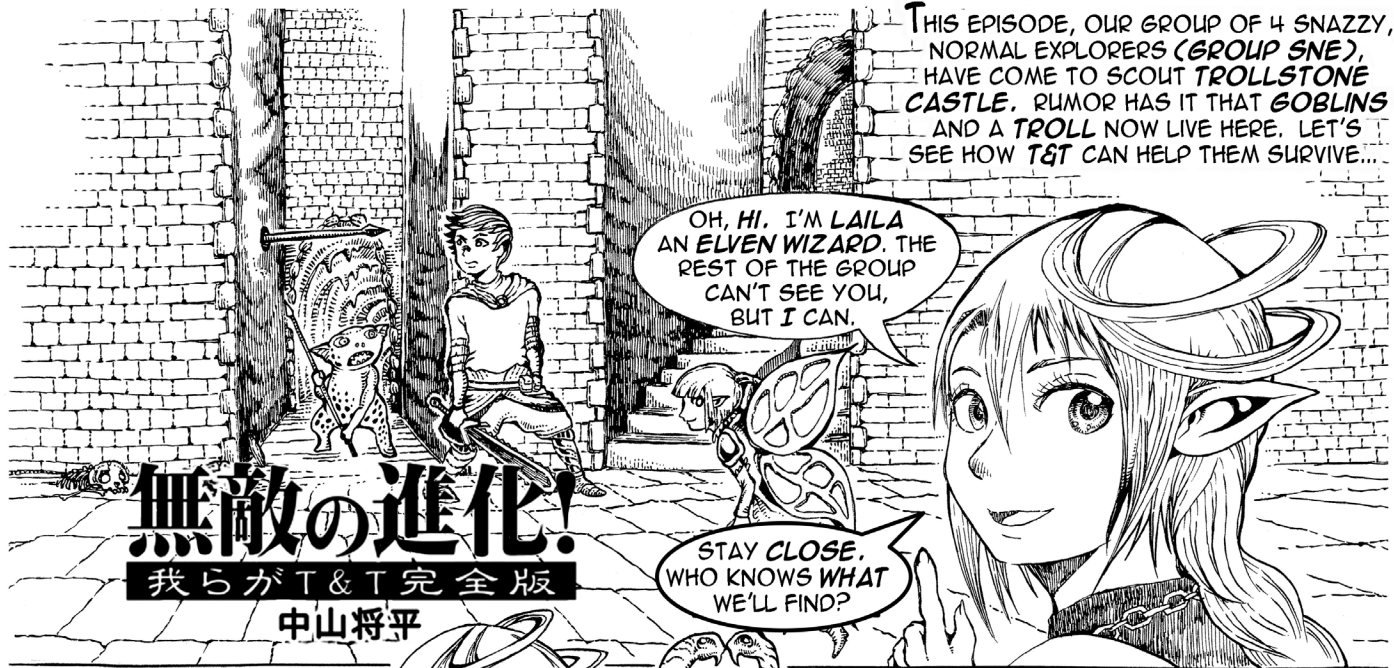
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ADVENTURES IN TUNNELS WITH TROLLS

THIS EPISODE, OUR GROUP OF 4 SNAZZY, NORMAL EXPLORERS (**GROUP SNE**), HAVE COME TO SCOUT **TROLLSTONE CASTLE**. RUMOR HAS IT THAT **GOBLINS** AND A **TROLL** NOW LIVE HERE. LET'S SEE HOW **T&T** CAN HELP THEM SURVIVE...



無敵の進化!

我らがT&T完全版

中山将平

TUNNELS & TROLLS IS ONE OF THE FIRST RPGS EVER CREATED. IT WAS POPULAR IN JAPAN IN THE 1980S & IT IS AGAIN WITH THE RELEASE OF **DELUXE T&T**

THIS IS **DAISAN**, OUR TRUSTY **WARRIOR DWARF**. YOU CAN SEE OUR **T&T** CHARACTER STATS ON PAGE 19, IF YOU WANT MORE DETAILS ON OUR CHARACTER ABILITIES.

WHO ARE YOU TALKING TO LAILA?

AND WHY ARE YOU STARING AT THAT **BLANK WALL**?

I'M TALKING TO OUR **INVISIBLE GUESTS**. MY **ELF VISION** ALLOWS ME TO SEE THEM.

HMPH! YOU ELVES AND YOUR CRAZY WAYS. INSTEAD OF TALKING TO A **WALL**, YOU SHOULD HAVE SEEN THOSE **GOBLINS** DOWN THE **TUNNEL**.

WHOA! I CAN'T BELIEVE THAT **GOBLIN** SHOT HARD ENOUGH TO **SHATTER** MY SHIELD! HE MUST HAVE **HIGH STRENGTH!**

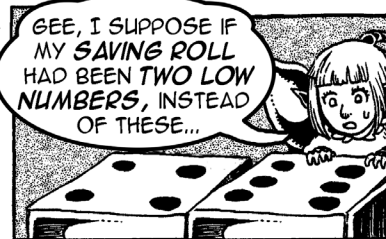
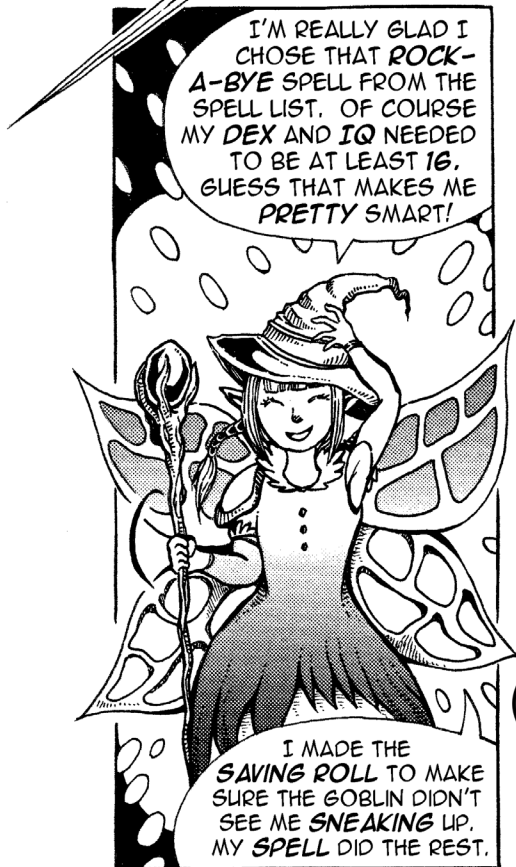
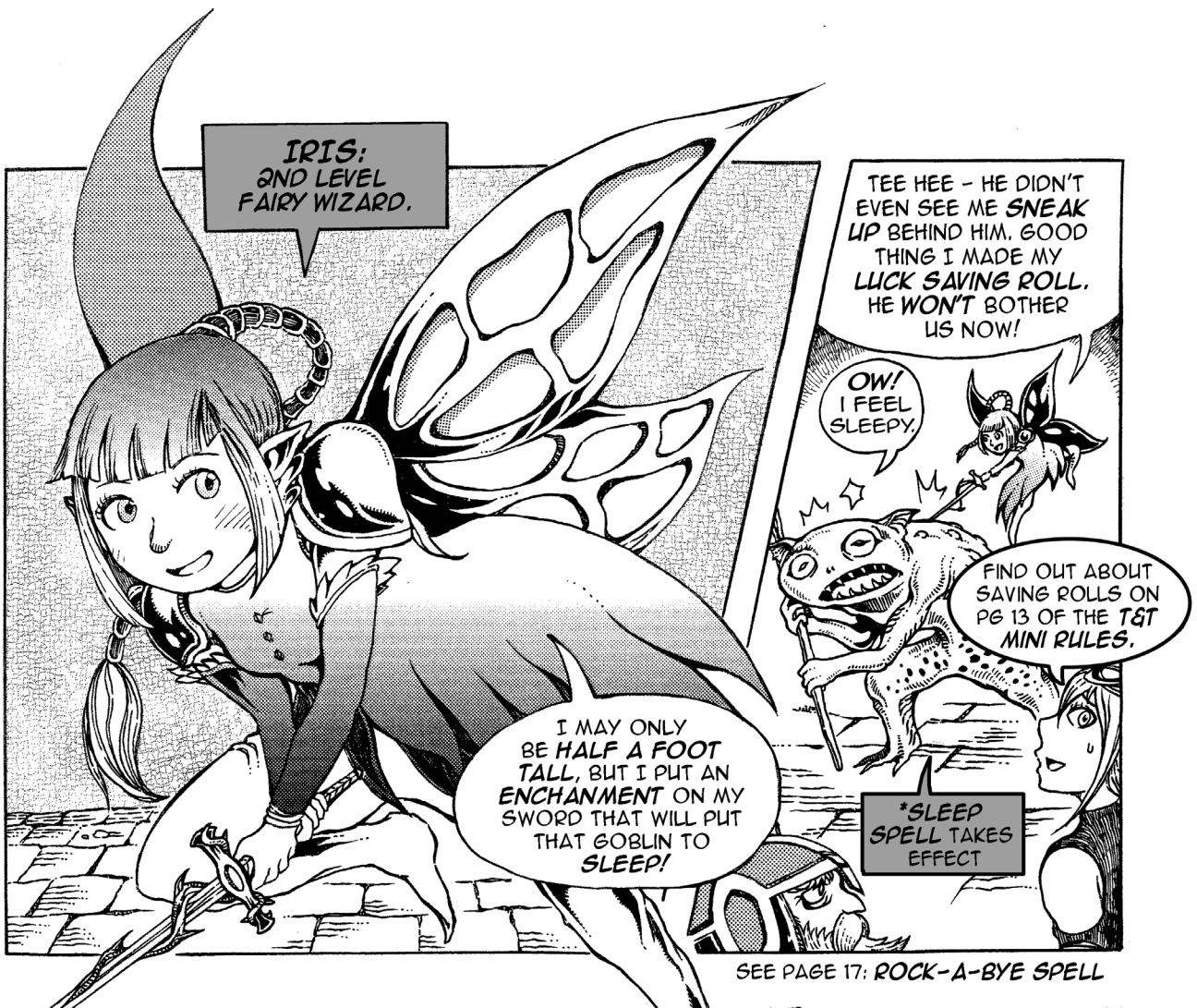
HAH! MY **WARRIOR ARMOR & COMBAT BONUS** SAVED ME!

I'LL SNEAK UP ON HIM...

HOLD ON, I GET TO DO ALL THE **SNEAKING** IN THIS GROUP!

OH, **IRIS**.

Illustrations by Shohei Nakayama



YOU KNOW, THERE'S SOMETHING FAMILIAR ABOUT THIS OLD PLACE. I THINK THIS WAS MY FAMILY'S CASTLE 100 YEARS AGO.

ANYWAY, YOU SHOULD HAVE LET ME ATTACK THAT GOBLIN. WE HUMANS GET TO TRY SAVING ROLLS A SECOND TIME IF WE FAIL THE FIRST ATTEMPT.

YES... WELL WE OTHER KINDREDS GET HIGHER STATS FOR OUR ABILITIES SO YOU POOR HUMANS NEED THAT HELP.

GILBERT
3RD LEVEL
HUMAN ROGUE

YOU STILL FAIL IF YOU ROLL A "3."

クワッ

WAIT! DID YOU SAY YOUR FAMILY LIVED IN THIS DUMP 100 YEARS AGO? SO DO YOU KNOW WHERE THEIR TREASURE IS HIDDEN?

IRIS!

HOW COULD YOU NOT REMEMBER THIS PLACE?

HUMANS DON'T LIVE AS LONG AS US. GILBERT WASN'T ALIVE 100 YEARS AGO.

I THINK THIS CASTLE HAS ALREADY BEEN SEARCHED...

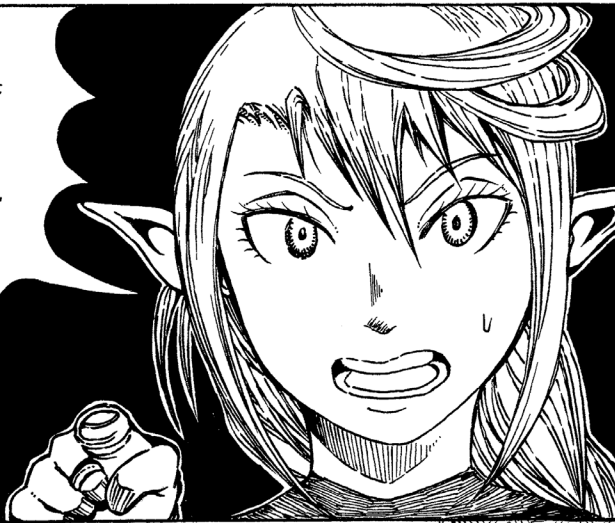
ズー

I'M SURE MY FAMILY TOOK EVERYTHING BUT THE WALLS!

WE CAME ALL THE WAY HERE FOR NO TREASURE?

LET'S LOOK ANYWAY. THERE MIGHT STILL BE SOME VALUABLE STUFF.

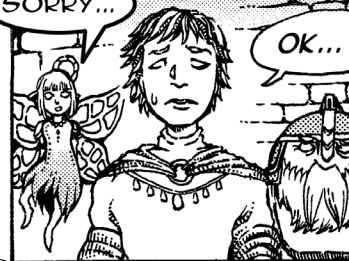
YOU BROUGHT
US HERE **GILBERT**,
AND NOW IT LOOKS LIKE
THERE'S NO **BIG**
TREASURE... BUT WE
ARE GOING TO HAVE TO
MAKE THE **BEST** OF IT.
SO LET'S **SEARCH** THIS
PLACE AND SEE WHAT
WE CAN FIND.



WE ARE A **TEAM** AND
WE NEED TO ACT LIKE
A TEAM AND WORK
TOGETHER. GILBERT
AND IRIS, YOU NEED TO
STOP BICKERING, OK?

SORRY...

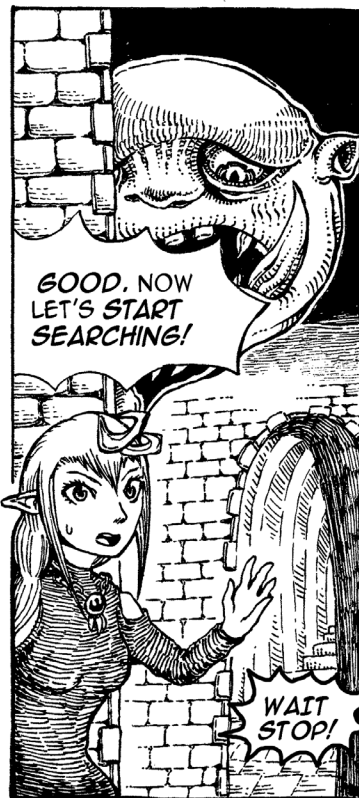
OK...



COME ON NOW!
LET'S NOT STAND
AROUND HERE ALL
DAY TALKING ABOUT IT.
THERE HAS TO BE
SOMETHING
INTERESTING IN
HERE. LET'S GO
FIND IT!

7!!

GOOD. NOW
LET'S START
SEARCHING!



BUT...
BUT...
BUT...

WAIT
STOP!

TIME FOR A
SAVING ROLL
ON MY SPEED!

LOOK OUT LAILA!!!
AASH! THAT'S
PROBABLY 5 HITS
OFF MY CON!

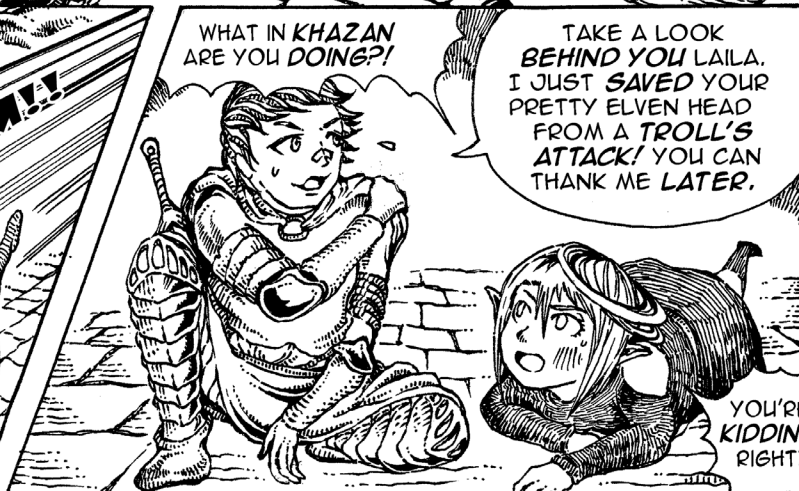
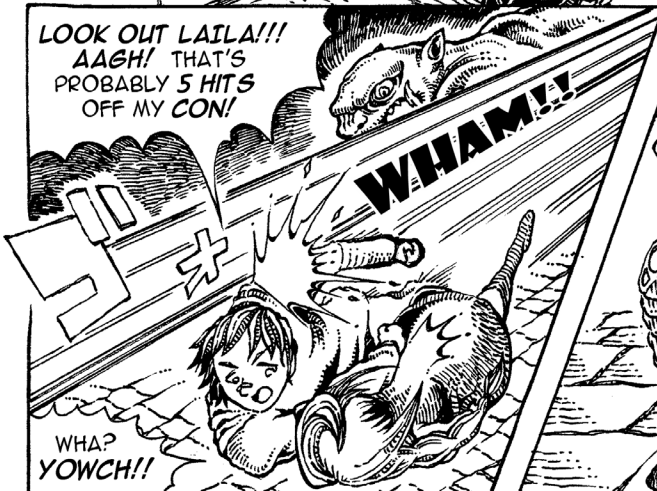
WHAM!!

WHA?
YOWCH!!

WHAT IN KHAZAN
ARE YOU DOING?!

TAKE A LOOK
BEHIND YOU LAILA.
I JUST **SAVED** YOUR
PRETTY ELVEN HEAD
FROM A **TROLL'S**
ATTACK! YOU CAN
THANK ME LATER.

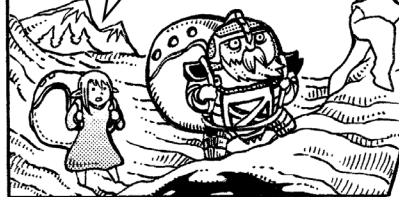
YOU'RE
KIDDING,
RIGHT?





IN DT&T, PLAYERS WITH AN IQ OF **LESS THAN 16** CAN GO **BERSERK**, DOING MORE DAMAGE FOR A SHORT TIME...

WHY DIDN'T YOU DO THAT ON THE WAY HERE?



ITS ONLY FOR COMBAT

WHEN I GO **BERSERK**, I CAN ROLL ALL DOUBLES AGAIN AND ADD THAT TO MY ATTACK!



I'VE GONE **BERSERK!** PREPARE FOR BATTLE, TROLL!



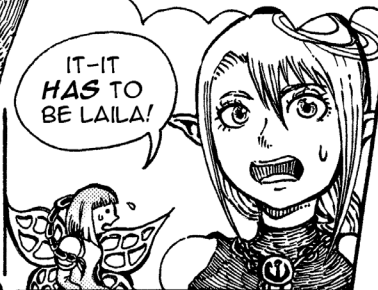
WE NEED **TEAMWORK** TO BEAT THIS TROLL! I'LL CAST A **TAKE THAT, YOU FIEND** SPELL. IRIS, TRY THAT **SLEEP SPELL** AGAIN. DAMSAN GO LOW WITH YOUR **AXE!**

UH... OKAY LAILA, RIGHT!

SEE THE PAGES 11 & 12 FOR DETAILS ON HOW **COMBAT** WORKS.

LET'S HOPE THAT OUR **MELEE** ATTACK WILL BE **ENOUGH!**

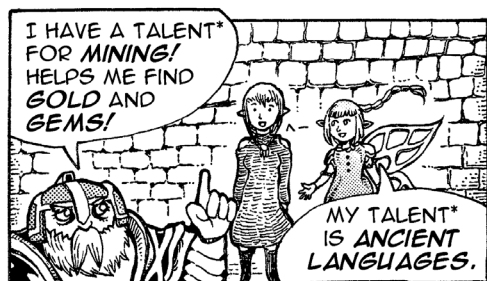
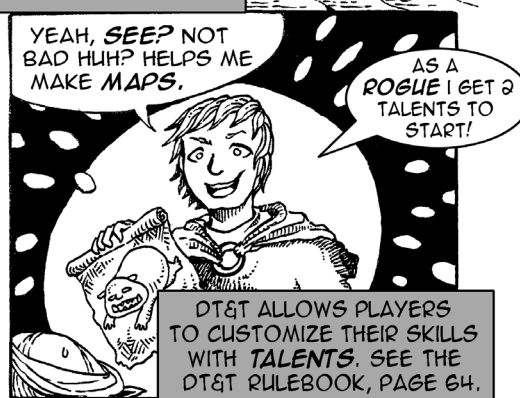
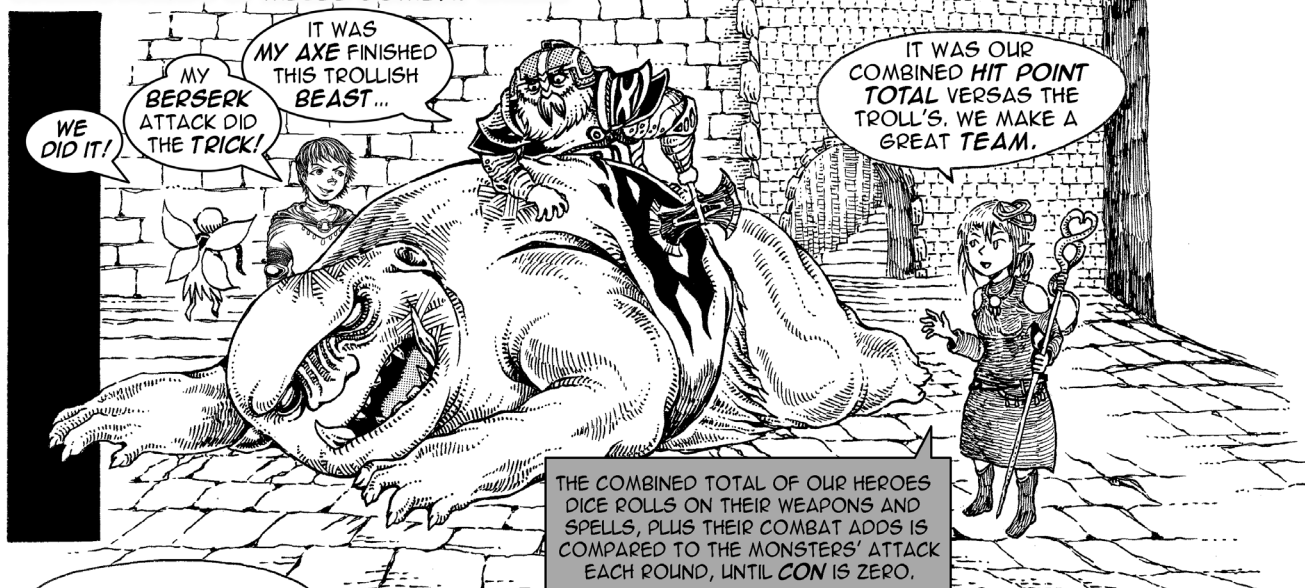
IT-IT HAS TO BE LAILA!



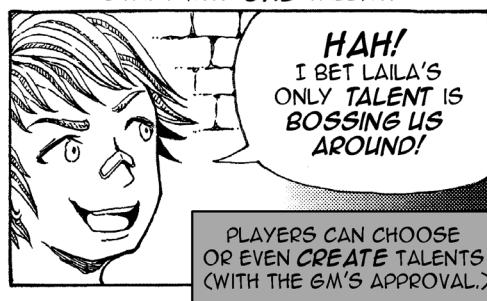
DEATH TO ALL TROLLS!



SEVERAL ROUNDS OF *MELEE COMBAT* LATER...



*1ST LEVEL WIZARDS & WARRIORS START WITH **ONE** TALENT.



This manga gives you a taste of some of the things that deluxe T&T has to offer as an RPG. In this book we are including a Mini version of the T&T rules that you can actually use for rolling up a character, and playing.

TUNNELS & TROLLS MINI-RULES

By Ken St Andre & Steve Crompton
Art by Shohei Nakayama

HOW TO ROLL UP AND
PLAY YOUR CHARACTERS IN
SOLO ADVENTURES OR
WITH OTHER PLAYERS.

SO LASS,
NOW YOU WANT
US TO SHOW THESE
INVISIBLE FRIENDS
OF YOURS HOW TO
BE PART OF A T&T
ADVENTURE?

SOUNDS
CRAZY LAILA.
YOU'D NEED A
GIANT BOOK
TO EXPLAIN
IT ALL.

IT MIGHT BE
FUN TO HAVE
SOME MORE
CHARACTERS
AROUND
HERE!

WELL OUR
FRIENDS ARE PRETTY
CLEVER. I BET WE CAN EXPLAIN
HOW TO ROLL UP A CHARACTER
IN A COUPLE OF PAGES. WE JUST HAVE
TO TELL THEM THE BASICS AND
MAYBE TAKE A FEW SHORT CUTS.
SO WHO'S WITH ME?

T&T INTRODUCTION

Tunnels & Trolls is one of the **easiest** Role-Playing Games to play. Once you know how, you can roll up a character in less than 10 minutes. T&T is best known for all its solo adventures that ONE person can play. (You'll find a solitaire adventure in this book on page 30.) And like any RPG, you can play it with a group of your friends. We also have a couple of GM (*Game Master*) adventures in this book you can run.

This **Mini version of the T&T rules** will give you what you need to roll up a character, customize them, get them equipped and ready for adventuring. We'll also give you a little info on how to run an adventure for your friends. Remember that these are mini-rules and in the full *Deluxe T&T Rulebook*, you have many more options and choices. These mini-rules will give you just the basics, but plenty enough to enjoy some fantasy role-playing!

YOU NEED A CHARACTER SHEET

On page 19 and 20 are pre-rolled *player characters* (PCs) that you can use for playing. There are also blank character sheets on page 21 & 22, so you can create your own characters. In T&T, characters may be any gender or kindred, and the basic character is presumed to be an adult Human. But you can also be an elf, fairy or dwarf. Below is what all the info on the character sheet means.

ROLLING UP A CHARACTER

For creating your character, you need three 6-sided dice (3d6). Roll the three dice and add up the total. Now write that down on a separate piece of paper. Do that 8 times. The 8 numbers you have rolled will be your character's attributes. T&T characters have 8 attributes: 4 physical attributes: **Strength** (STR), **Constitution** (CON), **Dexterity** (DEX) **Speed** (SPD); and 4 mental attributes: **Intelligence** (INT or IQ), **Luck** (LK), **Wizardry** (WIZ), and **Charisma** (CHR). It is best to assign the higher rolls to STR, LK, DEX, and SPD if one is going to be a fighter. If the character is going to rely on magic, it is best to assign the higher values to INT, DEX, WIZ, and CHR. However, you may assign them as you wish.

Super Rare: TRIPLES

When rolling all three dice, if you roll triples (3 dice with the same number) add their total up and roll again. Then add that roll total to the triples you just rolled. This will make for a more powerful attribute, but it doesn't happen too often.

Each of the attributes is important (more or less so depending on the character class you choose) and may be called upon in the course of play. Attributes also help determine what weapons and armor may be used, or what magical spells are known and can be cast. You'll use these attributes to cast spells, use weapons, and take other actions while you play.

ABOUT DICE: You will see notations like "2D6" or "5D6+2" in these rules. A "D6" is an ordinary, cube-shaped, six-sided die. The first number is the number of dice to roll. Toss that many dice, and add up the spots. The "+2" means to add two to the result of the 5D6 roll."

CHOOSE YOUR KINDRED (HUMAN, ELF, FAIRY OR DWARF)

A *kindred* is a race or species such as humans, elves, dwarves, and so forth. Here we'll only talk about 4 kindreds: humans, elves, dwarves, and fairies. (*In Deluxe T&T, but you can play lots of others including monsters.*) What kindred you choose can modify your character's attributes. A modifier is what you multiply the base attribute by to get the final initial value. For the mini-rules we'll make the modifiers super easy, so here's what you should do to your character's attributes based on what kindred you pick.

Humans: All attributes are the same as you rolled them, so they stay the same. However, humans get to reroll **saving rolls** a second time (*more about that later.*)

Elves: Add 3 to your IQ, WIZ, DEX and CHR attributes. Subtract 2 from your CON. All other attributes stay the same.

Dwarves: Add 10 to you STR and CON. Subtract 4 from LK. All other attributes stay the same.

Fairies: Subtract 4 from STR and CON. Add 5 to CHR. Add 3 to LK and DEX. Add 4 to WIZ. All other attributes stay the same.

Characters also have physical characteristics such as height, weight, hair color, age, etc. You may choose these without rolling dice, as long as the choice seems reasonable to the game master. Use the pre-rolled character sheet on page 20 as a guide to the general height and weight of the kindreds you chose. It doesn't matter whether a character's skin or hair is black, white, red, or green - choose whatever you would like them to have. *Player characters* (PCs) are run by the players. *Non-player characters* (NPCs) are run by the GM.

You also get to decide what their personality is like. Are they serious or playful, shy or outgoing? Do they like to study/read or do they prefer the outdoors? YOU get to decide all this as you Role-Play the character you have created. (In dT&T you get to add *talents* to your character, but we aren't using them in the mini rules.)

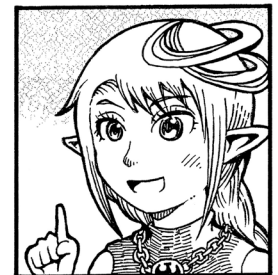
PICK YOUR CHARACTER CLASS

You get to pick what class your character is. Class gives your character additional powers and bonuses while playing. The character classes in the T&T mini-rules are Warrior, Wizard and Rogue. The Deluxe rules have even more classes, but these three are the main ones. Any kindred can be whatever class you want.

Warriors are superb physical combatants, proficient with most weapons, able to use armor better than other character types, and totally **unable** to cast magical spells. Warriors get an extra six-sided dice (D6) for combat with each level they attain. Thus a sword worth 3D6 in combat to most first level characters is worth 4D6 to a first level warrior. (*Character levels are discussed on page 14.*)



Wizards are spellcasters, proficient in the theory and practice of magic. Once a wizard learns a spell, they know it forever. Spells require energy. That comes from the WIZ attribute. They also require a minimum INT & DEX to master. Note that wizards are perfectly able to wear armor and fight with weapons, but due to their lack of training, they do not get to use their combat adds with any weapon worth more than 2D6.



Rogues are characters that can do both—fight and cast magic. Rogues never got the years of training that make warriors so good at combat, nor did they get the magical training that all wizards have. They don't fight as well as warriors, or cast spells as well as wizards, but they can do both. They do not get any of the bonuses that Wizards and Warriors get. People confuse Rogues with thieves, and play them that way, but they usually are just street-wise survivors.



HOW TO DO COMBAT

The heart of any role-playing game is its combat system. T&T has one of the simplest combat systems around, but even it has complications. When judging combat, the basic thing to consider is: *What is reasonable under the circumstances.*

Almost all fights break down into Us vs. Them situations. The players group (the adventurers) fight, and their enemies (usually the monsters) fight the other group. (When more than three characters are in a fight, we call that *Melee* combat.) Both sides have weapons, and weapons are rated with dice. For example: bare hands are worth 1 die, a dagger is worth 2 dice, a sword is worth 3 dice and so forth. We roll our dice and get a total; they roll their dice and they get a total. The totals are compared; the smaller is subtracted from the larger; and the losing party takes the difference in *hit points*. Divide the hit points among the monsters or the party (whichever side lost the round. Hit points reduce a monster's Monster Rating, or a character's Constitution (CON).

Let's do a very simple example: Gilbert is lost in the forest and gets attacked by Goblin Bugzi. Gilbert has a dagger worth 2D6. Bugzi has a spear worth 3D6. They fight. Gilbert rolls a 1 and a 1, so Gilbert's combat total is 2. Bugzi rolls a 4, 3, and a 2, so his combat total is 9. Bugzi's 9 minus Gilbert's 2 equals 7, so Gilbert is going to take 7 hit points of damage. Gilbert has a CON value of 10. So $10 - 7 = 3$. Gilbert is badly hurt, but he can still fight. Combat round 2: Gilbert does better, rolling 5, 2 for a total of 7. Bugzi is still the better fighter with a better weapon. He rolls 6, 6, 2 for a total of 14. $14 - 7 = 7$. Gilbert has to take another 7 hits. $3 - 7 = -4$. Gilbert loses and is out of the fight.

T&T combat can get more complicated, but the basic principle remains the same. You can do groups: say 3 humans vs. 10 goblins. Humans roll a grand total of 30. Goblins roll 45. Humans have to take 15 points of damage. They divide the damage among themselves however they can to avoid being killed.

WHAT ARE COMBAT ADDS?

Weapons are not the only thing that determines the outcome of combats. One must also consider the basic abilities and strengths of the fighters. These are wrapped up in a number called *combat adds*. Combat adds are added to the weapon scores. Combat adds



are derived from the attributes that make a character better in combat. **Strength**, because the harder you hit, the more damage you do; **Dexterity**, because the more skillful you are in landing your

blows, the more damage you will do; **Luck**, because well duh; and **Speed**, because the more blows you manage to strike within a time limit, the more damage you will do. Anything **above 12** in those 4 attributes produces combat adds. Strength of 15 produces 3 adds; Dexterity of 16 produces 4 adds; Luck of 12 produces 0 adds and Speed of 13 produces 1 add.

Bearing that in mind, let's do our simple example again. Gilbert's pal Akira is looking for Gilbert in the forest and he finds him a few minutes after Bugzi beat him up. Akira has 10 combat adds—he is both strong and fast. Bugzi has zero.

Akira also has a dagger worth 2 dice. Bugzi has his 3 dice spear. Let's fight! Akira rolls 8 and adds 10 for his combat adds for a total of 18. Bugzi rolls 13. The goblin still has the better weapon, but he is no longer the better fighter. Bugzi takes 5 hits on his CON, which was only 8 to begin with. Seeing how this is likely to end, Bugzi gets smart and runs away.

In a T&T combat, both sides have combat adds, even if the value of the adds = zero. The combat totals are determined by the sums of the weapons dice plus the party's combat adds.

FIGHTING AGAINST MONSTERS

Instead of attributes, monsters often have a simple *Monster Rating (MR)*. MR shows the amount of damage

the monster can take before being defeated, and how well it fights. See the table for how many dice (D6) the monster rolls in combat. Its combat adds are equal to half of its MR; these are reduced as damage suffered reduces the monster's MR. (But combat dice are **not**

MONSTER RATING	NUMBER OF DICE
1 - 9	1
10 - 19	2
20 - 29	3
30 - 39	4
40 - 49	5
etc...	etc...

reduced as the monster suffers damage.)

Monsters who only have monster ratings also have weapons and adds. If I tell you that you are attacked by a lion, you know what the lion's weapons are: teeth and claws. So if the lion has a monster rating of 40 then we know its weapons (teeth and claws) are worth 5D6 and it has 20 combat adds. (see chart on previous page.)

Combat with monsters work the same way. Akira is out walking in the forest when he is attacked by a lion. The lion rolls 4, 3, 2, 2, 1 + 20 combat adds. Akira rolls 2, 1 + 10. $32 - 13 = 19$. Akira had a robust Constitution of 14, but $14 - 19 = -5$. Akira! Eaten by a lion.

SURPRISE ATTACKS

There are other factors involved in combat, and they may change the outcome. Surprise happens when one party attacks and the other does not get to make a combat roll. Let's say Akira met that lion when it was asleep and decided to attack it. He rolls his dice (poorly) getting 1, 1 plus 10. Lion gets zero. Akira wins inflicting 12 points of damage. Lion's monster rating goes down from 40 to 28. Lion wakes up and fights. It still gets 5 dice because it started as a 5 dice monster, but only gets 14 combat adds. Can you see that Akira has hurt the lion, but he is still probably going to die as the combat goes on?

PROTECTIVE ARMOR



Armor can affect how combat goes. Armor is protective clothing of any sort that will always stop some of the damage from getting through. Armor is rated in terms of how much damage it can prevent. For example: a small shield can stop 3 points of damage. Leather armor can stop 6 points of damage. Let's do an example: Ben is the friend of Gilbert and Akira. He knows the forest is home to both goblins and lions, so

EQUIPPING YOUR CHARACTER

To make things a little easier, let's give your new character **250 gold pieces** (gp) that can be used to buy weapons and armor for adventuring. Usually there are STR and DEX requirements to use certain items, but in the mini-rules we aren't worrying about that. Below is a very short list of some basic items you can buy. The Deluxe T&T rulebook has hundreds of detailed weapons and armor, if you want to **really** customize your character. *NOTE: if you are a Fairy, assume that smaller versions of these items are also available at the same price, but they all do half the damage or take half the hits listed below.*

WEAPONS

Weapon Item	Details	Damage	Cost
Dagger	8 inches	2d6	10 gp
Short Sword	30 inches	3d6	35 gp
Samurai Sword	38 inches	4d6	66 gp
Spear	6 ft long	4d6	50 gp
Axe	5 lb head	5d6	73 gp
Light Bow	+24 arrows	3d6	40 gp
Throwing Stars	(15 stars)	2d6	30 gp
Magic Wand (Wizards/Rogues)	0		80 gp
Magic Staff (Wizards/Rogues)	2d6		100 gp

ARMOR

Armor Item	Details	Hits	Cost
Metal Gauntlets	Pair	2	30 gp
Small Shield	3ft across	3	15 gp
Target Shield	5ft across	4	35 gp
Small Helmet	top of head	1	20 gp
Mengu Helmet	full face	3	15 gp
Chainmail Shirt	covers torso	4	170 gp
Studded Leather	full suit	5	130 gp
Samurai Armor	full suit	9	300 gp

GENERAL SUPPLIES

Adventuring Item	Cost
Dry clothing and pack	5 gp
1 day's provisions (food, drink, "matches")	6 gp
5 ordinary torches (each lasts ten turns)	1 gp
Small hammer & iron spikes	18 gp
20 feet of heavy twine (rope)	2 gp
Adventurers Pack	
Includes chalk, cloth sacks, 3 torches	
5 matches, 20 feet of rope & waterskin	9 gp

Akira always carries a sword and shield and wears his leather armor. His sword is worth 3 dice in combat. One day he runs into two goblins carrying spears and they attack him. Ben has 12 combat adds — mostly because he's always been very lucky. Ben rolls his dice getting 6, 5, 3 plus 12 for a total of 26. The goblins attack with their spears getting 6, 6, 6 and 6, 6, 4 — these are elite goblins! $18 + 16 = 34$ and the goblins won the combat round by 8 points. But Ben has 9 points of armor. He is not harmed.

These are some basic examples. Things can get more complicated with all the different things that can happen in combat, but the thing to do is just work through it in a logical fashion and simply determine what the numbers are, and what would likely happen next.

IS YOUR CHARACTER READY?



At this point, you should have a basic character rolled up and they should have some equipment. From here, we're going to give you some more information on HOW to use your character in game play, what saving rolls do, where you can spend adventure points and how wizards cast spells...

WHAT IS A SAVING ROLL?

A *saving roll* is the way we check to see if something happens in T&T. Any character can make a saving roll if the Game Master (or the text in a solo adventure) asks or tells them to do it. To make a saving roll, **you roll 2 dice** and get a number. Doubles always add and roll over. For example a roll of 1, 2, which equals 3, is a saving roll — a terrible one that always fails, but a roll of 1, 1 would be doubles. Set the 2 points aside and roll again. Let's say you roll a 5, 3 on your second try. That's $8 + 2$ for a total of 10.

Saving rolls are rated by levels of difficulty. 1st level is something that could be difficult for the average human as the target number is 20. 2nd level is something that could be very difficult for the average

human as the target number is 25. 3rd level is something that should be impossible for the average human as the target number is 30. The target number goes up by 5 for each additional level of saving roll. However,

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

Saving Roll Chart	
Level of Saving Roll	Target Number
1	20
2	25
3	30
4	35
5	40
etc...	etc...

For example: Iris the Fairy wants to test a treasure chest for traps. She announces that she's checking for traps. The Game Master tells her to make a level one saving roll on her Intelligence to see if she finds any. Iris has an IQ of 13. She rolls 5, 2 on 2 dice. She adds that 7 to her attribute of 13 to get a total of 20. The target number for level one saving rolls is 20. Iris just barely made the saving throw. The G.M. says you found something that indicates a trap of some sort will be set off when you open the lid. Now what do you do? The player might answer, "I want to try and disarm the trap." Now the G.M. asks for a level two saving roll on Dexterity or a level 3 saving roll on Luck. Iris has a DEX of 15. Her target is 25 for level 2. She has a Luck of 16. Her target is 30 for level 3. Iris decides to try for the level 2 saving roll on DEX. She rolls a 4, 2. $15 + 6 = 21$, but her target was 25. The trap goes off. Terrible things happen to Iris!

BUT, suppose Iris had rolled 4, 4 instead of a 4, 2. $15 + 8$ is 23. Did Iris fail? No! Because 4, 4 is a double and that adds and rolls again. On her 2nd roll she gets a 2, 2 and she adds that to her total. That's enough to succeed, but is she done? No. 2, 2 is also a double, so she rolls again getting a 5, 2 at the end. Iris's total roll was $8 + 4 + 7$ for a total of 19. $(15, \text{her DEX}) + (19, \text{her roll total}) = 34$. Iris made a third level saving roll when she was only trying for a second level one. Good job, Iris! (*Because her roll was so successful, a GM might allow Iris be able to remove the trap mechanism, so that she could use it to create her own trap to use on a monster*).

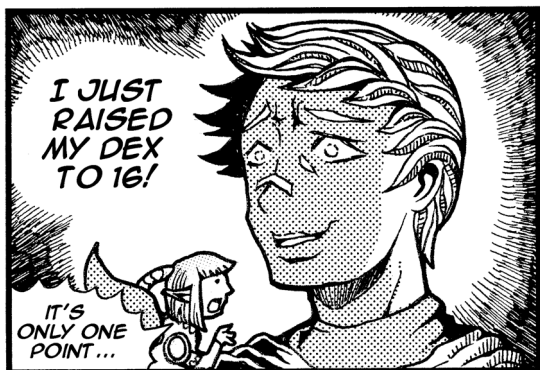
ARE YOU PLAYING A HUMAN? One other thing to keep in mind if you are playing a **human** character - you get to *reroll a saving roll a second time* if your first attempt fails. You do NOT add those two attempts together, the 2nd attempt is treated like a new saving roll. This is a special bonus given just to human characters to reflect their dogged persistence and refusal to give up despite the odds against them.

SAVING ROLLS & ADVENTURE POINTS (A.P.)

One way that players are rewarded for their actions during the game is by gaining *adventure points*. Adventure points are awarded for slaying monsters or foes, or for doing or saying something clever or funny during the play of the game, or for solving difficult puzzles and in-game problems, or for SAVING ROLLS. Adventure points have only one purpose in the T&T mini-rules. They help your character improve by increasing their attributes. When the Game Master says "Make a saving roll on (any attribute)," the GM is giving you adventure points.

As you play, keep track of the totals of any numbers you rolled while trying to make a saving roll (whether you made the roll or not). All those totals are adventure points. A Game Master or a solo adventure will also reward you Adventure Points at the end of the game. Add all those numbers together to see how many adventure points you have earned. Now, let's see how you can make your character more powerful by spending these adventure points...

USE ADVENTURE POINTS TO INCREASE YOUR ATTRIBUTES



So what are adventure points (a.p.) good for? They buy attribute points. To raise an attribute by one point costs 10 times the current value of the attribute in a.p.

Our hero Gilbert has managed to accumulate 152 a.p. He decides this would be a good time to bring his DEX up by 1 point. He tells the Game Master that he wants to spend a.p. to increase his DEX. The G.M. sees that Gilbert has 152 adventure points—just enough. He takes 150 of them away and Gilbert's DEX goes from 15 to 16. This is a permanent increase and his new base value for that attribute.

YOUR CHARACTER'S HIGHEST ATTRIBUTE DETERMINES THEIR LEVEL

In T&T, a character's level of power is decided by their highest attribute, Divide that by 10 and ignore remainders.

Iris the Fairy has a highest attribute of DEX = 16, so she is a level one character.

Daisan the Dwarf has a highest attribute of CON = 28. He is a level two character.

Laila the Elf has a highest attribute of WIZ = 35. She is a level three character.

Gilbert the Human has a highest attribute of STR = 33. He is a level 3 character. (And so on...)

MAGIC IN T&T (AND HOW TO USE IT)

OK, now its time to talk about how to use Magic in T&T. If you are playing a Warrior, you can skip this section and come back to it when you roll up a Wizard or Rogue. GMs should read this section so they know how magic works in the game.

Trollworld is an extremely magical place. The planet produces a force, just like Earth produces magnetism, called *kremm* that the peoples of Trollworld can tap and use to change reality. That's magic! Each spell requires a certain amount of kremm energy (WIZ stat), a certain level of intelligence and dexterity. The spells almost always work (higher magic can sometimes block other magic from working.) You use your WIZ stat as the amount of magic that you can use to cast a spell. If a spell costs 2 points to cast, you subtract 2 points from your WIZ stat. Note that you can only cast one spell per combat round and you recover used WIZ at 1 point per 10 minutes of game time.

Since this is the mini version of the rules, we're going to give you 11 spells to work with: 4 first level, 4 second level, 2 third level, and 1 fourth level. There are 118 spells available, but if you want to know them all, you're going to need the Deluxe Tunnels and Trolls rules.

To keep things simple, wizards know all the spells up through their own level. A first level wizard only knows first level spells. A fourth level spellcaster knows all 11 spells shown below.

Rogues can also do magic, but typically they do not know as many spells as wizards do. Rogues get to choose one spell to know per each character level they attain. A first level rogue would know one spell; a third level rogue would know three spells. Remember that Rogues are not able to use magic staffs to help them cast spells. Rogues can learn additional spells though.

Learning Spells: To learn new spells, a Wizard or Rogue needs to find a higher level magic-user (usually a NPC run by the GM) that is willing to teach them a spell. The cost is 1000 gp per level of spell. So a 2nd level spell cost 2000 gp and a 4th level spell costs 4000 gp. Also your character has to have high enough WIZ, INT and DEX to be able to cast the spell. (*The dT&T rulebook describes additional ways to learn spells.*)

Note that all 3 requirements must be met in order to cast a spell. The magician needs to have enough **kremm** (WIZ points), along with a high enough **Intelligence** (INT) and **dexterity** (DEX).

MINI T&T SPELLBOOK

LEVEL 1:

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

Detect Magic

Level: 1 **Cost:** 1 WIZ **Duration:** 1 combat turn
Range to cast: 5' per character level
Range of effect: 5' radius per level around cast point.
Power up per level: Doubles range of effect

Description: Detects the presence of magic being

used or stored by objects (not beings), and the type of magic it is. *Trained wizards get a vague sense of something magical in range, even without casting the spell. Casting the spell gives them specifics. Rogues particularly find this spell useful.*

It's Elementary

Level: 1 **Cost:** 4 WIZ **Duration:** Instant
Range to Cast: 5' **Range of Effect:** 5'
Power up per level: Damage doubles per level.

Description: Caster must specify fire (small flame), water (splash), ice (icy gust) earth (pebble), or wind (puff or air). Each is capable of 1 point of damage depending on use.

(These spells light torches and campfires, can chill a mug of beer, douse campfires or provide enough water to wash your face. Wind gusts can move a small light object such as feathers, leaves or a layer of cloth.)

Knock Knock

Level: 1 **Cost:** 3 WIZ **Duration:** Instant
Range to Cast: Touch **Range of Effect:** N/A

Power up per level: Unlocks higher level locks — spell level = lock level (Yes, there can be a 5th level lock that is 5 times as hard to unlock as a first level lock. The world is complicated.)

Description: Unlocks most mechanical locks or magical locks of the same or lower level. Complex mechanical locks may also require higher level spells.

Take that, you Fiend

Level: 1 **Cost:** 6 WIZ **Duration:** Instant
Range to cast: Line of sight up to 200 feet
Range of effect: N/A
Power up per level: Damage X 2

Description: Deals deadly (killing) damage equal to the caster's INT in hit points, but only affects a **single target**.

LEVEL 2:

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

Boom Bomb

Level: 2 **Cost:** 7 WIZ

Duration: Item explodes on contact or 10 seconds after being cast, whichever comes first.

Range to cast: 5'

Range of effect: 2 foot blast radius per level.

Power up per level: Damage X 2

Description: Infuses a small rock or pebble with energy such that it explodes on any sharp impact. Does 10 points of damage to all targets within range.

(Suitable as a sling stone or thrown object but not for a bullet—it would blow up in the chamber. The blast radius can affect friendly targets)

Gateyes

Level: 2 **Cost:** 6 WIZ

Duration: 30 minutes (or 15 combat turns)

Range to cast: 10'

Range of effect: Range of good vision - at 40' fades out completely by 60'

Power up per level: Duration X 2.

Description: Gives target the night vision of a nocturnal animal. Does not grant vision in complete darkness or through thick fog.

Poor Baby

Level: 2 **Cost:** 2 WIZ **Duration:** Instant

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

Power up per level: N/A

Description: Restores 1 point of CON lost to wounds or injuries. (Maximum up to original CON. *Has no effect on disease or poisons, only on CON damage.*)

Vorpal Blade

Level: 2 **Cost:** 5 WIZ **Duration:** 1 combat turn

Range to cast: 10'

Range of effect: Affects entire weapon

Power up per level: Duration X 2

Description: Doubles base weapon dice roll for a single weapon. (The weapon must have a blade, i.e. a cutting edge. The spell works on daggers, swords, axes, polearms, spears, but not on clubs, mauls, maces, bullets, etc. It doubles the dice roll, not the number of dice rolled) Takes effect the same round it was cast, doubling effect immediately. It also counts as enchanting a weapon in cases where only magical weapons can do damage.)

LEVEL 3:

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

Dis - Spell

Level: 3 **Cost:** 11 WIZ

Duration: Instant **Range to cast:** 50'

Range of effect: 10' radius from Target Point

Power up per level: Nullifies higher level magic

Description: Negates and/or banishes magic of the same or lower level. Works on all magic within range (which may include friendly magic)

Fly Me

Level: 3 **Cost:** 7 WIZ **Duration:** 10 minutes

Range to cast: 5' **Range of effect:** 1 being

Power up per level: Duration X 2

Description: Allows the target to fly at normal running speed (or slower). Target may carry up to their own weight. (Spell has no effect on dead or inanimate objects)

LEVEL 4:

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

Rock - A - Bye

Level: 4 **Cost:** 11 WIZ

Duration: 1d6 x 10 minutes

Range to cast: 30'

Range of effect: Affects single target

Power up per level: Adds 1d6 duration per level

Description: Causes target to fall asleep for specified time if the casters total of IQ + WIZ + CHR is greater than the target's MR (or IQ + WIZ + CHR).

THE FREE WIZARD'S SPELL

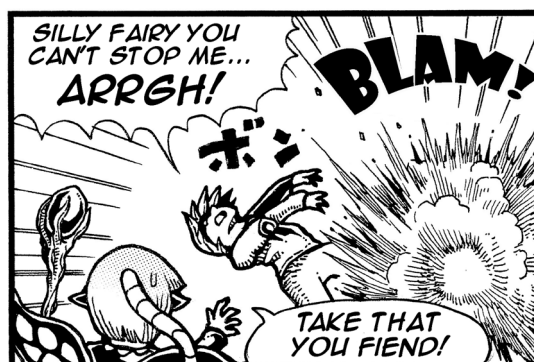
All wizards can sense magic—think of it as a sense of smell for concentrations of magical energy. It is not smell, but is instead a feeling, a certainty. Most of the time the wizard must touch an object to sense it for magic, but more powerful spells have a greater radius of perception. Generally magic will fall into three classes: beneficial, malevolent, and functional. Most magic is functional—it does stuff. Beneficial helps the person/thing being affected while malevolent magic will always do harm. Rogues may learn the spell called *Detect Magic* that only costs them 1 point of WIZ to cast, but they never reach the point where they can automatically *detect magic*.

USING A MAGIC STAFF

Focus objects—such as magical staffs or wands help make it easier for Wizards to cast a spell. Wizards can have them and use them. Rogues **can't** use them for casting magic, but can use staffs as physical weapons.

How they work: A wand or staff reduces the cost of casting a spell by your character level. Thus a first level wizard using a magic wand can cast a *Take That You Fiend* spell for 5 points of WIZ instead of 6 points. A 3rd level wizard could cast the same spell for only 3 points instead of 6. However wands and staffs can never reduce the cost of the spell below 1. To work magic, at least 1 point of kremm energy (WIZ) must be used/expended by the spell caster.

MAGIC IN COMBAT



Spells that do damage work the same way as normal combat damage (unless the spell's description states otherwise). The spell is cast and whatever damage it creates goes against the enemy being fought. Only one spell per combat round can be cast by a magic user.

RECOVERY OF ENERGY/WIZ EXPENDED:

Spellcasters naturally recover 1 point of kremm energy for every 10 minutes of game time. If a long period of time passes between uses of magic it is easiest to simply let the wizard regenerate all used WIZ points. On the other hand, if the action is happening fast and furious, wizards will not have enough time to recharge all their magical energy. In such cases wizards can and do run out of magic. (They can still engage in regular non-magic combat though).

RUNNING T&T AS GAME MASTER

When you're first starting, you want to run simple short adventures that can be finished in 3 hours or less. Do a larger campaign as your players level up.

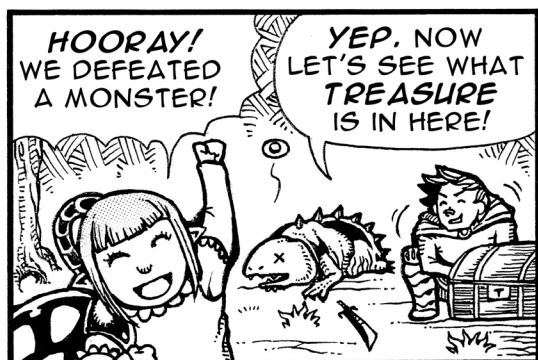
Let your players do things and shine. Reward them for participation. If they're shy, ask questions to draw them out. Every player should have one or two opportunities to excel in every adventure.

Did your players all lose that last fight horribly? You don't have to kill them. Let them be knocked out and wake up as prisoners somewhere else. Suddenly the adventure takes on a whole new direction.

And remember that you are the Game Master—you are in control of the game. Don't let the game bog down with arguments or rules questions. As GM you can overrule any written rule in T&T. Do this to keep the game fun, interesting, and moving right along.

See next page for a treasure generator.

MINI T&T TREASURE GENERATOR



By Ken St. Andre

If you have rolled a jeweled item, roll once more on the **Size** list (if you get another '6', disregard it and roll again): if small, there will be 5 gems; if average, 4 gems; if large, 3 gems; if larger, 2 gems; if huge, only 1 gem.

TYPE OF GEMS

Now roll 3 dice to see what type of gem was found. the total of the 3D6 reveals the gem type.

Die Roll	Gem Name	Base Value	Die Roll	Gem Name	Base Value
3	Sapphire	15 gp	11	Fire-opal	6 gp
4	Jade	13 gp	12	Aquamarine	8 gp
5	Serpentine	12 gp	13	Jade	9 gp
6	Aquamarine	11 gp	14	Serpentine	10 gp
7	Fire-opal	10 gp	15	Pearl	11 gp
8	Opal	9 gp	16	Ruby	13 gp
9	Ivory	6 gp	17	Sapphire	15 gp
10	Amethyst	5 gp	18	Diamond	17 gp

JEWLELED ITEMS

If you rolled a jeweled item, Roll 1 die to find out what the jeweled item is:

1 = Necklace	2 = Head-gear
3 = Bracelet	4 = Ring
5 = Belt	6 = Weapon

JEWLELED WEAPONS

Weapons will always be made of some kind of metal. If the weapon is found on a dead body, have it be made of bronze or iron. If the weapon is found in a chest or near a noble, make it be silver. If the weapon is near a King or a deity it might be hardened Gold. Having generated a weapon, now roll 1 die to find out what type of weapon it is.

WEAPON TYPE

1 = Dagger	4 = Hafted Weapon
2 = Sword	5 = Spear
3 = Polearm	6 = Projectile Weapon

To determine which weapon it is in that class, roll 3 dice. Chose the weapon closest to that number in 'ST-required' — if 2 or more weapons fit this designation, chose the heaviest.

As always, use your common sense, and as GM do what is best to make the adventure fun and engaging.

As a GM, there are occasions when you may not want to write down what every monster in every room is guarding in the way of treasure; also, several of Flying Buffalo's solitaire dungeon series suggest the use of the *Treasure Generator* in some of the dungeon rooms. Magic treasures have been stricken from this Generator — GMs should create their own magic items to suit a particular purpose, not merely read them off a chart. This Generator will create mostly coins, a few gems or weapons/items.

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

COINS

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

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

JEWEL SIZES

If you have rolled and discovered a jewel, roll 1 die to determine what size it is, or if it is a jeweled item. The symbol x is a multiplication symbol; base values of gems (in G.P.) are given with the gem names:

- 1 = **Small:** 5x base value.
- 2 = **Average:** 10x base value.
- 3 = **Large:** 20x base value.
- 4 = **Larger:** 50x base value.
- 5 = **Huge:** 100x base value.
- 6 = **Jeweled item** (see jeweled weapon list)

CHARACTER STATS OF OUR ADVENTURERS

Here are the stats of our four adventurers. Use them as a group in the GM adventures or choose one character from the group to use with the solo adventure in this book. We've also included a blank character sheet so you can roll your own characters. (See the T&T mini-rules on page 12. Use the complete dT&T rulebook for full details, magic spells, weapons and armor lists.)

NAME: LAILA KINDRED: ELF
 LEVEL: 2 CHARACTER TYPE: WIZARD
 GENDER: F HEIGHT: 5'8" WEIGHT: 130LB
 AGE: 195 HAIR: WHITE MONEY: 214GP

PRIME ATTRIBUTES

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

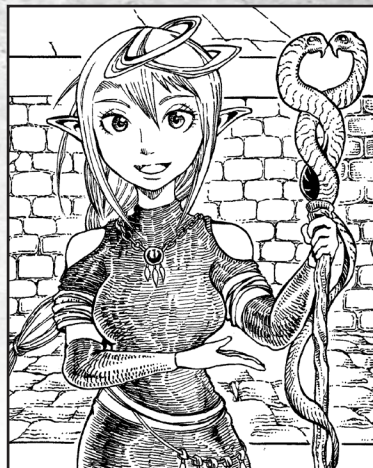
STR: 10 CON: 8 DEX: 17 SPD: 14
 LK: 16 IQ: 25 WIZ: 18 CHA: 17

Personal Combat Adds: +11
You get one combat add for every point that each of these attributes is over 12.: STR, LK, DEX, & SPD.

WT: POSSIBLE: 1000 WT: CARRIED: 300

Adventure Points
25

LAILA THE ELF



SPELLS:
CAN DO ALL 1ST
& 2ND LEVEL SPELLS.
HAS MAGIC STAFF
(2D+6 WEAPON)

NAME: DAISAN KINDRED: DWARF
 LEVEL: 2 CHARACTER TYPE: WARRIOR
 GENDER: M HEIGHT: 3'9" WEIGHT: 200LB
 AGE: 123 HAIR: GRAY MONEY: 31GP

PRIME ATTRIBUTES

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

STR: 22 CON: 26 DEX: 10 SPD: 12
 LK: 8 IQ: 13 WIZ: 15 CHA: 9

Personal Combat Adds: +10
You get one combat add for every point that each of these attributes is over 12.: STR, LK, DEX, & SPD.

WT: POSSIBLE: 2200 WT: CARRIED: 1000

Adventure Points
10

DAISAN



WEAPONS & ARMOR:
LIGHT DOUBLE-
BLADED AXE 7D+6.
FULL DWARVEN PLATE
TAKES 16 HITS
BUCKLER TAKES 3 HITS

ABOUT THESE DT&T CHARACTERS

The information on these character sheets and the stats listed here are explained in the Mini rules on page 12. Additional details on weapons and spells can be found in the Deluxe Tunnels & Trolls rulebook. For playing the solos you will not need to worry about some of the character information unless it is referred to in the solo itself.

NAME: GILBERT KINDRED: HUMAN

LEVEL: 3 CHARACTER TYPE: ROGUE

GENDER: F HEIGHT: 5'6" WEIGHT: 150LB

AGE: 18 HAIR: BROWN MONEY: 214GP

PRIME ATTRIBUTES

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

STR: 11 CON: 30 DEX: 23 SPD: 14

LK: 14 IQ: 15 WIZ: 12 CHA: 10

Personal Combat Adds: +15
You get one combat add for every point that each of these attributes is over 12.: STR, LK, DEX, & SPD.

WT: POSSIBLE: 1100 WT: CARRIED: 400

Adventure
Points
14

GILBERT



WEAPONS & ARMOR:

TERBUTJE SWORD 4D+6
LEATHER JERKIN: 1 HIT
GREAVES: 1 HIT EACH
GUANTLETS: 1 HIT EACH

NAME: IRIS KINDRED: FAIRY

LEVEL: 2 CHARACTER TYPE: WIZARD

GENDER: F HEIGHT: 6 INCHES WEIGHT: 1 LB

AGE: 92 HAIR: GREEN MONEY: 13GP

PRIME ATTRIBUTES

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

STR: 3 CON: 4 DEX: 16 SPD: 10

LK: 18 IQ: 16 WIZ: 26 CHA: 18

Personal Combat Adds: +10
You get one combat add for every point that each of these attributes is over 12.: STR, LK, DEX, & SPD.

WT: POSSIBLE: 30 WT: CARRIED: 10

Adventure
Points
8

IRIS THE FAIRY



SPELLS: CAN DO ALL 1ST
& 2ND LEVEL SPELLS.
HAS SPECIAL MAGIC
WAND THAT ALSO
SHAPESHIFTS & HAS
SLEEP SPELL IN IT.

CREATE YOUR OWN DT&T CHARACTERS

These blank character sheets can be used to create your own characters for T&T games. Use the other characters on the previous pages as a guide. The T&T mini-rules give you enough information to create some basic character types. The complete Deluxe Tunnels & Trolls rulebook allows you to create characters of many different kindreds and with a large variety of weapons, armor and spells.

NAME: _____ KINDRED: _____

LEVEL: _____ CHARACTER TYPE: _____

GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES

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

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

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

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

WT: POSSIBLE: _____ WT: CARRIED: _____

Adventure
Points

WEAPONS & ARMOR:

NAME: _____ KINDRED: _____

LEVEL: _____ CHARACTER TYPE: _____

GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES

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

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

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

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

WT: POSSIBLE: _____ WT: CARRIED: _____

Adventure
Points

SPELLS: _____

CREATE YOUR OWN DT&T CHARACTERS

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NAME: _____ KINDRED: _____

LEVEL: _____ CHARACTER TYPE: _____

GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES

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

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

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

Personal Combat Adds: _____

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

WT: POSSIBLE: _____ WT: CARRIED: _____

Adventure
Points

WEAPONS & ARMOR:

NAME: _____ KINDRED: _____

LEVEL: _____ CHARACTER TYPE: _____

GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES

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

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

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

Personal Combat Adds: _____

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

WT: POSSIBLE: _____ WT: CARRIED: _____

Adventure
Points

SPELLS: _____

For 1st & 2nd level characters

KITTEN-NAPPED!

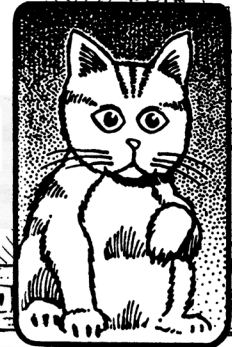
Can the Adventurers find and rescue a girl who has been changed into a cat?

◎子猫のエマリー救出作戦!

Scenario design by Tadaaki Kawahito

Illustrations by Don-Chang

Translation and editing by Michiko Kasai,
Steve Crompton and Ken St. Andre



1. Adventure Set-up

A merchant in Khazan has heard tell of your success in rescues and asks the PCs if they will rescue his niece from the cave of a troll. The troll doesn't know he has a human girl, as she is currently in the form of a kitten, due to a magical pendant she was wearing, but its effect will expire soon, and she'll resume her human form. A human being caught in the lair of a troll stands a good chance of being eaten—human bones are just so crunchy and delicious to trolls. The players will need to take immediate action to rescue her.

The PCs also will have to “get smaller” by using other magical pendants. They must handle the matter with great discretion because Khazan is the City of Monsters, and trolls have more rights there than humans do.

This scenario involves less battle and more wisdom and ingenuity. Players need to sneak in, find the girl, and escape the troll's cave.

2. Preparation of Session

This is a beginning adventure

for 2 to 6 newly created characters. The players don't have to be first level humans, but they should not be very powerful. Playing time is estimated to be 1 to 2 hours.

3. Location

This adventure takes place in the city of Khazan, the largest city of the Dragon continent. The GM may change the location at will, but needs to choose a city with a wide variety of kindreds living within it.

4. Adventure Progression

A. Introduction

B. Getting into the cave

C. Freedom and Success?

5. The Adventure Begins

A. Introduction

While the PCs are at a bar in Khazan, an elf seems to recognize them. The elf and his companion, the merchant Zau Zakar approach the party. Zau Zakar does all the talking. The elf is his bodyguard.

Zau tells them, “I want you to rescue my niece who was taken to a nearby troll cave. Right now, she's in the form of a kitten, but I don't

know how long that will last.”

“The child is a half-elf and her name is Emily. She can transform into a kitten due to a mystic pendant I gave her. It was meant



to be a pleasant surprise for cat-loving Emily. But before I could explain how it worked, she put it on her neck. Surprised by her transformation, Emily panicked and escaped from the house. A passing troll saw her and scooped her right up.”

“Of course, I chased after her, and I saw the troll carrying her off, but I was afraid to approach or attack the troll.”

“I don't know why the troll carried off the kitten. Maybe it was just lonely! But if the effect of the pendant wears off and her

identity is discovered, I fear that Emily may be killed or eaten."

"I want you to rescue Emily as soon as possible, but it is dangerous to enter the troll's underground home from the front. Fortunately, I am a dealer in magical items. I'm giving you these enchanted pendants. Wearing them will reduce you to the size of a small animal, about 10 centimeters in height. You should be able to enter the troll's cave home through the ventilation holes in the rock."

"If you can find Emily, please remove her pendant and end her transformation. Then make her smaller with this pendant and get her out through the ventilation hole."

"Keep in mind, the pendant will only work for about one day. The effect of Emily's kitten pendant is only going to work for another half a day. Please help save her! I love my cute little niece and it's all my fault she is in this danger. I'll pay you 500 gp if you can return her."

If the players ask why Zau doesn't attempt the rescue himself, he will admit that his is no fighter, and he is afraid to do it. If the elf is queried he will reply that the life and safety of a human child is of no concern to him, and he has done his part by finding the players to serve as a rescue party. In any event, a single elf would not be enough to tackle a troll in its home cave.

Because it is definitely a rush job, there is room for negotiation with Zau. If any player is mercenary enough to try and get more money from Zau, let them

negotiate by making a 2d level saving roll on Charisma. If successful, Zau will add another 100 gold pieces to the reward.

If the PCs undertake this mission, Zau will give them a description of the transformed kitten. It is a lithe tabby cat with long hair and blue eyes. If the players don't take the mission, the GM may shame them by removing 3 points from the Charisma and Luck ratings of those who refused, and this adventure is over.

B. Getting into the cave

(see Map next page)

1. Entrance of ventilation opening.

PCs here will be small enough to fit if they wear pendants. Note that any possessions that they are wearing or holding will be smaller as well.

Although the transformed players will be smaller and presumably weaker, please continue playing with the numerical attributes unchanged. The monster rating of creatures they meet while in their small forms will be adjusted to provide a good struggle.

The ventilation opening is covered with wire mesh, but it can easily be removed.

The client, Zau, tells the rescuers that he'll wait near the cave entrance, and he offers some additional advice.

"Just remember if you remove your amulets you'll resume normal size, but the amulets won't work again and you'll be stuck at full size. You should leave one or two adventurers here,

because sometimes it is better to have some full-size backup if you need it. If there is anything else you think you might need, let me know as soon as possible. If you do not get back in a day, I'll ask the authorities for help. Though they wouldn't help me the first time I asked. I couldn't convince them that the kitten was actually a girl, and they told me they weren't going to risk their lives to save a cat. They might risk their lives to save you though."

2. Ventilation fan

A large fan with 4 blades blocks the duct. It is very dangerous. The players must think of a way to stop it, without being chopped to bits.

For example, you can think of a way to "carry stones from outside, to stop it," or "to destroy it all the way using the group's magic or brute force."

It will take 50 points of damage and there is the possibility that rescuers will be hurt in attempting to stop the fan. If characters attack it physically they must make a L2SR on STR to do weapons damage to it. Anyone failing to make the saving roll will be injured by rebounding weapons or rocks or whatever tool they may be using.

If other PCs come up with any interesting ideas, let them try it. In either case, give 50 adventure points to the PC that solves the problem and 25 adventure points to anyone who tries something or suggests something.

If no one can think of anything to stop the fan, but they wish to try and dodge through the mov-

ing blades, then that character must make a L3SR on Luck to successfully get through. There is no turn-off switch anywhere near this fan.

3. T-junction

The ventilation shaft beyond the fan splits to right and left in a T-junction. Delicious aromas come from the right passage — the smell of cooking meat or boiling stew. If going to the right, go to “6. The kitchen”.

Have the players make a L2 saving roll on Intelligence. If anyone succeeds, he/she will hear a cat meow faintly from the

left. If heading to the left a vertical hole appears in the middle of the duct.

4. The vertical hole

When the adventurers reach the vertical hole, they’ll find the depth is about 5 meters, but it feels like 100 meters because they are smaller. If any player has rope, the climb down into the hole can be accomplished relatively easily. If they don’t have rope and wish to climb down, they will need to make a L3SR on both Strength and Luck. Missing either saving roll will cause a fall to the bottom that

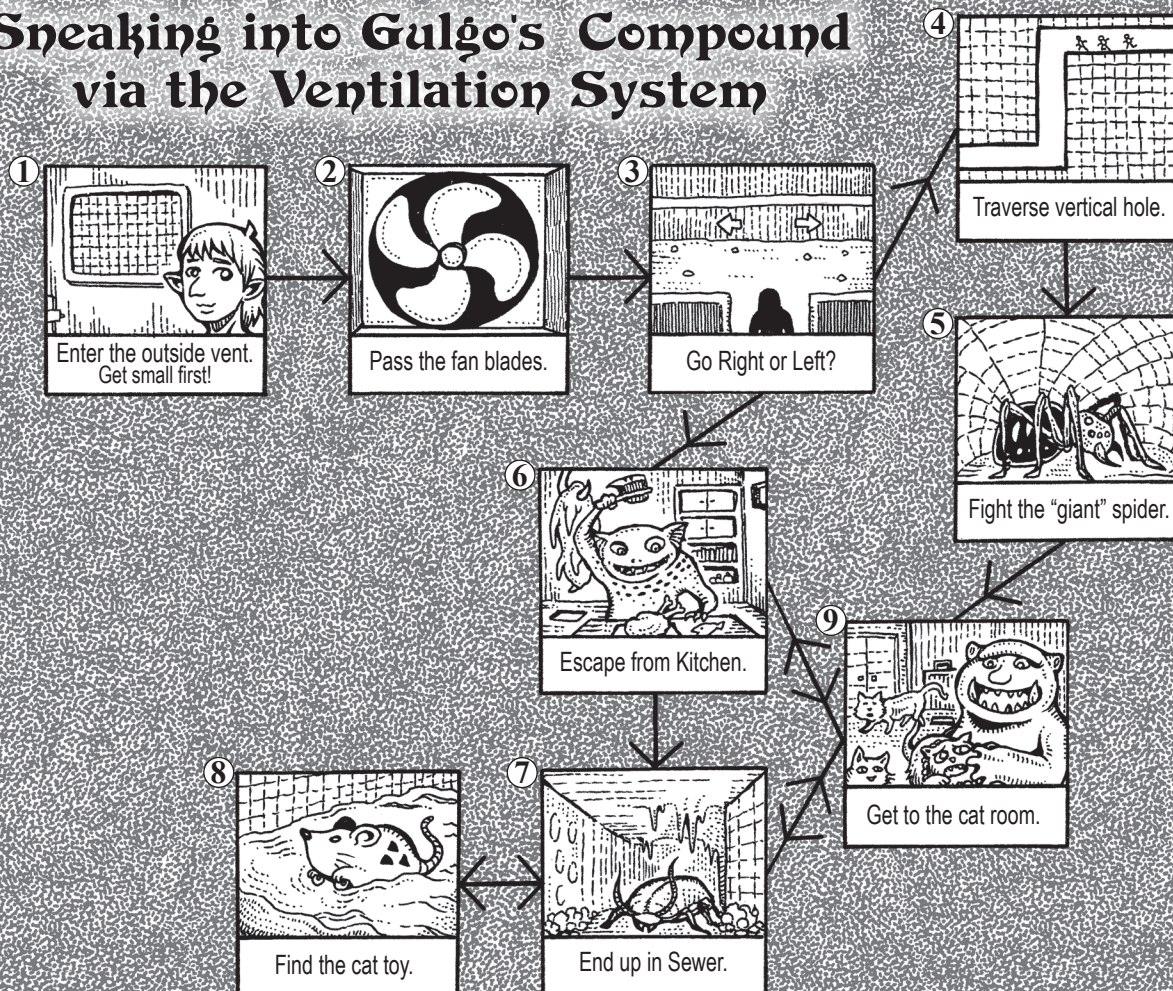
will cost the character half of its CON points. Players may think of other methods to descend safely. Perhaps a wizard in the party could cast Fly Me spells to aid with the descent. Award any player who comes up with a safe and clever way to descend 2D6 worth of adventure points.

5. Duct with spider web

There are more ducts near the bottom of the well, and the sound of the cat is more clearly heard than ever.

Have all the players make a L1 saving roll on Intelligence. Failure will mean getting caught in a

Sneaking into Gulgo's Compound via the Ventilation System



spider web. These passages have a lot of spider webs obstructing the paths. If any character gets stuck, a spider appears (not a giant spider but an ordinary spider, but the PCs are all small).

Even if the players avoid getting spider stuck by negligence, they may blunder into a web when spiders appear — one spider for each 2 characters. To escape without fighting them, make L1 saving rolls on Speed. Failure will mean getting stuck in a web and a spider catching up with that character.

If there is a PC stuck in a spider's web it will be a battle. Each spider has a monster rating of 32 (4D6 + 16) A PC stuck in a web cannot participate in battle. Players dealing with possible spider attacks may be able to avoid battle. (For example, players may drive the spiders back with flame.) Give 50 adventure points to any player who comes up with a good idea for avoiding actual combat. The tip of the spider web is "9. The room of the cat".

6. The Kitchen

There is a vent in the dead end, when you remove the vent, it comes out near the ceiling of the kitchen.

There is a shelf nearby so you can get down to the ground. There is also a drainage outlet on the floor of the kitchen, and it seems to go further down if the adventurers want to go that way.

However, there are two goblins in the kitchen. One is cooking and the other is trying to pinch a sample and eat it.

"That's the cat's food."

"It's stingy and a waste for cats"
"Not up to me. It's an order from the boss."

Furthermore, the chef goblin orders that "Since you will be finished soon, take food to the cat room and use a wagon to carry enough to feed all of them.

6-1) Get off the shelf

PCs should make a "L1SR on LK". If they succeed it, they can hide in the wagon. If any PC fails it, he will be found by one of the goblins.

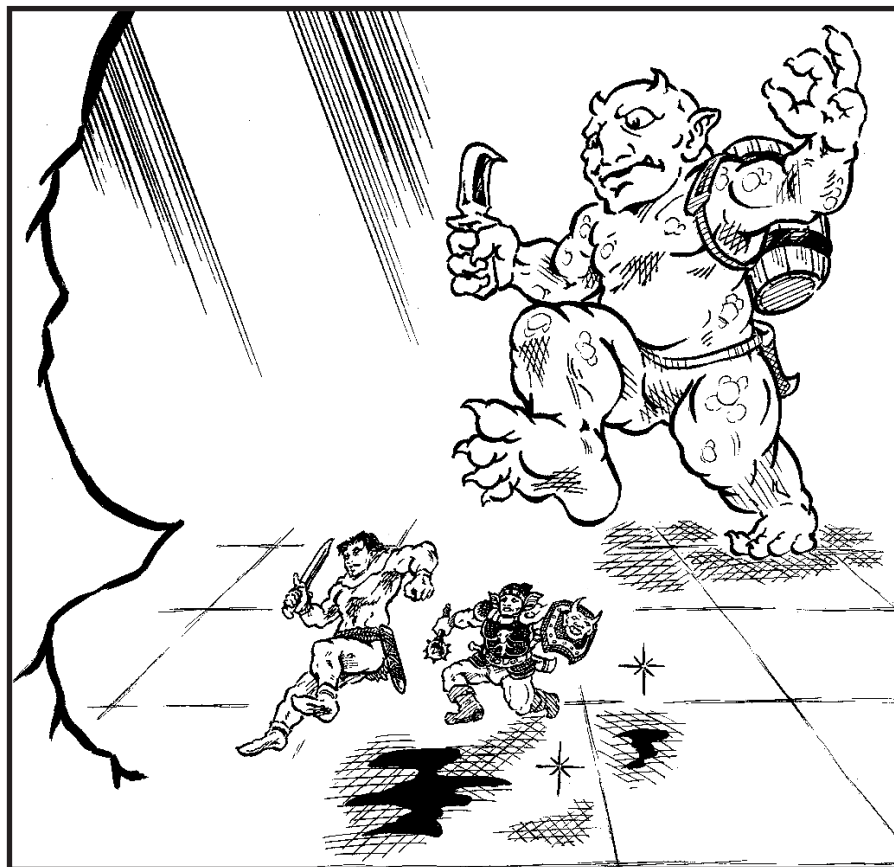
6-2) If anyone is found

The goblins will think that the players are too small to bother with, but will try to catch any small people they see. There is a 33% chance that the goblins will try to kill them, and a 66% chance they will put them in a

jar to present to their boss. The goblins think of the PCs as tasty snacks (because they think the PCs are fairies without wings.) PCs should make L1SR on SPD to avoid being caught. If they fail, they will be caught and popped into a goblin mouth. If that happens, only quickly removing the pendant can save them from being eaten. Returning to full size inside a goblin's mouth will break the goblin's head and kill it — very messy.

If the PCs succeed on the SR, they can escape to the waterway through the drain on the floor.

Or as a last resort, if the PCs remove the pendants, they can return to full size and attack the goblins in direct combat. However, once the pendants have



been removed, they will not work again and the PCs will be stuck at their normal size. If the PCs win, they will have to think about how to find Emily and how to escape through the main entrance to the cave.

Note: If the PCs return to their original size during the scenario and they fight with the goblins, then each goblin will have a MR of 24 (3D6+12) and the Troll will have a MR of 50 (6D6+25). (The GM may adjust the MR of the troll. For 4 characters or less, use 50. For each additional character increase it by 10 points.) Remember, however, that the PCs are the ones who are trespassing as far as the denizens in this cavern are concerned.

6-3) Hide in the cart without being found

In the Kitchen is a food cart that the goblins use to deliver supplies and food to the cat room. (and other locations in the cave complex.) The party (if still small) could hide in the cart and be moved around the complex to continue their search for Emily. If the PCs reach the cart without being discovered, they will be able to hide inside it. The cooked food will be loaded on the cart and one of the goblins will push the cart down the tunnel. A cloth is put over the cart to keep the food warm. The food smells really delicious. If any PC says that they want to eat any of the food while they are hiding on the cart. Have them make a level 1 SR on luck. Failure means that the goblin notices something and

finds the adventurers on the cart. If they succeed the SR and eat food, Constitution will improve by 1D6 points for the remainder of the adventure, but this is not a permanent increase.

As the goblin pushes the wagon and leaves the kitchen, a troll will stop the cart on the way through the sloped path.

When peeping secretly, the adventurers will see it is a giant troll whom the goblins call Gulgo.

He is in charge of the cat room and says *"Those kittens you brought are skinny things. Make sure you feed them plenty today. You know what a delicacy a nice, juicy cat can be."*

After the troll ambles on, the wagon goes to "9. Cat room".

7. Waterway

If you escape from the drainage outlet in the kitchen, you must go through the drainage pipe which is slimy and wet. Raw garbage is scattered and it smells terrible down.

As the PCs move forward, twin eyes will glimmer in the darkness. The party is facing a rat! If PCs have some kind of food (either taken from the kitchen or carried in their supplies), they can try to distract the rat with the food and then slip by while it is eating. A 2nd level Charisma SR will be needed from one of the players. If they succeed the group can get through while the rat is eating whatever they gave it.

If PCs come up with other methods, have them make a level 2 SR on either Luck or Intelligence to see if the idea works. In any case, give 50 adventure

points to PCs who came up with a good idea, and 25 adventure points to other PCs.

Of course, battle may be the only option. In that case, the rat has an MR of 58 (6D6 + 29).

8. Dead-end of the waterway

Once past the rat going down the waterway on your right, there is something like a pool. It is a purification tank.

Here, the PCs will find a clockwork toy of a mouse floating on the water surface. (though PCs do not know this, it is a toy that the troll gave to the cats.)

If the PCs decide "to take it", someone will have to swim out and pick it up. Make a L2 saving roll on CON to succeed. Any player with a talent for swimming could use it here. Failing the saving roll will inflict damage equal to the amount it was missed by. (Example: PC needed to make a roll of 8 or higher to succeed, but only managed a 6, the player would take 2 points of damage to CON.)

Compared to the small size of the PCs the toy is large and awkward. In order to move or carry it with them, the players will need a combined STR of 30 or higher.

Any single PC with a STR of 30 or more, will be able to move it easily.

9. Cat room

You can enter this room from 5. Duct with Spider's Nest, 6. Kitchen (if hidden in the cart) and 7. the Water way.

There is only one door into this room. There is also a drain outlet on the floor.

9-1) When coming from a duct

After knocking down a spider and proceeding for a while, there is a vent cover. Beyond that there is a room with plenty of cats. If you remove the wire mesh, there is a catwalk (stair-shaped cat playground) nearby, so it is not difficult to go down.

In the room, there is the Gulgo the troll, who is the cat caretaker. If the party searches the chamber they will eventually find a very pretty cat that matches the description of Emily in cat form. Most of the other cats and kittens here are pretty shabby. Eventually Gulgo will leave the room. This allows the goblin to push the cart into the room in order to feed the cats and do some cleaning. Proceed to 9-4).

9-2) If coming from a waterway

When coming from a waterway You can enter the room from the drainage outlet (push up the drain cover and enter).

In the room there is the Gulgo the troll, who is the cat caretaker. If the party searches the chamber they will eventually find a very pretty cat that matches the description of Emily in cat form. Most of the other cats and kittens here are pretty shabby. Eventually Gulgo will leave the room. This allows the goblin to push the cart into the room in order to feed the cats and do some cleaning. Proceed to 9-4).

9-3) When PCs arrive hidden in the cart

The goblin pushes the cart in and begins feeding the cats. The adventurers will need to stay con-

cealed and out of his sight. A 1st level saving roll should be made by the PCs. Proceed to 9-4).

9-4) Disaster of the kitten

The goblin catches the white long-haired kitten (Emily) and forces the kitten to eat. A frightened kitty becomes first drowsy then falls asleep.

The goblin feeds the rest of the cats and takes three that are most healthy looking and asleep. Emily is one of the three. But the goblin thinks he has killed the kitten and becomes upset. He takes it on the wagon, saying "no one would notice that I have killed it if I chop it up into pieces.") Unless the party acts soon, Emily will be cooked in the kitchen! If they want to help Emily, they must drive out, distract or defeat the goblin in some way.

Let the PCs think about any good plan to rescue the kitten and give adventure points to the PC who hits upon the idea adopted. For example, if the players are coming from a waterway, they can use a mouse toy to awaken the other cats and let them escape into the corridor. The goblin will then rush after them in pursuit, giving the party the chance to escape with Emily. They'll need to take off her cat amulet and they use an extra "smaller is smarter" amulets to make her smaller so that one of the party members can carry her. She is unconscious and will have to be carried.

Alternatively, you can cast a spell of "Oh, Go Away!" or go out of the room and imitate the vocal sound of the troll. If they are able to drive out the goblin,

proceed to 9-5). If they cannot avoid fighting with the goblin, proceed to 9-6).

9-5) Talk to Emily

The white kitty cat is Emily. She is asleep (stunned), but the PCs can wake her up with a little coaxing.

Emily cannot speak while she is a kitten, but she can understand what is being said to her by the PCs. If the PCs mention the name of Zau, she will feel relieved. Around the kitten's neck under the long hair, the PCs can see the pendant that has changed her into a kitten.

If they remove the pendant, she returns to a human/elf girl (normal size) After that, if they put Small Pendant on her, she also becomes as small as PCs. From Emily, you can hear that Gulgo the troll loves eating cats and considers them a delicacy, which he sells to other trolls as well. Occasionally he befriends an exceptional looking cat and keeps it



as a pet. Emily was spared being slaughtered for food because he thought she was an exceptional looking cat. Proceed to 9-7).

KILL THE INTRUDERS!



9-6) Battle with the Goblin

If the PCs cannot drive out the goblin from the cat's room there will have to be a battle. As the fight starts the goblin loudly calls for help. That will bring another goblin and Gulgo the troll. In order to fight with them, the team will have to return to the original (full-sized) form. Just remember once removed the amulets will no longer work.

9 - 7) Escaping the Caverns

If Emily gets smaller, the group can aim for the vent again. If you return with the same route, the same encounter will not happen. One player should make a 2nd level saving roll to see if they come across a rat with an MR of 55 (6D6+28). If they do, they'll all have to engage in combat.

The adventure should be nearly over. The GM should arrange one final fight, with a rat or a snake or any suitable adversary, and once the encounter is finished, get the

characters out of the troll cave swiftly and wrap up the adventure.

If the party is at full size when they try to make their exit, the GM should decide whether it is possible for them to escape without being seen. This would require a lot of stealth and luck and the players would need to make one 2nd and one 3rd level saving roll on INT or LK to succeed. Talents in Stealth, Hiding, or any related skill would be useful here.

C. Freedom and Success?

If you escape from the vent, Zau is waiting. Emily is delighted at seeing Zau, but she says, *"Oh, my dear uncle, I hope next time you'll explain its effects beforehand when you give me any gift!"*

Zau happily gives the players the 500 gp he promised them. The players can decide for themselves how to split the loot among themselves based on who did the most during the adventure. If they can't decide, the GM can make

the final decision.

Also, each player should get 100 adventure points as a bonus on top of any they earned during combat and successful saving rolls during game play.

Adding Wandering Monsters

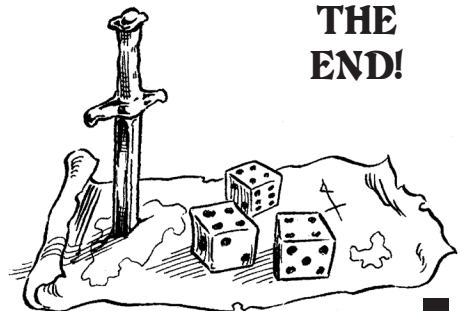
If you want to create a scenario where more battles occur, please use the "Wandering monster table" below. Shake 1d6 and decide which monster you will encounter. Please fight with the physical strength/durability of PCs as they are. To that extent, monster ratings have been raised to indicate how tough the creatures would be if they had the same relative size as the characters.

Wandering Monster Table

Roll	Monster
1.	1 spider (MR 32)
2.	2 rats (MR 28 each)
3.	3 Dung beetles (MR 20 each)
4.	1 Rat (MR 60)
5.	1 Snake (MR 100)
6.	1 ferret (MR 200)

At this point the adventure is over and they can all go back to the tavern for a celebratory drink and well-deserved meal. The players should tally up their adventure points and raise their attributes and levels.

THE END!



The Secret Order of the Eye

Adventure design by Akira John Sugimoto

Edited and enhanced by Ken St. Andre

Translation by Michiko Kasai

Illustrations by Kiyoshi Arai, Chris, & Steve Crompton



Introduction from Ken St. Andre

The Fellowship of the Troll is very pleased to be able to bring our American T&T players a Japanese solo adventure. None of us speak or read Japanese, so we relied upon an English translation of this adventure supplied to us by Akira John and Michiko. Even so, as I read through it I found many places where Americans simply would not say things in that way — places that were vague and confusing. In those places, I have endeavored to change the language into something more colloquial — something that will make sense to an American reader. The adventure that you are about to play comes entirely from the imagination of my friend Akira John, but some of the details come from me.

One innovation that John has made that I like very much is the NPC list of characters. These characters will behave differently toward your player character depending upon whether you have befriended them or not. You can also kill them, and it may be a good idea to do so, because if they're dead, they won't be there to fight you at your disadvantage later in the story.

Aside from these minor changes I have done my best to leave the adventure the same as John wrote it. Good luck in dealing with the Secret Order of the Eye.

Ken St. Andre, August 30, 2017.

Ken St. Andre

Instructions for Play

This solo adventure is available for any level or type of character, but humanoids such as humans, elves, and dwarves are recommended. You might be able to play as a skeleton man or an uruk, but monsters such as trolls, ogres, dragons, etc. simply will not work in this adventure. Any character class is also permitted. Casting magic is limited to those spells that do not require special interpretation. For example, if you wish to cast a *Take That You Fiend* spell or a *Vorpal Blade* spell in combat, feel free to do so. A wizard or rogue could cast a *Knock-Knock* spell to open a locked door instead of making a saving roll to try and unlock it. However, the player could not cast a *Slush-Yuck* spell to turn a stone floor to quicksand beneath charging foes or a wall spell to stop those foes from attacking. The general rule is you may use any magic that does not impede or ruin the flow of play, and you must pay the appropriate cost in WIZ points to do so. Assume that you recover one point of WIZ per paragraph afterwards.

Keep Track of your Paragraphs: Many paragraphs will refer you back to the paragraph you were just one, so its best to write down each paragraph you are on so you'll be able to get back there easier.

About Treasure: If you are instructed to "get treasure", first note the paragraph number you are in, then turn to paragraph 16-1 and randomize to see what treasure you found, then return to the previous paragraph and continue play.

Npc List of Personalities

You will encounter several cult members during this adventure, and their reactions to you may vary at different times. This is a list of characters that you may meet, and you will be instructed to place various marks beside their names when you meet them. If you are sent back to the NPC list at any time to check for marks, come here, check, and then return to the paragraph that sent you here.

- | | |
|--------------|--------------------|
| • Sylvia | • To'Mas |
| • White Eyes | • Petra |
| • Varin | • Teatree |
| • Crowe | • Luna |
| • Hemson | • Bronzehead |
| • Marcos | • Folga |
| • Adamo | • Dreero |
| • Ho | • The Nameless One |

Introduction:

In the mountains north of Khiltarr, a new religious organization called Hakugan — the Order of the White Eyes — has been increasing in power little by little for several years. The Order has set up its headquarters in an old abandoned monastery that they have renovated. When the Governor in charge of Khiltarr sent tax collectors to establish authority over the Order, the collectors were driven away by the members. Rumor has it that these same cultists have also been preying upon caravans and traders that pass through the area and that they oppose the rule of Lerotra'hh, Death Goddess of Khazan. This cannot be tolerated. The City of Khiltarr has outlawed the Order and placed a bounty of 500 gold coins for proof of the death of their leader, Silvia White-Eyes, a dark elf woman said to be a sorceress.

For reasons of your own you have decided to try and collect this reward. Your first task will be to infiltrate the order and get inside the monastery. When you are ready to play, go to **1-1**.



1-1 Entrance

After several days of travel through the rugged mountains north of Khiltarr, you finally reach the headquarters of the White-eyes cult. A narrow path that winds its way through the mountains brings you to the monastery.

In the guardroom near the entrance, a bored spearman looks up into the sky. This appears to be the only way into the fortress-like building. If you wish to confidently walk into the entrance, go to **1-2**. If you'd like to try to sneak in, hoping not to be noticed, go to **1-3**.

1-2 The man stands near the door to the guardroom with the spear in his hand. Make L1SR on CHR (20 - CHR). Please note that if you are a female, you always succeed this SR, but go ahead and roll the dice anyway to see how many adventure points you get from it.

- If you succeed it, go to **1-4**.
- If you fail it, go to **1-5**.



1-3 The guard is more than half asleep. Getting by him is going to require you to be very quiet and fairly quick. Make L1SR on DEX (20-DEX).

- If you succeed it, go to **1-6**.
- If you fail it, go to **1-7**.

1-4 The guard points to the door with the end of the spear and says, “Go straight in and you will find someone to speak with you in the common room.” It seems that he thinks you have come to join the cult. Go to **1-8**.

1-5 The guard attacks you with his spear. Fight him. He has a MR of 24 (3D6+12). If you win the battle, throw his body behind a bush and enter the headquarters. Go to the NPC list and put a + sign by Adamo. This indicates a dead character. Then go to **1-8**.

1-6 You sneak into the headquarters without being noticed. Go to **1-8**.

1-7 The guard wakes up and spots you trying to sneak in. This behavior makes him suspicious. He rushes to attack you, but foolishly fails to sound the alarm. Go to **1-5**.

1-8 You go straight down a hallway and find the common room where many cultists hang out. However, there are not many people staying inside the room when you arrive.

- If you speak to someone, go to **1-9**.
- If you enter the room in a natural manner (feigning calm), go to **2-1**.

1-9 A woman in the room with a third eye painted on her forehead turns and asks you. “Oh, are you a new follower?”

When you answer “Yes”, she welcomes you to the cult surprisingly easily. “You start with the rank of Apprentice, and must dress appropriately.” She opens a closet and hands you a tunic that should fit you. You put it on over your own clothing. This place is high in the mountains and it is fairly cold — an extra layer of clothing actually feels good. Add this equipment (Apprentice clothing) to your character sheet. Go to **15-1**.

1-10 You reach the entrance. You will be challenged when you try to leave. Check the NPC list. If Adamo has a + sign next to him, go to **1-11**. If not, go to **17-1** and make the saving roll described there. Then return here for the results.

- If you succeed it, go to **1-11**.
- If you fail it, go to **17-2**.

1-11 No one pays attention to you. You gain 100 Adventure Points by safely escaping from the cult. Your adventure ends.

2-1 Common Room: A follower in white clothing is cleaning the room. Check the NPC list.

- If Luna on NPCs List has the mark [#], go to **2-3**.
- If Luna on NPCs list has the mark [+], go to **2-9**.
- Otherwise, go to **2-2**.

2-2 The follower is a young human woman. She has finished cleaning the closet, and now sweeps the floor. She looks at you hopefully. It looks like she wants to say something, but is uncertain about speaking to you first.

- If you decide to speak to her, go to **2-5**.
- If you brush past her and open the closet, go to **2-9**.
- If you simply leave the room, go to **2-10**.

2-3 When Luna notices you, she approaches and crowds into your personal space, putting her arms around you, and pressing tightly against your body. Then she starts speaking to you in a husky, breathless voice. In this situation, you cannot do anything but chat with her.

- If you watch for the chance and kill her, go to **2-4**.
- If you make yourself agreeable to her, go to **2-8**.

2-4 You watch the timing when there are no other followers than you two, and ram your dagger into her heart. Just for an instant, she looks surprised. Then she dies, and crumples to the floor. Add the mark [+] beside Luna on the NPCs list. Go to **2-10**.





2-5 The pale woman with big eyes is Luna. Make L1SR on CHR (20-CHR). Note that if you are a male, you always succeed on this SR, but roll the dice anyway to see how many adventure points you get.

- If you succeed it, go to 2-6.
- If you fail, go to 2-7.

2-6 As you speak to Luna, her face instantly lights up with joy.

“I really love Guru Sylvia White-Eyes”, she says and hugs a doll whose eyes are rolled back showing the white of the eye. Then, Luna begins to babble about the charisma of the guru endlessly.

As you listen to her voice, your thinking power gradually weakens. Take a point of damage to Intelligence. Add a mark [#] to Luna on NPCs List. Go to 2-10.

2-7 She stares at you with upturned eyes and hugs the doll more tightly. She does not open up her mind to what you are trying to tell her.. Go to 2-10.

2-8 As you listen to her tell of her unquestioning faith in the guru, your thinking power gradually weakens. You receive 1 point of damage to Intelligence. Go to 2-10.

2-9 You find a set of followers’ clothing for apprentices. If you put it on, you could easily pass as a follower. If you have not gained this set, you may take it. The follower who is cleaning the room is indifferent to you. To find out more about the follower here, go to 2-2. To leave this room to 2-10.

2-10 If you have been doing any “service” (doing some task for the cult), it is the time to go back to it. Go to 15-13. To continue your adventure, go to 15-2.

- If you head for the dining room go to 3-1.
- If you head for Priest Room, go to 7-1.
- If you head for Laboratory, go to 9-1.



3-1 The Dining Room: Several followers are having dinner in the dining room. You peek into the kitchen casually. Check NPCs List and see if Petra has the mark [#] or [+].

- If she has [#], go to 3-2.
- If she has [+], go to 3-3.
- If she has neither of them, go to 3-4.

3-2 While you are watching the chef, Petra speaks to you cheerfully from the kitchen, “Are you hungry?”

You gain a piece of meat and a bottle of liquor. You sit down and eat and drink. The nourishment makes you feel better. If your CON is not at its base value, add 1 to your CON. The drink is a magical fluid that adds 1 point permanently to your STR. Go to 3-7.

3-3 In the kitchen, someone is awkwardly cooking dinner. The cook must be a temporary employee. Clearly the cook’s mind is too busy for cooking to care about you. You may take any liquor and snacks as you like. However, now is not a good time to eat them. Put them in your pack and go to 3-7.





3-4 The cook is a female hob and tells you not to enter the kitchen because she is now preparing for the meal. If you came here to do some to do some task for the cult, she tells you to clean the dining room. Perhaps you would rather not obey a menial cook, but just see an opportunity to eliminate another cult member by slaying her, or perhaps you want to maintain your cover.

- If you fight against the cook, go to **3-5**.
- If you obediently go out, go to **3-7**.

3-5 In the first turn before the melee starts, the hob throws the great kitchen knife at you. Her Dexterity is 22. To decide if the knife hits you or not, she makes a L2SR on Dexterity (25-Dex). If it looks like the knife will hit you, then you may make a DEX SR in order to dodge it. If you are human or elf, a L2SR on Dexterity is required to avoid damage. If you are a dwarf, hob, leprechaun, or fairy a L3SR on Dexterity (30-Dex) is needed. If you are any other kindred you need a L8SR (55-Dex.) If the knife hits you, roll damage of 3d6+10. Wearing any sort of armor will help protect you from this damage. If you are still alive, then both of you engage in close hand-to-hand combat. The cook is named Petra, and these are her attributes:

Petra

Strength 6, Constitution 20, Dexterity 22, Luck 9, Intelligence 10, Wizardry 10, Charisma 13, Speed 11, Personal adds +10. She attacks with a cleaver that is a 3D6 weapon. Fight to the death. If you win, go to **3-6**. If you lose, close the book.

3-6 You put the cook's corpse into a vacant shelf inside the pantry where it won't be noticed by anyone who just walks into the kitchen. You may take any amount of liquor and foods if you like. Add the mark (+) to Petra on NPCs List, then go to **3-7**.

3-7 If you have been doing any 'service', it is the time to go back to it. Go to **15-13**. Otherwise, decide what to do.

- If you go to the common room, go to **2-1**.
- If you go to the training house, go to **5-1**.
- If you go to the quarry, go to **6-1**.

4-1 Stables: This is a facility that keeps large animals. Does Ho on the NPCs list have any mark?

- If he has (#), go to **4-2**.
- If he has (+), go to **4-8**.
- If he has neither of them, go to **4-10**.

4-2 Ho smiles at you and talks about the stable. According to him, his job is breeding a "Holy Beast", To'Mas, which was given by the great god Ohtariel. To'Mas appears to be a great mystic bull. Ho tells you that Thomas needs a rider to get his daily exercise, and he would like you to try it. You are alone with Ho. This is another chance to weaken the cult by killing an important member. Perhaps it would be better to learn about this "Holy Beast" and try to ride it. Or, you could always just refuse and leave.'

- If you go to ride on To'Mas, go to **4-3**.
- If you attack Ho, go to **4-7**.
- If you leave here, go to **4-14**.

4-3 Check the NPCs list. If To'Mas has the mark (#), go to **4-13**, otherwise, continue reading. To'Mas seems to be a very smart beast. Make a L1SR on Strength (20-STR).

- If you succeed it, go to **4-4**.
- If you fail it, go to **4-5**.

4-4 Ho has already saddled the mystic bull. All you must do is swing yourself aboard and ride it out through the stable door, but the moment that your seat hits the saddle, the beast bucks violently and tries to shake you off. You clamp your knees firmly and stay in the saddle until To'Mas quits bucking. If you have a dose of White Lotus Incense, go to **4-9**. If not, go to **4-11**.

4-5 The bucking catches you by surprise and you fall to the floor of the stable. The mystic bull immediately puts its head down and gores you with its horn. Roll 2d6 and take that much damage (Armor protection is valid). If that kills you, close the book. If you still live, go to **4-6**.





4-6 Ho gets between the beast and you and rescues you. "It is strange. I do not know why it is so excited." To'Mas' eyes seem to shine with ominous light as if seeing through something. You know that the creature recognizes you as an enemy. Go to **4-14**.

4-7 The Holy Beast breaks the fence and rushes forward, trying to protect the trainer. You must fight against the trainer Ho and the mystic bull at the same time. Although Ho is a human, we will treat him as a low level monster for this fight. He has a MR of 15, getting 2D6 +8 adds in combat. His leather clothing gives him armor Protection of 3 points To'Mas has a MR of 40 (5D6 + 20) The mystic bull fights with horn and hooves. This is a fight to the death. If you win, add the mark (+) to both Ho and To'Mas on the NPCs List. Go to **4-8**.

4-8 You are standing in the stable by yourself. You look around to see if there is anything worth taking. The only thing of real value seems to be a short bullwhip. If you are a wizard you sense magic on the weapon. (Weapon damage 3d6, required Strength 13, required Dexterity 14, Weight units 60) You may take the whip if you wish and then go to **4-14**.

4-9 When Ho takes his eyes off of you, you let To'Mas smell the drug that you have. The White Lotus Incense has its effect and the beast is absolutely charmed by you! Add the mark (#) to To'Mas on NPC's List. From now on, if you must fight against To'Mas somewhere, you will win automatically without fighting. Or, if To'Mas appears with the enemy, this besotted animal will be on your side and will fight for you. Go to **4-14**.





4-10 A tall elf is taking care of the mystic bull. He is a trainer named Ho. He squints at you suspiciously. Go to **17-1** and make a SR on Charisma. Then return here for the result.

- If you succeed, go to **4-11**.
- If you fail it, go to **4-12**.

4-11 He stops doubting you and smiles at you. Add the mark (#) to Ho on NPCs List then go to **4-14**.

4-12 Ho is a perceptive elf. He stares at you cautiously, shows a surprised look and shouts loudly. It seems that you have been found out. You hear the footsteps of the soldiers coming.

- If you run away, go to **4-15**.
- If you fight against them, go to **17-2**.

4-13 To'Mas obediently lets you mount him. Go to **4-14**.

4-14 If you have been doing any 'service', it is the time to go back to it. Go to **15-13**. Otherwise, decide what to do next.

- If you go to the training house, go to **5-1**.
- If you go to the quarry, go to **6-1**.

4-15 Before the soldiers arrive, you rush out of the room. On the way, you and the soldiers pass each other, but you do not arouse their suspicion. You go outside directly from the entrance. Gain 100 Adventure Points by escaping alive. Your adventure ends here.

5-1 Training center: You find a small ground with a fence and a little armory. Does Marcos on the NPCs List have any mark?

- If he has (#), go to **5-2**.
- If he has (+), go to **5-3**.
- If he has neither of them, go to **5-4**.

5-2 Marcos cracks a smile and waves at you. If you are a warrior or rogue, he is happy to train you. You spend some time training with Marcos, and learn a new shield trick. If you are not a warrior or a rogue he chats with you about the weather and then sends you on your way. If you have never

been trained here before, you gain 50 Adventure Points. Go to **5-7**.

5-3 There are all kinds of full armor. You may pick any suit of armor that you have the strength to wear (if you like), because there is no one to stop you. Choose your armor from the dT&T rulebook. *(or use the mini-rule armour list in this book.)* Go to **5-7**.

5-4 A sulky, strong-muscled warrior is training here. He is fully armed with weapons and armor. If you are carrying any meat with you, you may tell him that you brought him some snacks. That would probably make him friendly to you.

- If you say you brought snacks, go to **5-5**.
- But this is a chance to weaken the cult by slaying one of its members. He looks pretty tough, but perhaps you are tougher. If you attack him, go to **5-6**.
- If you neither feed nor fight, go to **5-7**.

5-5 He is always hungry because of his job. So he is much delighted at your offer. Add the mark (#) to Marcos on NPCs List. Go to **5-7**.

5-6 You have made a foolish choice. I told you that he is fully armed, didn't I? Marcos has an MR30, (4D6+15) but since he is wearing a complete set of leather armor, he has 6 protection points (12 points in total because he is a warrior). Also, add 4 points to the result of his damage roll. If you win the battle, add the mark (+) to Marcos on the NPCs List. Go to **5-3**.

5-7 If you have been doing any task for the cult, it is the time to go back to it. Go to **15-13**. Otherwise, decide what to do next.

- If you go to the dining room go to **3-1**.
- If you go to the stable, go to **4-1**.
- If you go to the quarry, go to **6-1**.
- If you go to the forge, go to **8-1**.





6-1 The Quarry: In the quarry, Evil Kindred are working. Does Folga have a mark on the NPC List?

- If he has (#), go to **6-2**.
- If he has (+), go to **6-4**.
- If he has neither of them, go to **6-7**.

6-2 Folga, the slavemaster comes over to you and taps you on the shoulder. “Hi, noob, what’s up?” You talk to him for a while and learn that this is an iron mine. He seems to like you. If you ask him to give you some sample minerals, go to **6-3**.

- Otherwise, go to **6-9**.

6-3 With a frown, he gives you a sack of ore. It will be a good material for weapons. When you forge a weapon with this, you can add +1 to its Weapon damage. Delete the mark (#) from Folga on NPCs List. Go to **6-9**.

6-4 The slaves stare at you with bloodthirsty eyes. Make a L1SR on Luck (20-LK).

- If you succeed it, go to **6-5**.
- If you fail it, go to **6-6**.

6-5 You have had a look around in the quarry. Fortunately, nothing bad happens. Go to **6-9**.

6-6 Suddenly there is a slave revolt! As the slaves run rampant, you briefly get caught up in the Chaos. Although manage to avoid most of the onslaught, you still end up taking 2d6+2 of damage. (Armor will help protect you in this situation.) If you survive this damage, go to **6-9**. If you don’t, close the book.

6-7 Folga, the overseer of the quarry, is standing there. He is an ogre, and he is not happy to see you. He looks pretty tough, but this is another opportunity to weaken the cult by slaying one of its key members.

- If you try to defeat him and take some ore, go to **6-8**.
- If you decide that this is not a good time to pick a fight, you can leave here, go to **6-9**.

6-8 Folga is furious and goes berserk. Now, you have to fight against him.

Folga: Strength 23, Constitution 28, Dexterity 9, Luck 7, Intelligence 5, Wizardry 10, Charisma 15, Speed 11, Personal adds + 11 Weapon damage 6d6, required Strength 18. If you lose, you’re dead—close the book. If you win, you may take enough ore to forge a weapon. When you forge a weapon with these, you can add +1 to its Weapon damage. Add the mark (+) to Folga on the NPCs List. Go to **6-9**.



6-9 If you have been doing any task for the cult, it is the time to go back to it. Go to **15-13**. Otherwise, decide what to do next.

- If you go to the dining room, go to **3-1**.
- If you go to the stable, go to **4-1**.
- If you go to the training house, go to **5-1**.

7-1 Priest room: You enter Priest Varin’s room. He is a good-hearted young man with clear eyes and he is working on a pile of parchments. When you enter the room, he does not even raise his head. “The trash bin is over there”, he says, pointing at the corner of the room with his quill pen. You see a set of the followers’ clothes (group leader) is hung in the closet.

- If you try to clean the room, go to **7-2**.
- If you talk to him, go to **7-4**.
- If you steal the followers’ clothes (group leader’s), go to **7-5**.
- If you fight against Varin, go to **7-8**.

7-2 You silently clean the room. When you finish the cleaning, Varin looks at you for the first time. “Thank you. Kneel down here.” Varin points the floor.

- If you obey his order, go to **7-3**.
- If you decline his offer, go to **7-9**.
- If you attack him, go to **7-8**.





7-3 Varin gives you his blessings. The effect of these blessings continues until the end of today. His blessing has two effects. **First:** All level 1 spells directed toward you will be ineffective.

Second: When you fight against undead, your damage hits are doubled.

You thank the priest and go to **7-10**.

7-4 Varin says coolly, "Do not disturb me." It would be difficult to become friends with him, Go to **7-10**.

7-5 Make a L1SR on Dexterity (20-DEX).

- If you succeed it, go to **7-6**.
- If you fail it, go to **7-7**.

7-6 You get a set of the followers' clothes (group leader). Go to **7-10**.

7-7 At the moment you reach out your hand to steal the clothes, Varin raises his head. He realizes what you are doing, and rings the bell near at hand. Go to **17-2**.

7-8 Because Varin himself is not good at fighting, you can kill him almost instantly. But before he dies, he rings the bell near at hand. Go to **17-2**.

7-9 Varin becomes suspicious at you. Go to **17.1** and make the appropriate Charisma SR. Then return to this paragraph.

- If you succeed it, go to **7-10**.
- If you fail it, go to **17-2**.

7-10 You quickly make an excuse and say you were just straightening things up. You cannot steal this clothing. Varin looks at you for a moment and then concentrates on his work again. You finish your task and Varin dismisses you. If you feel like you've done enough work for one day, go to **15-13**.

Otherwise, decide what to do next. If you go back to the corridor, you can go to the common room or Guru's private room. Also, there is a stairway that will take you downstairs from this room.

- If you go to the common room, go to **15-2**.
- If you go to Guru's private room, go to **11-2**.
- If you go downstairs, go to **13-1**.

8-1 Forge: This is a forge. Does Bronzehead on the NPCs List have any mark?

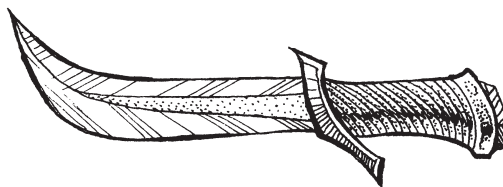
- If he has (#), go to **8-2**.
- If he has (+), go to **8-4**.
- If he has neither of them, go to **8-5**.

8-2 In a dimly-lit workplace, a dwarf smith, Bronzehead, is beating a red iron bar flat. "If you have any ore with you, or if you are carrying a weapon, he glowers at you and says, "Give me that. I'll harden it" He is the smith for the cult, and he assumes that anyone who enters his domain has come to have work done. He can also harden any sword or dagger as long as it is not a magical one.

- If you get him to forge your weapon, go to **8-3**.
- If you decline his offer for now, go to **8-9**.

8-3 If your weapon has never been forged by this dwarf, it gains +3 to its weapon damage. If you bring ore from the quarry, you may choose one sword or dagger you like from the weapon tables in the dT&T rules. It gains an additional +2 to its weapon damage. Go to **8-9**.

8-4 You are standing in a deserted forge. There is no fire burning and the forge has gone cold. You see two weapon racks full of cutlery, one full of daggers and the other full of swords. You can take any daggers (Weapon damage 2d6+3, required Strength 1, required Dexterity 1, Weight units 10) and any short swords (Weapon damage 3d6+3, required Strength 8, required Dexterity 7) as many as you like. Go to **8-9**.



8-5 In a dimly-lit workplace, a dwarf smith, Bronzehead, is beating a red iron bar flat. You talk to him, but he ignores you. You see an opportunity to deprive the cult of a valuable member by slaying him, but it might not be a good idea.

- If you try to attack him, go to **8-6**.
- If you do not want to disturb him, go to **8-7**.

8-6 Bronzehead is MR 30. (4D6+15) He fights with the red-hot sword, which he has been hardening. The red-hot sword can easily burn out armor. Any armor once having absorbed damage from it becomes useless. Also, the damage you receive will be tripled, including Spite damage. If you win the battle, you gain a treasure. Add the mark (+) to Bronzehead on the NPCs List and go to **8-9**.

8-7 The dwarf stops making weapons for a while and looks at you.

“Hey, this is thirsty work,” he growls. “Did you bring me something to drink?”

You understand that he wants to have some liquor.

- If you give him some liquor, go to **8-8**.
- Otherwise, go to **8-9**.

8-8 The dwarf happily takes the liquor. Add the mark (#) to Bronzehead on the NPCs List. Go to **8-9**.

8-9 If you have been doing some task for the cult, it is time to go back to it. Go to **15-13**. Otherwise, return to the training house because there is no other path you can take right now. Go to **5-1**.

9-1 Laboratory: This room is full of various stuffs. It seems like an Alchemist’s room. Does Hemson on the NPCs List have the mark (+)?

- If he does, go to **9-5**.
- Otherwise, go to **9-2**.

9-2 The Alchemist, Hemson, notices you and waves you to enter the room. “You came at the right time! I do not know who you are, but I have just completed a wonderful new medicine!”

With a wide smile and a friendly tone, he guides you to the restraining chair. “Come have a seat. I want to



try it on you. But, I must strap you in for your safety. Are you ready?”

- If you follow him, go to **9-3**.
- If you refuse to follow him, go to **9-4**.

9-3 He straps you to the chair in order to “assure your safety”. He pulls out a strange device, a glass tube with a sharp point on one end and some green fluid inside it. After he injects that liquid into a vein in your arm, your whole body begins trembling. Roll 1d6 and subtract that number from Intelligence permanently. You experience various hallucinations. If this is your first experience of the new medicine, gain 200 Adventure Points. Hemson seems satisfied. Go to **9-13**.

9-4 Hemson is surprised and tells you to get out. He seems quite furious.

- If you fight against him, go to **9-10**.
- If you change your mind and agree to take the new medicine after all, go to **9-3**.
- If you go out of this room, go to **9-13**.

9-5 If this is the second time you visit this room after Hemson’s death, go to **9-6**. If this is the first time, “Ward for Intruders” which Hemson left behind before he died will work. Make L1SR on Luck (20-LK). • If you succeed, go to **9-7**. • If you fail it, go to **9-8**.

9-6 Nothing happens. Go to **9-13**.



9-7 At the same time as you hear the whizzing sound, a crossbow bolt cuts deep into the wall. You were just able to avoid it! Go to **9-9**.

9-8 Roll 2d6 and take that much damage (Armor Protection applies). If you take even 1 point of damage, the poison applied to the bolt takes effect. Reduce your Strength by 3 points. This reduction will recover at the end of this adventure. Go to **9-9**.

9-9 You may gain a treasure from the room. Go to **9-13**.

9-10 Hemson drinks a potion before the battle starts. In the first turn, his MR is 20. (3D6+10)

- If you slay him in the first turn, go to **9-11**.
- If you do not, go to **9-12**.

9-11 Add the mark (+) to Hemson on the NPCs List and go to **9-13**.

9-12 With strange sounds, Hemson transforms into a werewolf. His MR increases by 50 and all wounds are healed. (Hemson the werewolf has a new MR of 60 (7D6 + 30). You must fight to the death.

- If you win the battle, go to **9-11**.
- If you die, close the book.

9-13 If you have been doing some task for the cult, it's time to go back to it. Go to **15-13**. Otherwise, decide what to do next.

- If you go to the common room, go to **2-1**.
- If you go to the chapel, go to **10-1**.

10-1 The Chapel: Does Crow on NPCs List have the mark (+)?

- If he does, go to **10-2**.
- Otherwise, go to **10-3**.

10-2 There is nobody in the chapel. Go to **10-6**.

10-3 The chapel is the place used for special rituals. There is a guard here, the golem called Crow. He is guarding the door leading to the altar in the back, where Sylvia is. The golem is made of rugged metal, with a keyhole in his chest. To get past the golem you will have to fight it, but it will not bother you as long as you don't try to enter the chapel.

- If you fight against the golem, go to **10-4**.
- Otherwise, go to **10-7**.

10-4 The golem has a MR of 80 (9D6+40). If you win the battle, add the mark (+) to Crow on the NPCs List and go to **10-6**.

10-5 You cautiously approach Crow and insert the key in the keyhole. The golem stops his movement completely. Add the mark (+) to Crow on the NPCs List and go to **10-6**.

10-6 You have to enter the altar in the back if you want to kill Sylvia and take her head. What will you do?

- If you go to the altar in the back, go to **12-1**.
- Otherwise, go to **10-7**.

10-7 If you are doing some task for the cult, it is the time to go back to it. Go to **15-13**. Otherwise, decide what to do next. You can return to the corridor and go to the laboratory or Guru's private room. Also, in the chapel, there are stairs that leads to the basement.

- If you go to the laboratory, go to **9-1**.
- If you go to Guru's private room, go to **11-2**.
- If you go downstairs, go to **14-1**.

11-1 Guru's private room: Priest Varin gives you a mask. It will counter the effect of "*Poisonous Smoke*" in this adventure. Go to **11-2**.



11-2 You open the door and find yourself in a small room. Your vision is blurred because of thick white smoke. But a bed covered with linen and a tropical lamp catch your eyes. Take Damage of 2 points to Intelligence due to "Poisonous Smoke".

- If your Intelligence becomes 0 or less, go to **15-17**.
- If your Intelligence remains 1 or more, go to **11-3**.

11-3 Guru Sylvia is not in this room. You may search the room if you wish.

- If you try to search for something valuable, go to **11-4**.
- If you leave the room, go to **11-7**.

11-4 Take damage of 2 points to Intelligence due to "Poisonous Smoke". If your Intelligence becomes 0 or less, go to **15-17**. Otherwise, make a L1SR on Luck (20-LK).

- If you succeed, go to **11-5**.
- If you fail, go to **11-6**.

11-5 If this is the first time you visit this room, you gain a treasure. Additionally, you get 1D6 doses of White Lotus Incense (a kind of drug administered by breathing its fumes). This is a narcotic which the cult of White-eyes uses to brainwash its followers. Lacking the spells required to completely brainwash a human, one dose will act as a *Spirit Mastery* spell which affects one human for 1d6 hours. For now, go to **11-7**.

11-6 You cannot find anything valuable. It will be quite dangerous to stay here too long. Go to **11-7**.

11-7 If you have been doing some task for the cult, it is the time to go back to it. Go to **15-13**. Otherwise, decide what to do next.

- If you go to the common room, go to **2-1**.
- If you go to the priest room, go to **7-1**.
- If you go to the chapel, go to **10-1**.

12-1 The Altar: Sylvia White-eyes, Guru of the cult, is praying in front of the cult symbols and the idol. She stands up and stares at you with eyes that have no pupils.

"Have you come here to kill me?"

You move forward a step, feeling as if she

could read your mind. She speaks to you in a husky whisper. "You think your eyes are seeing this world, don't you? But there is another place you must see. If you look at the void with the white of the eye, you would be able to see a new world." The

calm low voice seems to infiltrate into your mind. Every word from Guru has a dangerous glamour. As you listen to her speech, you become eager to hear the next word, and the next, and the next. Make L1SR on Constitution (20-CON).

- If you succeed, go to **12-2**.
- If you fail, go to **12-5**.

12-2 You kick the ground and jump at Guru.

- If Thomas on NPCs List does not have the mark (+), go to **12-4**.
- If he does, go to **12-3**.

12-3 In the room, there is no one except Sylvia. Write down this paragraph number, check Sylvia's attribute stats at **17-4**, and then start fighting. You will find her quite formidable. This is a fight to the death. If you win, go to **12-6**. If you fail, close the book.

12-4 When you approach Sylvia, the holy beast, To'Mas, appears out of the shadows behind her. Write down this paragraph number and check Sylvia's attribute stats at **17-4**. Holy Beast, To'Mas, is MR 40. You must fight both of them at the same time. This is a fight to the death. If you win, go to **12-6**. If you lose, close the book.

12-5 You take damage of 2 points to Intelligence. If your Intelligence becomes 0 or less, go to **15-17**. The voice of Guru has an irresistible glamour. If you cannot resist it, this situation would continue forever. Make L2SR on Constitution (25-CON).

- If you succeed, go to **12-2**.
- If you fail, go to **12-5**.





12-6 You have defeated Sylvia White-eyes. If you bring her head back to City of Khiltarr, they will give you 500 gp. It will be dangerous for you to stay here too long. It is better to leave now. Gain 300 Adventure Points by accomplishing your mission. Congratulations!

13-1 Torture chamber: Does Drelo on the NPCs List have the mark (+)?

- If he does, go to **13-2**.
- If he does not, go to **13-3**.

13-2 A thick silence fills the deserted torture chamber. Go to **13-11**.

13-3 You are now in a basement torture chamber. An uruk torturer, Drelo, is torturing a human. When you enter the room, Drelo asks, "Why in the world are you disturbing my pleasant torture? I am busy making this human into a submissive pig."

- If you answer Drelo in a friendly manner, go to **13-4**.
- If you are enraged by this torture and wish to attack the uruk, go to **13-7**.

13-4 Drelo squints at you skeptically. Go to **17-1** and make a Charisma SR. Then return here.

- If you succeed, go to **13-5**.
- If you fail, go to **13-6**.

13-5 Drelo sneers at you and tells you to leave. Go to **13-11**.

13-6 Drelo pulls the rope which dangles at the corner of the room and rings a bell. Go to **17-2**.

13-7 Drelo is MR22 (3D6+11). His weapon is poisoned and its damage hits are doubled, including Spite damage.

- If you can slay him in the first combat turn, go to **13-8**.
- If you cannot, go to **13-6**.

13-8 You have killed the cruel torturer.

Add the mark (+) to Drelo on the NPCs List. How should you handle the human torture victim? There is no doubt that he has seen and remembered your face. "I will never speak of you to anyone" The man mutters when his eyes meet your gaze.

- If you try to kill him, go to **13-9**.
- If you release him, go to **13-10**.

13-9 You put an end to his life. It must be a correct choice from the viewpoint of risk management, but it is a heartless thing to do. Reduce your CHR by 3 points. Go to **13-11**.

13-10 You release the man and leave the chamber. Though you know nothing about it, the man is a slave and works for the person called Folga. Add the mark (#) to Folga on the NPCs List. Go to **13-11**.

13-11 If you have been doing some task for the cult, it is the time to go back to it. Go to **15-13**. Since the only exit from the torture chamber is to go back upstairs, go to **7-1**.

14-1 The Catacomb: This is an underground graveyard. When this place was used as a monastery, the monks used to bury their dead here. This catacomb is filled with the scent of death. Does Nameless One on the NPCs List have the (+) mark?

- If it does, go to **14-3**.
- If it does not, go to **14-2**.

14-2 As you step into the graveyard, an undead liche steps out of the shadows and immediately attacks you. It has a MR of 50 (6D6+25). You must fight this zombie. Since it is already dead, you cannot kill it, but you can do enough damage as to chop or smash it into ineffectual pieces. If you win, you gain a treasure and a strangely shaped key. Add the mark (+) to Nameless One on the NPCs List and go to **14-3**.



14-3 This catacomb does not connect to any other place. You must return to the staircase you used to come here. Go to **10-1**.

15-1 Your new equipment consists of a rough brown tunic that hangs from shoulders to knees. A crudely sewn patch showing a wide-open eye with a white eyeball decorates the chest. It is surprisingly thick and warm and will provide 1 point of armor in battle. "Now that you are properly dressed," says the woman, "you should do some work to justify being here and prove yourself. I have a task for you." Go to **15-12**.

15-2 You arrive at the common room and see some followers going in and out. It seems like a good idea to talk to someone and try to learn more about the cult. Who will you try to talk to?

- If you choose a dark-skinned dwarf, go to **15-4**.
- If you choose a hob girl with the apron, go to **15-9**.
- If you don't talk, but just choose to do some task for the cult, go to **15-12**.
- If Luna has the (#) mark, go to **15-3**.

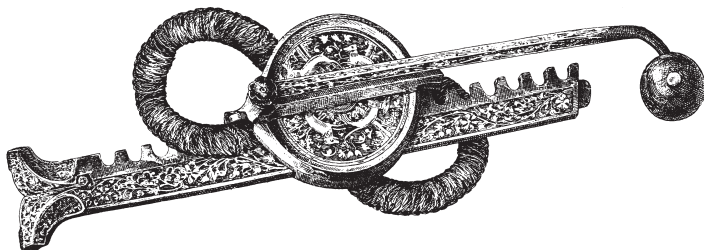
15-3 When you enter the common room, Luna, who has been hiding in shadow, happily approaches and starts talking to you. As you listen to her simple speech, your mind grows fuzzy and numb. Take damage of 1 point to Intelligence. • If you guide Luna back into the shadows and kill her, make a L2SR against Luck (25-LUCK). • If you make it, return to **15-2**. If you fail, Luna screams. Go to **17-2**. If you allow the cutie to live, go to **15-12**.

15-4 The dwarven blacksmith stares at you without a word. He dresses in the poor clothing scorched by sparks.

- If Bronzehead in NPCs List has the mark (#), go to **15-5**.
- Otherwise, go to **15-6**.

15-5 When you talk to him, the dwarf nods silently and waves his hand. Then, he pours out his troubles in a gloomy tone. Bronzehead is responsible for caring for a golem called Crow. This golem is the guardian of the chapel. The movement of the golem can be controlled with a key, but he

says he has recently lost the key. You get the useful information. When you have the opportunity to use a strange-shaped key, and if you have that key, then go to **10-5** without being told to do so in the text. Now go to **15-12**.



15-6 The dwarf keeps silent, but does not seem hostile. Make L1SR versus Charisma (20-CHR).

- If you succeed, go to **15-7**.
- If you fail it, go to **15-8**.

15-7 Add the mark (#) to Bronzehead on the NPCs List, then go to **15-12**.

15-8 Because Bronzehead is a dwarf of few words and little facial expression, you cannot feel certain that he understands your words. Go to **15-12**.

15-9 The female hob brightly laughs at you and the people around you.

"Wow, it was a heavy day today, too," she says.

"They work us pretty hard in this place, but we are all happy to serve Guru Sylvia. She is a cult cook named Petra.

- If you want to make a friend of her, go to **15-10**.
- If you ask her to give you some meat and wine, go to **15-11**.

15-10 She treats everyone in a friendly manner, like a loving mother. Add the mark (#) to Petra on the NPCs List, then go to **15-12**.

15-11 Petra frowns and answers you. "I'm sorry, but food is strictly controlled here and I cannot just give you some whenever you wish. There is food and drink on the table over there. Take what you need, but do not waste any. Go to **15-12**.

15-12 The time for ‘service’ has come. In this service, followers divvy up tasks. Roll 1d6. However, if you are wearing the followers’ clothing for a group leader, add 3 to the result. Add 6 if you are wearing the followers’ clothing for cadre. Check your result on the list shown below.

- If the result is 1, go to **2-1**.
- If the result is 2, go to **4-1**.
- If the result is 3, go to **8-1**.
- If the result is 4, go to **3-1**.
- If the result is 5, go to **5-1**.
- If the result is 6, go to **10-1**.
- If the result is 7, go to **9-1**.
- If the result is 8, go to **6-1**.
- If the result is 9, go to **7-1**.
- If the result is 10, go to **13-1**.
- If the result is 11 or more, go to **11-1**.

15-13 It is dark now. The followers gather in the common room, which is filled with excitement. From somewhere hidden haunting music in a minor key

begins to play. All of the followers begin to chant, nonsense syllables that mean nothing to you, but you feel an urge to learn the words and chant along. A double door opens, and a woman appears on a mikoshi, a portable shrine carried by four strong men. She is scantily dressed, but she has an extraordinary presence.

“Her highness Sylvia!” “Our Guru!” The voices calling her name fill the room. As Guru stands on the portable shrine, the room falls utterly silent.

“Sylvia, Guru of White-Eyes, will give you today’s blessing.”

After making the followers kneel, Sylvia comes down from the portable shrine. Then, she holds the head of a follower by both hands and looks up with some chanting. At that instance, with a roaring sound, white lightning pierces through the follower’s head. After several followers experience the same ritual, your turn comes. This may be your chance to slay the cult leader and complete your mission.

- If you offer your head to her, go to **15-14**.
- If you attack her, go to **15-22**.





15-14 As Sylvia's slender fingertip touches the side of your head, a strong jolt runs through you from the top of your head to the soles of your feet. Make L2SR on Constitution (25-CON).

- If you succeed, go to **15-15**.
- If you fail, go to **15-16**.

15-15 You take damage of 3 points to Intelligence.

- If your Intelligence becomes 0 or less, go to **15-17**.
- If your Intelligence has more than 0 point, go to **15-18**.

15-16 Roll 1d6, and take that much damage to your Intelligence.

- If your Intelligence becomes 0 or less, go to **15-17**.
- If your Intelligence still has more than 0 points, go to **15-18**.

15-17 Your brain becomes dull and goes blank. You forget what your mission was. Now you live only to serve the Guru—that is your happiness. You become a follower and the cult of White-Eyes. The cult gains more power. Put your character sheet in the page of **17-2**. If any character sheet has already been placed there, discard it and replace with your current character sheet. Your adventure ends here.

15-18 Your mind does not work properly. That lightning is dangerous, you think... it gives damage that would deprive people of their ability to think for themselves. But you are still OK. Strangely, your Constitution has increased by 3 points. Go to **15-19**.

15-19 The ritual prayer begins. The Guru says nothing. She just stares at the ceiling with the white of her eyes. You do not understand at all what she is thinking. The priest Varin takes charge of the ritual and starts the meeting.

- If you do not have the followers' clothing of a group leaders and if there are 2 marks of (#) or more on the NPCs List, go to **15-20**.
- If you do not have the followers' clothing of the cadres and if there are 5 marks of (#) or more on the NPCs List, go to **15-21**.
- Otherwise, go to **15-25**.

15-20 Varin hands you a set of followers' clothing for a group leader. From today, you will be treated as a group leader. Go to **15-25**.

15-21 Varin gives you a set of followers' clothing for the cadre. From today, you will be treated as a cadre. Go to **15-25**.

15-22 You fight against Sylvia. Write down this paragraph number and check Sylvia's attribute stats at **17-4**. Then start fighting against her. You must fight to the death. If you win, go to **15-23**. If you lose, close the book.

15-23 The cult plunges into turmoil. You have defeated Sylvia, but will you be able to escape from this cult alive? Fight against the enemies shown below at the same time. But you may ignore any enemy with the mark (+) on NPCs List.

- Marcos MR 30
- Adamo MR 24
- Ho MR 20
- To'Mas MR 40

If you win, go to **15-24**.

15-24 You have defeated Sylvia White-eyes. If you bring her head back to City of Khiltarr, they will give you 500 gp. It would be dangerous to stay here too long. Let's leave here now. Gain 300 Adventure Points by completing the adventure. Congratulations! The End.

15-25 Your day in the cult ends and another morning comes. A new day begins.

- If you continue secret activity, go to **15-12**.
- If you sneak out of the common room, go to **15-26**.

15-26 You start "Searching" inside the cult hideout. You have to act without inviting suspicion. Where will you go next?

- If you head for the cafeteria, go to **3-1**.
- If you head for the priest's room, go to **7-1**.
- If you head for the laboratory, go to **9-1**.





16-1 Treasure Table: Roll 1d6 to determine what treasure you found. After that, return to the paragraph you have come from.

1. Magical amulet, go to **16-2**.
2. A magic potion, go to **16-3**.
3. Jewel, go to **16-4**.
4. Artifact, go to **16-5**.
5. A small idol, go to **16-6**.
6. Holy Sword called La Mano, go to **16-7**.

16-2 This amulet will absorb damage of 15 points from the *Take That You Fiend!* spell. After absorbing that amount of damage, its magical power runs out.

16-3 If drunk, the potion will recover 6 points to either Constitution or Intelligence. You may use this effect only once.

16-4 Weight unit 1. After you complete this adventure, you can sell this small jewel for 100 gp.

16-5 This is a part of a saint. You get a bone of his fourth finger. It is useless, but you gain 50 Adventure Points due to touching such a precious thing.

16-6 While you carry this statue of Ohtariel, your Charisma increases by 2 points. Even if you have more than one of these statues, the effect is not cumulative. Weight units 200. Value 200gp.

16-7 La Mano is a magical sword. Its weapon damage is 4d6. Strength requirement 12, Dexterity requirement 12. Weight units 70. It has been enchanted to be especially dangerous to undead creatures. All weapon damage against liches, zombies, ghosts, vampires and any other undead will be doubled.

17-1 Detection: It is always possible that your imposture of a cult member will be found out. This is a moment of such danger. Make a Saving Roll on Charisma. The basic level is 1st level, but you must modify the level according to the conditions shown below. (see next column)

- If you wear the followers' clothing (apprentice), reduce it by 1 level.
- If you wear the followers' clothes (group leader), reduce it by 2 levels.
- If you wear the followers' clothing (cadre), reduce it by 4 levels.
- If you have a weapon with Weapon damage 2d6 or more, add 1 level per extra d6 (if the weapon damage is 3d6, the level of SR will be L2, if it is 4d6, the level will be L3, etc.)
- If your armor absorbs 6 to 10 points of damage (not including Warrior bonus), add 1 level
- If your armor absorbs more than 10 points (not including Warrior bonus), add 2 levels
- Add +1 level per person on the Dead NPCs List. Return to the paragraph that sent you here, and make the SR.

17-2 They seem to have sensed some disorder. The soldiers rush at you to capture you. Fight against the enemies shown below at the same time. However, you may ignore the enemies with the mark (+) on NPCs List. • Marcos MR 30 • Adamo MR 24 • Ho MR 20 • Thomas MR 40 • A character whose character sheet is put into this page (if any.) If you win, go to **17-3**. If you lose, you're dead. Close the book.

17-3 Upon hearing sounds of further reinforcements, you retreat. You gain 100 Adventure Points by managing to escape alive, even though you did not kill Sylvia. Your adventure ends here.

17-4 Sylvia White-Eyes: Strength 16, Luck 19, Constitution 20, Dexterity 22, Intelligence 23, Wizardry 30, Charisma 13, Speed 11, Personal Adds +21
Weapon: Magic Wand (Weapon damage 2d6 + 2). Sylvia casts *Take That You Fiend!* at first level on you every battle turn. She is a third level wizard with Intelligence 23. It only costs her 1 point of WIZ to cast a first level *TTYF* spell. She will cast *TTYF* each turn during the battle, only using her weapon once her WIZ has been completely expended. The fight is not likely to last that long. If you win, go to **15-24**. If you lose, close the book. You are dead, ■



Journey to Black Wall

Escort a mysterious mage! Adventure for 1st - 3rd level characters.

Adventure design by Kei Kitazawa Translation by Michiko Kasai

Adapted by Steve Crompton

Illustrations by Kiyoshi Arai, Don-Chang,
& Steve Crompton

Introduction: The PCs get a mission to move some items for a high level magic-user. The client is an eccentric sorceress (a wizard); her baggage contains a lot of strange and dangerous materials. Players will have to fight an uruk wizard and his minions to protect the sorceress from being robbed. To succeed, the PCs must fight off all raiders and escort the client safely across the wilderness.

Set-up: This scenario is for 4 to 6 freshly-made characters (party combat strength around 110). If the number of the PCs is fewer or more than that, adjust the number and strength of enemies. The play time is about 2 to 3 hours.

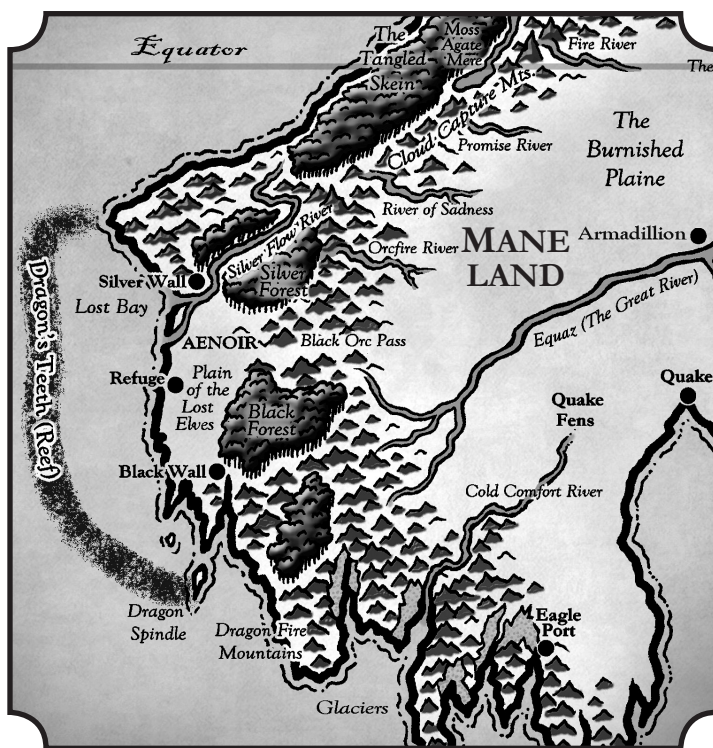
Setting: This adventure takes place in Aenoir in the western part of Maneland on the Unicorn Continent. The PCs' Starting point is Refuge, the largest city in Aenoir. The place they'll journey to is the town of "Black Wall" (see p. 264 dT&T rulebook). The GM may change the background to any other cities if they prefer.

Where to start: In the morning, the PCs are in Refuge seeking a job at the Moon Silver Inn. They can be already friends, or meet as a group for the first time at the inn.

The master of the inn, the Dwarf, Gin-Goro, has been running the place for fifty years. The specialties of the inn are the grilled elk special (2 gp). Stew of unknown meat (5 cp) is also popular among the poor, and the beer (2 sp) is excellent.

If the PCs mention they are seeking work, Gin-Goro tells them about a Sorceress who has been looking for some adventurers willing to help move some items for her. He says the pay is pretty good but the mage woman Seibu is a bit strange. He doesn't know about any other work at the moment. If the PCs want to know more, they should go to the old Kuruoshī villa, located on the eastern outskirts of town.

Seibu Kuruoshi's mansion: The old mansion is located on the seedier side of town. It is very large two-story stuccoed building with faded red tile roofs. It sits on a couple of acres of land and is surrounded by a tall rusted iron fence. All the trees and plants there are either overgrown or dead. The





overall appearance is old and dirty. It is clear that the owner is indifferent to its appearance. The main gate is locked, but there is an old brass bell hanging near the gate and a rusting sign by it when reads *“Ring for Service.”*

PCs can ring the bell or try to scale the fence. If they try to scale or fly over it, they will hit an impenetrable force field that will not allow them to enter that way. Any time they come in contact with it they will take 2 hits directly to their CON.

If they ring the bell, a young grey-faced man will come to the gate. Once he knows they are here for the delivery job, he will let them in. The young apprentice called Hisoka is a human male somewhere around twenty. He is a LV3 wizard and knows spells up to that level. Hisoka escorts the party into the main atrium of the old mansion where they meet the Sorceress Seibu Kuruoshī.

Kuruoshī is seated in an old tattered throne (the entire room which was once very refined is in a state of disorder and decay.) In human terms, she looks to be in her 50's, although her true age or kindred is a mystery to the players. She is wearing pea-green make-up on her face, arms and neck, although the players might not realize this. Her refined, dark clothing and cape hint that she might have been a ruler at some

time, though their poor state implies that was many years ago.

She tells them that the mission involves helping her and Hisoka to pack up and move some items for a journey to the town of Black Wall several days ride south (see map), where she is visiting her sister. She tells them that they will be expected to safeguard her and her valuable cargo. The journey will take two or three days. The reward is 200 gold pieces (gp) at the end of the first day and 800 gp more, once they get to Black Wall. That money is for the whole party, not each person. She also adds that there are some rival wizards to the North and South who might attempt to

steal her magic items while they travel, which is why she wants the adventurers aid. As a final incentive, she will offer a free magic staff to any of the wizards and the weapon or armor of their choice (see the mini-rules or dT&T rulebook for a list of items.) If the adventurers do not accept the offer, Hisoka will escort them back to the gate and send them on their way unharmed.

If any wizards in the party make a LV2SR on Intelligence, they will discern that Kuruoshī is a LV 10 specialist of healing spells.

The Sorceress Seibu Kuruoshi:

She is a living skeleton. This kindred is humanoid but they have completely transparent skin, which means that one can see only their skeleton and hints of some muscle and cartilage. Seibu has lived for many, many years among human kindreds and has learned it's easier for them and her if she conceals her disconcerting appearance with the use of make-up, which allows her look more human and less repulsive to other people. Seibu prefers green make-up so that onlookers are less likely to suspect she is wearing make-up in the first place. She is clever, but selfish and egoistical. Seibu has developed her own knowledge and skills for producing magic items and potions that are highly sought after. Specialist of Healing spells (Level 10).

Strength 22, Constitution 20,
Dexterity 32, Speed 11
Luck 30, Intelligence 30,
Wizardry 100, Charisma 18
* Total Statistics; 239
Personal Adds + 48

Weapons: a Deluxe staff
(4d6) * she cannot add her
Personal Adds.

Armor: Quilted fabric (Ar-
mor Points: 4)

Spells: All healing spells up
to level 9, and all level 1-3
spells.

Any PC who succeeds a
LV2SR on Intelligence,
notices that some parts of
Seibu Kuruoshi's body are
transparent. For example, the parts which lack heavy
make-up, like inside of mouth and the hairline. Liv-
ing skeletons are known as cannibals and some of
the PCs may become unnerved or distrusting if they
discover this fact about the sorceress. Keep in mind
though, that Seibu is NOT a cannibal. She likes
meat, but does not eat human flesh as she was raised
among humans and found the thought of eating
possible friends too repulsive.

Packing the Carriage: When the PCs accept
the mission they are taken to a large barn attached
to the mansion. The barn also serves as a carriage
house, and in the center is a large carriage with an
area big enough to walk into for storing the luggage.
A few boxes are already in this part of the carriage.
Strangely, there are no horses, but two statues of
horses have been placed in front of carriage.

A lot of other boxes and items are scattered around
the barn. It is clear that their employers are not so
good at organizing things. Nevertheless, due to the
efforts of Hisoka, the important boxes are marked
with yellow paint. He asks the PCs to carry those
boxes into the carriage.



Quick Loading

Bonus: The PCs are told
that if they get the carriage
loaded in an hour, Kuruoshī
will give them a tip of 10
extra gold pieces. To com-
plete the task, each player
needs to make LV1SR on
Speed. If they all make the
saving roll they each earn
10 g.p. If not, then it takes
longer than an hour and
they earn no extra gold.

Hisoka will help with the
loading if one of the
characters makes LV2SR
on Charisma to con-
vince him to help. (GM

may judge the situation for Hisoka). Once loaded
up, Hisoka ties reins and tack to the horse statues.
Kuruoshī will then appear and use a Pygmalion spell
on the statues to bring them to life. She also gives all
the characters a potion she calls the Blessed Potion
of Miracle Resurrection. She tells them “Drink this
potion and if you die in the next three days, you will
come back to life at your full strength. This might
come in very handy during our journey to Black
Wall.” In game terms this means that if a player char-
acters’ Constitution goes to zero, all their statistics
(Strength, Constitution, Wizardry, etc.) immediately
return to their previous best number and they regen-
erate. Players do not have to take the potion and can
keep it till later, but it is fairly obvious that Kuruoshī
wants them to drink it now.

Some of the items to be transported:

A statue of a Lion: This is actually a real Lion
(MR239: 24 d + 120) to which Kuruoshī cast
Pygmalion on. She intends to bring it to life should
anyone break into the carriage to steal any of the
other items. If the adventurers betray her, she can
also use it on them as it will obey her commands.

Medium-sized boxes marked Potions: There are
2 boxes each, except for Potion of Happiness which

are 4 boxes. Each box contains 48 bottles of potion. **Powerful Healing Potion:** (Worth 50 gp each.) Anyone who drinks this will recover 10 points of Constitution (CON) damage.

Neurotoxin Potion: (Worth 50 gp each.) Poison gas spreads around if the bottle is opened. Any PC exposed to the gas, takes damage of 2d6 if he succeeds LV2SR on Constitution, 4d6 if he fails the SR. These bottles are meant to be thrown at an opponent, and could be used against anyone attacking the carriage.

Potion of Paralysis: (Worth 50 gp each.) Poison gas. Any PC exposed to this gas is paralyzed for 2 hours if they fail LV2SR on Constitution. These bottles are meant to be thrown at an opponent, and could be used against anyone attacking the carriage.

Potion of Happiness: (Worth 10 gp each.) If any PC drinks this potion, they will feel happy and contented but if they fail a LV2SR on Constitution, they get drunk. This effect is immediate and lasts for 30 minutes.

Five grimoires: There are five large books, each of which you can manage to carry with one hand. All of them are cursed grimoires and try to possess the PC who is carrying it. If they fail a LV1SR on WIZ, that person is possessed by the grimoire. The possessed PC cannot part with it. There are numerous strange and dangerous spells in these books, but they are written in a language that is not readable by the PCs. When possessed by the grimoire, a character gains 6 points of Wizardry. However, each time they use Wizardry points, "Corrosion of Grimoire" degree increases by 1d6. When this degree exceeds the character's Intelligence, the grimoire will possess (take over) the character. More than one grimoire can possess a PC. These grimoires are treated as a LV9 curse. Only Seibu Kuruoshi can reverse the effect, as they are her books.

Shoobox with the Silver Shoes. This locked box contains a carefully wrapped pair of silver shoes, which Seibu has created for her sister. This is in fact, one of the main reasons she is traveling to Black Wall, so she can give them to her. The shoes allow one to teleport to any location and they also protect

the wearer from any magic attack or curse. They glow red whenever their magic is activated. Seibu fears that her enemies in the North and South are planning to get revenge upon her by kidnapping or killing her sister Azuma. She is hoping that the magic shoes and the other items will protect them both while they hide out in Azuma's castle, which has been the family home for many centuries.

Orb of Pygmalion: Normally, *Pygmalion* is a 9th level spell only effective against statues. But Kuruoshī has improved it to take effect on any stones in any diameter (3 ft. to 75 ft.) around the crystal ball. When the crystal is activated stones or rocks are turned into edible meat, which tastes like beef when baked. (Kuruoshī will use this orb to create food for the journey.) It can be activated by any mage who holds the orb, thinks of the target stones and chants "There's no food like meat, there's no food like meat..." a burst of energy will shoot out of the orb and change the stones into edible meat, ready to be cooked.

There are numerous other magical items to be transported which are also potentially dangerous or helpful including a large hourglass with red sand, black candles and other bottles with mysterious ingredients in them. These should be left alone by the PCs.

Departure and Travel Route:



Hisoka serves as the coachman as he knows the route. (One PC can also sit next to him.) Kuruoshi sits inside the carriage in an area of the front of the carriage where this is a window and place to sit. There is enough space on the carriage roof for the adventurers to get on. Kuruoshi has also brought a third horse to life and one of the PCs (whoever is best qualified or wants to) can ride that horse as a scout.

They depart in the early afternoon (about 2:00pm),

and leave the town without any troubles. They camp in the early evening. While camping, Kuruoshī makes Hisoka gather a lot of stones. Then she asks one of the PCs to get the Orb of Pygmalion out of the back of the carriage. She then turns all of the stones into pieces of meat by magic. Normally, *Pygmalion* is a spell only effective against statues. But she has improved it to take effect on any stones or rocks in any size diameter (about 3 ft. to 75 ft.) around the crystal ball. Meat she makes from stones tastes like beef when cooked. She will show at the magic-users how it works as she is quite proud of her magical invention. Have the magic-users make a LV1SR on Charisma. If they succeed, the sorceress will give the orb to that person so they can carry it for her. If no one makes the saving roll, they see Seibu put the orb in her carrying bag so she has it with her. At some point during the meal Seibu mentions that she often sells meat she creates to Gin-Goro the dwarf. (That is how he knew she was looking for transport help.)

After the meal, Kuruoshī sleeps in a comfortable tent specially made for her. Hisoka sleeps outside, as do the adventurers.

Night Watch: When camping, night watch should be done by the adventurers. Each one should take a 2 hour shift keeping an eye out for any attacks or other dangers. Have whoever is on watch make a LV1SR on Luck to see if they are attacked during the night. Only one attack can take place. If everyone makes their saving roll, then no attack happened. If they miss a saving roll go to the next paragraph as to what happens next...

Attack from the Northern enemy: Seibu was tracked down by a group of elven warriors who are loyal to Gilshana, an Elven sorceress from north of Refuge in a place called Silver Wall. Roll 2d6 to determine how many minions are attacking with the minimum number being at least one for each PC. One of the attackers is Gilshana herself, who is very beautiful. Unlike the others, she doesn't ride a horse, she flies.

The pursuers attack the PCs head-on, riding on horses and shooting arrows. If the PCs have set the night watch, they will immediately be able to react. Gilsha-

na tells the adventurers that she has them surrounded and she wants them to surrender all the magic items they are carrying. The party hears the following:

Kuruoshī yells back "I'm surrendering nothing! You have no authority here!"

Gilshana, replies "Seibu, If you give me the silver shoes and return back to your home, the uruk wizard will overlook all this, as long as you keep making us potions as you agreed to. Return home and we will give you free passage."

Kuruoshī cries out, "Never! Those shoes belong to my family!" The two witches will engage in a magic battle with each other. There will be curses yelled, bright sparks of magic and strong gusts of wind as they battle.

While this is going on, the party needs to engage the elves on the horses. Hisoka will help his mistress. If the party is smart, they will get into the carriage and use some of the potions to throw at the elves. Barring that, they should use whatever skills and weapons they have to fight the riders. If any of them know the *Pygmalion* spell they can bring the lion to life and hope that it will attack the elves rather than them. It has an MR of 40. Have the spellcaster make a LV1SR on CHAR or WIZ to see if they can "will" or convince the Lion to attack the elves.

Elven Riders: Each of them has an MR of 40. They are using light bows 3d6 and have 15 arrows each. They also carry daggers worth 2d6+2, should they engage in hand-to-hand combat. They have no armor. (Remember that the adventurers have the potion that will bring them back to life if they die in battle. (but they need to drink it BEFORE they die.) If the party defeats the archers, Gilshana will flee. If the party is defeated by the archers, you can assume that Kuruoshī has also lost. Any survivors will be tied up and left behind, while Gilshana and her minions take the carriage with all its magics and ride away.

Attack from the Southern foes:

The next day Kuruoshī is much friendlier with the party and will even offer to teach any of the magic-



users a spell or two. Everyone eats breakfast meats made from the orb and will continue on the journey to Black Wall. Nothing special happens in the morning of the second day. However, when Black Wall comes into the sight in the late afternoon, the PCs notice that an army of rock trolls (about 100) are

massed around the gate and trying to break in. Looking at the situation, Hisoka says in a desperate voice, “We’ll never get to Black Wall past that army! What should we do now?”

Wise adventurers will recommend that they conceal the cart and wait till night. Or hope they can wait out the trolls. There is always the risk of being caught no matter what they do. Kuruoshi refuses to turn back, so retreat is not an option.

They could also scout the area and see if there is a hidden way to get to Black Wall. If one of the PCs can make a LV6SR (45) on their INT and if ALL the party can also make a LV3SR on DEX, they will be able to carefully plot a course to Black Wall and find another entrance. If they do this, skip to the epilog. If they fail, read the next paragraph.

One way or another the party is going to be confronted and captured by a group of rock trolls, either on the road before they get to Black Wall or a location where they decide to try to hide the cart. Roll 2d6 to determine how many rock trolls are there. Each rock troll has an MR of 100 and they carry bludgeons worth 6d+6. Shortly after the party is surrounded, the uruk squad leader shows up to see who the trolls have found. During the capture, Hisoka was knocked on the head by one of the trolls and is unconscious. He will be of no help for several hours.

The uruk leader is a burly gruff, green-skinned warrior who has obviously been in many battles. “So what do we have here, eh?” He quickly spots Seibu Kuruoshi. “Ah this must be the Sorceress from the

West, You may be green, but you are certainly not a urak! My master, the great wizard of the uruks, told us we might find you out this way. I am Guzbug, leader of the 100-Troll squad.” *(ed. note: this is so typically Japanese anime that I had to leave it in.)*

Seibu replies “What do you want? I am merely traveling to see my sister. She is ill and needs my aid. Let us pass, We have no business with you...”

“Hah! Not likely, you wicked witch. Time to search that carriage of yours to see what you have that might be of use to us. Restrain them while I look,” he orders the rock trolls, as he opens the back of the carriage and starts rummaging through the items. The rock trolls move in closer and glare down at the party, their crude weapons at the ready.

The party could try to fight the rock trolls but a direct attack is suicidal, and they have almost no chance of winning. This is where the players will need to use their wits.

Note: If a magic-user is holding the Orb of Pygmalion, they may get the idea to use it to change all the



rock trolls into meat, thus leaving only the uruk warrior to fight. Alternatively the players could whisper to Seibu Kuruoshi for her to use the orb to “make some meat.” Whoever uses the orb, needs to do so quietly, so as not to arouse suspicion by the trolls. If the PCs don’t figure out this solution, have one of them make a LV2SR on intelligence and then whisper it to them. But give them a chance to figure it out for themselves first. Once the orb is activated all the trolls turn into big hunks of meat! (Give an extra 50 adventure points to the player that figures this out by themselves.)

Guzbug may notice the flash from the orb when it’s activated and come out of the carriage to see what caused it. At that point the party can attack him.

Guzbug the Brave has an MR of 80 and is carrying a Urkish Scimitar (5d6 + 3d6). His armor is Lamellar and takes 9 hits of damage.

Kuruoshī can cast a *Take That you Fiend* spell worth 50 points of damage for each combat round. They must fight Guzbug to the death, as he will not surrender or run away. If he defeats them, the adventure ends here. If they win, they can revive Hisoka and they will all have plenty of ex-troll meat to eat!

Epilog: The next day when the party rides to Black Wall. There is no longer an army there. Apparently without Guzbug to order them, the rest of the rock trolls lost interest and wandered off to do their own things. Perhaps Guzbug was aided by some kind of mind-control magic from the uruk wizard.

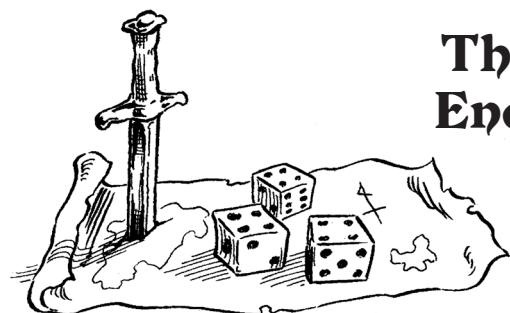
If the PCs explain the circumstances properly, humans and elves in Black Wall will welcome them as heroes. Azuma is well known in Black Wall and they also know stories of the Green Witch of the West, Seibu. They are escorted to the Kuruoshī ancestral castle where the two sisters are reunited. Like her sister, Azuma is also a living skeleton. She wears a mask, clothing and cloth wrappings to conceal her appearance. She seems to have difficulty walking and Seibu promises her that she has bought many potions and magic items that will make her well again. Including the silver shoes. Hisoka is also glad to see Azuma as they have met several times on previous visits.



With the adventure complete, Seibu rewards the party with 800 gp and one bottle of any potion they would like. She will also heal anyone who has taken damage and needs healing. Seibu thanks them all and bids the party good travels to wherever they go next.

The adventurers are now in the town of Black Wall. They can travel south and take a boat to journey to new lands, head north back to Refuge, or they can buy horses if they wish to travel overland and explore the rest of Maneland. It is rumored that a city of centaurs lives far to the East.

You should give each PC 500 Adventure Points for completing the mission.



**The
End!**

LAY OF THE LAND

IT'S GETTING LATE, I GUESS WE BETTER HEAD BACK TO KHOSHT.

YEAH, I'M TIRED.

WELL, AT LEAST THE DAY ENDED WELL. WE FOUND SOME TREASURE AND GAINED SOME ADVENTURE POINTS SO WE CAN LEVEL UP, ONCE WE GET BACK TO TOWN.

SO WHAT ARE YOU ALL GOING TO DO WITH YOUR SHARE OF THE LOOT?

I'M BUYING A HORSE AND CART, SO WE DON'T HAVE TO WALK SO FAR.

I'M GOING TO BUY NEW WEAPONS LIKE A WHIP! WHIPS ARE COOL!

THA-WACK!

THEN I'M GOING TO A TAVERN & EAT & DRINK TILL MY BELLY BURSTS!

LWW GILBERT, THAT'S GROSS!

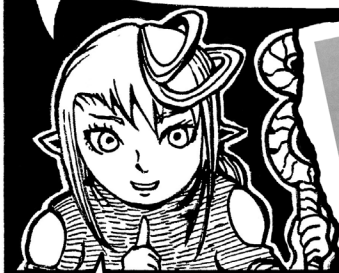
I'M GOING TO SAVE MY GOLD SO ONE DAY, I CAN BUY MY OWN CASTLE. BUT IT MIGHT TAKE ME 100 YEARS.

WOW THAT'S NEAT! I DON'T KNOW WHAT I'LL DO WITH MINE...PROBABLY GET SOME MORE MAGIC TRAINING.

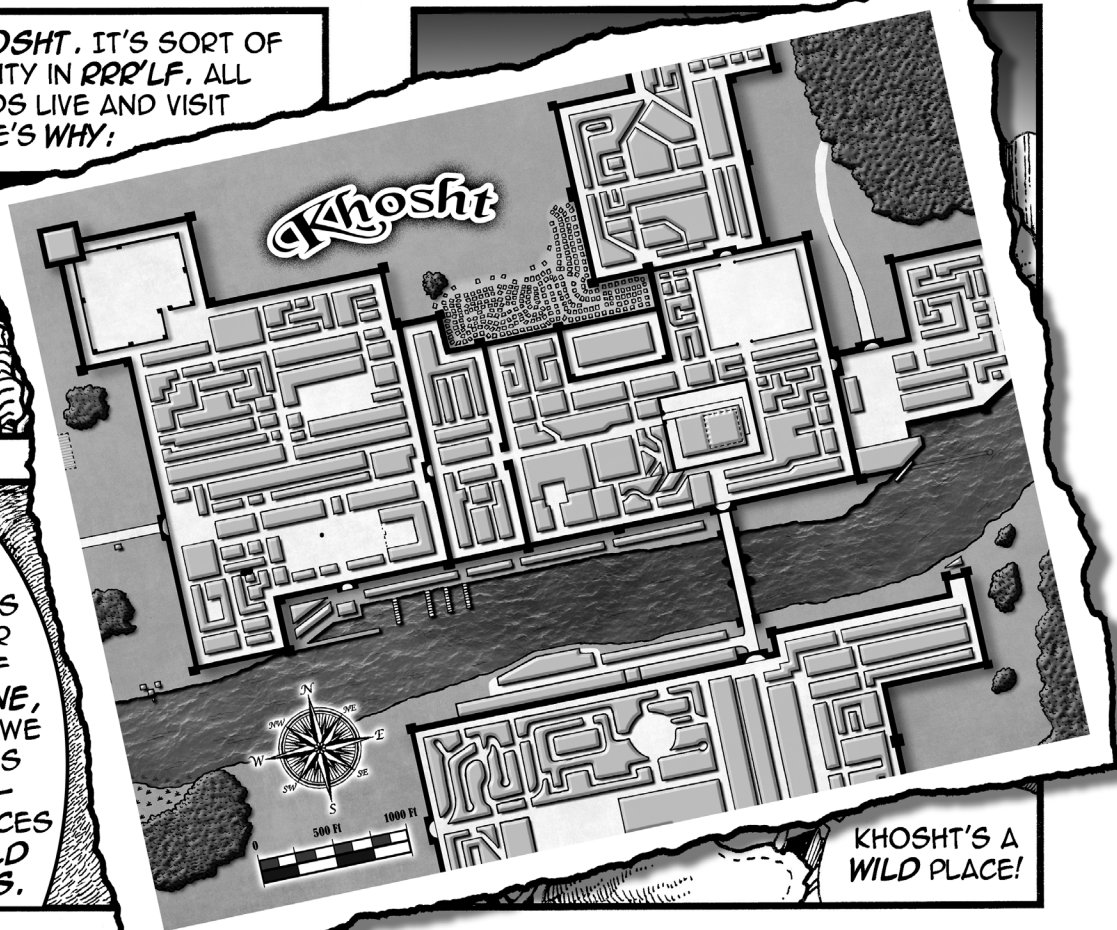
I FEEL LIKE WE'RE BEING WATCHED...

By Ken St Andre & Steve Crompton
Illustrations by Shohei Nakayama & Steve Crompton

WE ALL LIVE IN **KHOSHT**. IT'S SORT OF AN OPEN RIVER CITY IN **RRR'LF**. ALL SORTS OF KINDREDS LIVE AND VISIT KHOSHT. HERE'S **WHY**:



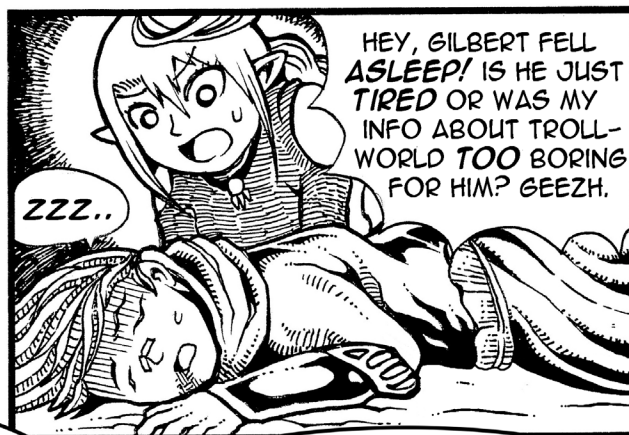
LONG AGO, A LOT OF MAGES AND KINGS BUILT **DUNGEONS** IN THIS AREA TO HIDE THEIR **WEALTH**. MOST OF THEM ARE LONG **GONE**, BUT **NOWADAYS**, WE ADVENTURING TYPES LIKE GO IN AND **EX-PLOR**E THESE PLACES LOOKING FOR **GOLD** AND **MAGIC** ITEMS.



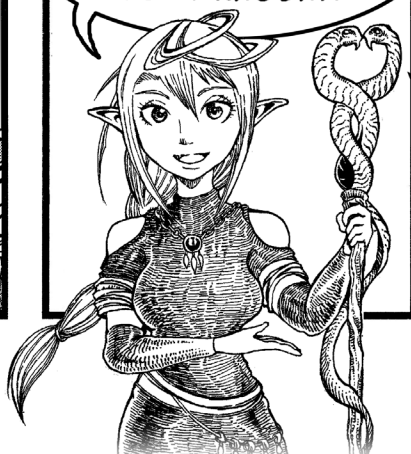
KHOSHT'S A WILD PLACE!



IN THE **DELUXE T&T RULES**, YOU CAN READ ALL ABOUT **KHOSHT'S HISTORY**, ALL THE **KINDREDS** AND SEE **MAPS** OF THE WHOLE OF **TROLLWORLD**. IT'S KIND OF A **CRAZY** PLACE, BUT WE **LOVE** IT!



WE HOPE YOU **LIKED** YOUR **T&T** VISIT! ROLL UP SOME CHARACTERS AND HAVE **MORE** ADVENTURES WITH US SOON. WE'LL SEE YOU IN **KHOSHT**!



THE END!

DELUXE TUNNELS & TROLLS

We've talked a lot about deluxe T&T in this book, so here are some details about what is in the Deluxe rulebook and how you can get a copy, should you want to get the full rules.

What's in the rules? The Deluxe rules goes into detail about how to roll up characters and gives you options to pick from 40 different kindreds including: trolls, goblins, centaurs, hobbs, vampires, werewolves, harpies and many others. Each kindred has some basic info on how they fit in to T&T play.

dT&T also gives you 6 character classes to choose from and hundreds of different weapons and armor you can use to equip your character. It also gives you details on how to use poisons in your attacks and how warriors can go berserk during combat.

There are 111 spells in the magic section, along with details on how to make cursed items, how to teach spells and details about the 10 schools of magic.

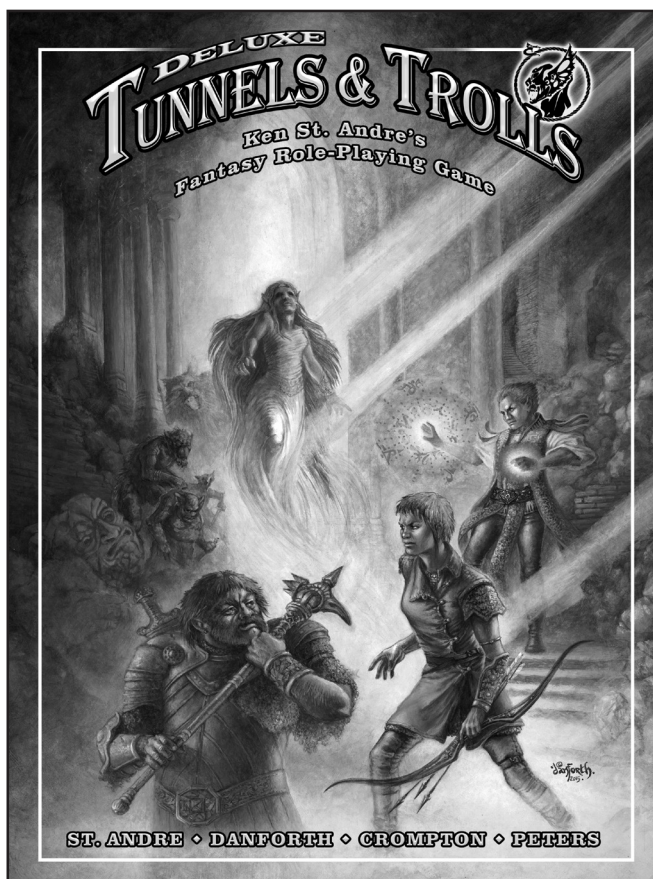
The rules have great lists of numerous supplies (and the costs) for your characters ranging from rope, food, matches and a waterskins, to horses, servants and even your own trained falcon.

There's a section on how to customize and specialize your characters using talents, along with a list of over 150 talents to choose from, and details on how to create your own.

There is also an entire section with optional rules you can add that will cover things like using languages, extended talents, creating guilds, using miniatures and charts for rolling up random monsters.

The main rules are 169 pages and the optional rules (which are included in the rulebook) are about 55 pages. There is also lots of advice for GMs on how to run an adventure and even more...

What's Trollworld all about? There is another book which does not contain any rules - instead it gives you details on Trollworld (It's where most all



the T&T adventures take place.) This second book includes a timeline of major events on Trollworld, detailed maps of the main continents and close-up maps of three of the major cities, which also includes lists of important buildings in each city. There are 16 full color pages of maps and T&T artwork in the book as well.

We also included a 28 page GM adventure that you can run for beginning to mid-level characters, along with a dT&T solitaire adventure that allows players to see if they can bring their dead characters back to life, should they get killed while adventuring. Plus there is a great illustrated weapons glossary so you can tell what some of the more obscure weapons look like and how they work.

You can order the combined 368 pg dT&T hardcover rulebook with Trollworld for \$60 direct from Flying Buffalo. Soon, you'll also be able to buy just the rules in one 224 page book - so keep an eye out for that.

MORE T&T ADVENTURES...

The items listed here were specifically made for or updated for Deluxe Tunnels and Trolls. Most of these were made as part of the highly successful Kickstarter, which also means that the supplies of many of these items are very limited.

Coins of Trollworld



Four metal coins are from famous cities of Trollworld. Khazan, Khosht, Knor & Gull. Each is a different size and finish. The diameter of the largest coin is 2.25 inches - the smallest is 1.5 inches. Each coin comes in a plastic pouch and a black felt finish bag.

Any one coin is \$40.00, the set of all four is \$100.00

SOLITAIRE ADVENTURES

T&T is one of the few RPGs that easily allow for solo play. Each solitaire adventure can be played many times. Most of the solos listed are coded for difficulty, number & type of characters permitted within. "War" means warrior; "Wiz" means magic-user; "any" means any character class allowed (warrior, wizard, or rogue). "L1-3" means it is for 1st through 3rd level characters. "MM" means Magic Matrix is included.

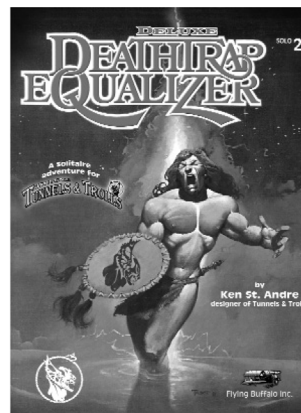
Deluxe Buffalo Castle



By Rick Loomis. This is a "new and improved" Buffalo Castle, with new material written by Rick Loomis and new artwork by Liz Danforth! Revealed at last - why are you visiting this weird castle? What is the reason all these crazy traps and unrelated rooms exist in this one mysterious place? Buffalo Castle is the very first solitaire adventure for any role playing game. 1 War, L1. - \$8.95.

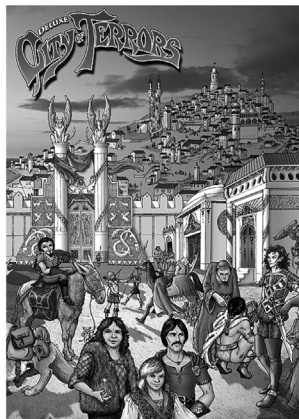
Deluxe Deathtrap Equalizer

by Ken St Andre. Adventure on the incredible Trip of the Lion - or for the fainthearted, the Trip of the Frog. Ken has revised DED for the Deluxe Edition of Tunnels & Trolls. This long-out-of-print adventure is once again available. The updated edition includes new art and layout, plus information /suggestions for using DED as a game-master adventure. 1 Any, L1-4 (up to 70 adds recommended.) \$8.95



Deluxe City of Terrors

By Michael Stackpole. The deluxe outdoor adventure in the city of Gull, on the sun-baked isle of Phoron, Meet strange denizens and dangerous foes in this massive solitaire adventure for Deluxe Tunnels & Trolls. Can you uncover the secret that is lurking in the shadows, as you fight for survival in the streets and buildings of Gull? This longer Deluxe edition of City of Terrors has been updated by Ken St. Andre to be compatible with the new



Deluxe Tunnels & Trolls rpg and includes additional options for players and new art, including a gorgeous color version of the classic Liz Danforth/Rob Carver cover digitally painted by Steve Crompton. 64 pages, B&W \$11.95

Other solos for dT&T

Deluxe Goblin Lake.....	36pgs.....	\$8.95
Deluxe Agent of Death	64pgs.....	\$11.95
Deluxe Adventurers Compendium.....	88pgs.....	\$14.95
Deluxe Naked Doom.....	36pgs.....	\$8.95
Deluxe Arena of Khazan.....	56pgs.....	\$12.95

And more solos for Classic T&T

(Note: these are also playable with dT&T)

Sea of Mystery.....	32pgs.....	\$8.95
Gamesmen of Kasar.....	40pgs.....	\$8.95
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When the Cat's Away.....	56pgs.....	\$8.95

Deluxe Dungeon of the Bear

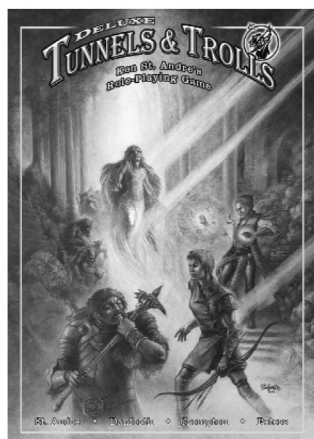


GM Adventure

The three-level GM adventure is available once again and has been updated by Jim "Bear" Peters for Deluxe T&T, and also includes some new maps of the entrance to the Dungeon, a nearby village and surrounding lands. 48+ pages of GM adventure, traps and maps! \$8.95.

Deluxe T&T Hardcover Rulebook

You have the mini-rules, but this is the 378 page hardcover version that includes the full deluxe T&T rules, elaborations and the Trollworld section with a solo and gm adventure included in the book. Price: \$60 (And look for the 224 pg paperback rules soon)



7-12 6-sided die (not pictured)

This unique die designed by Ken St Andre has pips that number 7-12. Ken says that Trolls never roll less than a 7! One die - \$10.00.

Demonhead Dice

Black "Demon" Dice:
Lustrous Black "Demon" Dice: 3 dice for \$10.00

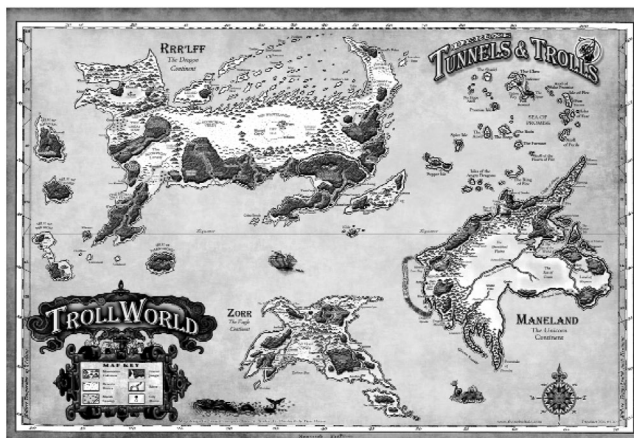


Nyhaa Missed my Vital Spots Dice



Purple Nyah Dice:
Orange Nyah Dice:
3 dice for \$10.00

Large Color Map of Trollworld



Full-color 17 x 22 map of the T&T Continent as done by Ken, Bear Liz and Steve: the color map from the dT&T \$10. (First 700 are signed by cartographer Steven S. Crompton.)

dT&T GM Screen



Sturdy full-color cardboard GM screen, packed with charts and info to make running a game that much easier! (Check the flyingbuffalo.com website for pricing.)

dT&T Magnet Set

One of the extras we created for the kickstarter is a set of magnets. We still have some left.
4 different magnets - \$8.00



How to Order:

Don't forget to add \$5 shipping on all orders to the USA. For all orders outside the USA: \$11 for Canada, \$19 for Europe, and \$27 for Japan or Australia.
Your order will be sent airmail.

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Or visit www.flyingbuffalo.com/tandt.htm

Many of our books are available at www.DrivethruRPG.com

Love Playing *Tunnels & Trolls*?



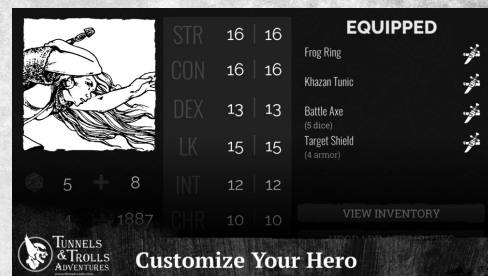
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Vaults of K'Horror \$14.95



Elven Lords Deluxe Edition

Gull, the largest city on the island of Phoron, is once again at its best in this collection of over half a dozen interconnected solo adventures that range from the docks of Gull to meet smugglers, to the steaming jungles surrounding the great city to fight barbarians. From the horrors in the north plaguing the elves, to strange encounters with creatures hidden within the city itself.

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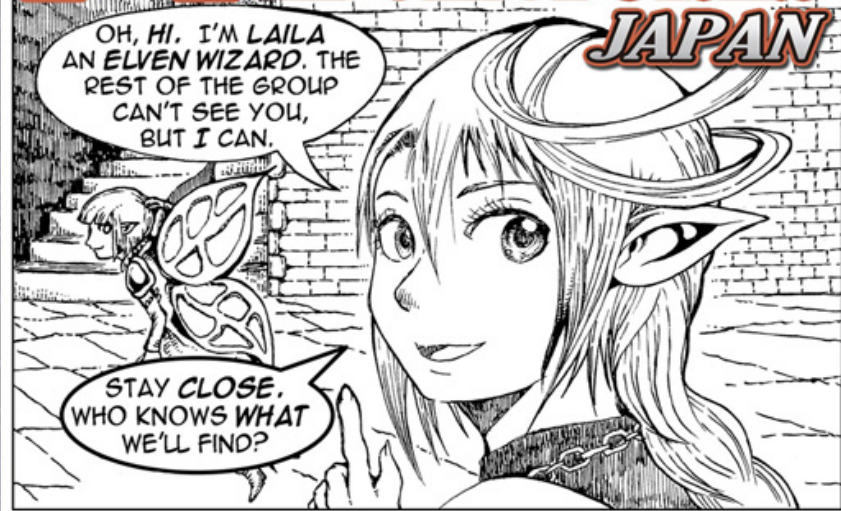
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By Michael Stackpole. Art by Liz Danforth
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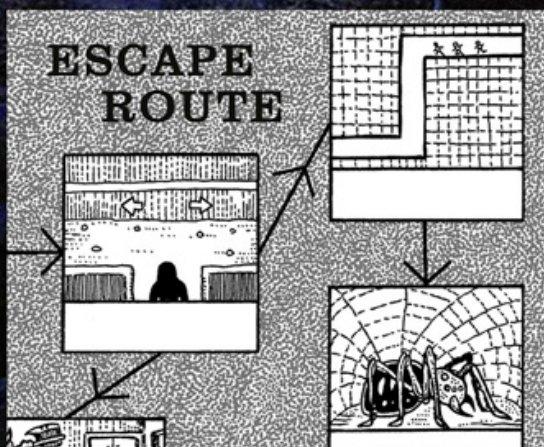
Find out what and how they are doing Role-Playing Games in Japan. This great intro book gives you a mini version of the T&T rules and a manga that shows you how characters see the game.

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