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Tunnels & Trolls BONUS PACK #1

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This package contains a reprint of the long out of print solo adventure ABYSS by Paul Creelman (a solo adventure that will let you get a dead character back to life), plus the "Survival Kit" from the old (also long out of print) T&T Gamemasters screen (charts for the gamemaster), plus a NEW short gamemaster adventure by James L. Walker: "Tomb of the Mummy King", plus an expanded treasure generator chart, a random monster encounter chart AND five T&T character sheets.

Flying Buffalo Inc, PO Box 1467, Scottsdale, AZ 85252

www.flyingbuffalo.com

Tomb of the Mummy King

by James L Walker

Introduction

Deep in the forested fastness north of the kingdom there is an ancient, forgotten place, the last remnant of a civilization long gone from the world: the Forest of the Forgotten! In the center of this forest is a Tomb, the last resting place of a king whose works are long lost, but whose name lives on in legend, Kharis, the Mummy King.

For the last five generations the Tomb of Kharis the Mummy King has attracted the adventurers of the Kingdom; those desperate or foolhardy enough to make the dangerous trek to the Forest of the Forgotten.

The Path to Glory

It takes five days to journey to the Forest of the Forgotten. During this time the GM should roll once on the following chart for each day of the trip:

Roll	Encounter
1	One of the delvers drinks from a stagnant pool of water, losing 1d6 constitution for 1d6 days or until cured of the disease unwisely acquired. If this comes up a second time, first have the victim make a L1 SR (Level 1 saving roll) on IQ to see whether he is smart enough to avoid doing what caused his friend to get sick.
2-4	Roll a random encounter from the Encounter list.
5-6	No encounter this day

The Forest of the Forgotten

Our heroes are not the only group of delvers out adventuring for Kharis's gold. As the party begins to journey toward the center of the forest, it will encounter two rascals of a roguish nature: MacAber, Highland Warrior, and Chiron, disgraced Centaur Guardsman. These two will always react badly to the adventurers, and will seek to ambush them if possible. The adventurers should make a L2 SR (Level 2 Saving Roll) on IQ to avoid this ambush.

MacAber's Attributes:	Warrior
Level: 3	Weapon: Hand and a Half Sword, 5d
STR 16	Ranged: 6 Javelins, 2d
IQ 12	Armor: Chain, steel cap
Luck 18	Gold on Person: 75
Con 19	Other equipment as per the GM's preference
Dex 18	Magic Item: Ring of Poor Baby, heals 2 Con per charge, 9 charges
Chr 12	Magic Item: Potion of Freeze Pleeze
Speed 14	
Adds 16	
Range +6	

Chiron's Attributes:	Centaur Rogue
Level: 3	Weapon: Bullova, 4d
Str 45	Ranged: Francisca, 3d+2, Homing, returns to thrower
IQ 14	Armor: Leather, steel cap, target shield
Luck 21	Gold on Person: 101
Con 39	Magic Item: Scroll with Take That You Fiend! inscribed twice
Dex 19	Magic Item: Scroll with Will-o-wisp inscribed six times.
Chr 12	
Speed 13	
Adds 49	
Range +7	

Role-playing:

MacAber is a fierce warrior who will attempt to go to one on one combat with the most powerful-looking of the delvers. If the adventurers will allow it, he will challenge this person to single combat if they are not able to ambush the party. He will try to use his javelins before rushing into combat if the ambush comes off.

Chiron will try to use his magic on the first round of any ambush. He knows all the level one spells, plus Poor Baby, Healing Feeling, and Fire Blasting Power. Remember, he is a rogue, and will not cast a spell that will tire him beyond half his starting strength.

MacAber and Chiron are loyal to each other. They will stand or fall together.

In the Forest Vastness:

In the aftermath of the battle with MacAber and Chiron, the delvers will have to travel two more days to the Tomb. Roll on the encounter chart to determine if anything happens, once for each day of travel, and once for each night of camping.

At the Tomb:

The outside of the Tomb is a clearing surrounding a simple obelisk about ten feet in diameter and twenty feet high. The Obelisk is marked with strange runes and has a single doorway leading to a set of descending stairs. The delvers may enter the clearing, examine the obelisk, and even camp here with no problems. However, the second anyone sets foot on the top riser of the stairs, the party will be attacked by a group of animated skeletons which rise up from the ground, shaking loose dirt out of their bony carcasses and taking up rusted short swords as weapons.

These animated skeletons are monster rated, MR=20 each. There should be 1-2 skeletons per adventurer. These monsters have no treasure.

The Stairs:

The stairs into the Tomb are not trapped, but the door at the bottom is locked. It will require a level 2 Knock-Knock spell to open this door. The lock cannot be picked. If a level 2 Knock-Knock is not available, players may break down the door. Only one character can get to the door at a time. Whichever character is trying to break down the door, make a L2 SR based on Strength. Each time he fails to make the SR, roll once to see whether the noise has attracted a random encounter with monsters. (First time he fails, 1 chance in 6. Second time, 1 in 3. Third and succeeding times, 50/50). When he succeeds, he falls through and must fight the first animated statue (see next paragraph) on the other side of the door, one on one.

The Tomb Proper:

Kharis' Tomb is not very elaborate, consisting of two rooms as follows:



Outer Room:

Kharis has 3 animated statues as guardians. These statues will attack as soon as anyone enters the room. Whenever an edged weapon (dagger, sword, axe, etc.) is against these animated statues, if the wielder gets damage on a statue, he must make a L1 saving roll against DEX. If he fails, the edge of his weapon is blunted and loses one add for all future combat until he has a chance to sharpen it again.

Level: 1	Weapon: Fists
Str 46	Armor: None
IQ 12	
Luck 16	
Con 180	
Dex 4	
Chr 11	
Speed 8	
Adds 34	
Range —	

This room is also filled with treasure: armor, weapons, silver and copper coins, and anything else the GM feels appropriate, but no any magical items, jewels, or gold.

The statues are treasure items themselves, if they are recovered intact. If they die by only Take That You Fiend spells, they are worth 1d6 x 100 gold each.

If the delvers handle the statues, they still must deal with Kharis. The secret door into his lair may be found if the delvers make a level 4 saving roll on IQ or a level 6 saving roll on Luck. (Only make the IQ saving roll if the adventurers are actively looking for secret doors, otherwise they have to be lucky to find it.)

Kharis' Tomb Room:

Kharis will not attack until the secret door into his lair is open. Once this happens, he will attack with total ferocity.

Level	9	Weapon: Scepter, 6d+2, this scepter will strike through 10 points of armor.
Str	55	Disease: Anyone who is in melee combat with Kharis must make a level 6
IQ	3	saving roll or succumb to Tomb Rot. Each turn after failing the saving roll, the
Luck	10	adventurer will lose 1d6 constitution and 1d6 strength.
Con	60	Magic: Kharis is very resistant to magic, taking no damage from magic spells if
Dex	3	makes a saving roll on the same level as the spell's caster. This saving roll is
Chr	18	made on luck. If he fails the saving roll, he takes only half damage.
Speed	10	Armor: Kharis' stiffened bandages act as leather armor. Kharis is a warrior and
Adds	38	gains warrior bonus for this armor
Range	- -	

Kharis' Treasure

Kharis has a minimum of 1,000 gold coins in his treasure chests, and will always have 3 magic items. One of these items is his Scepter which is an artifact of a bygone age. The other items may be randomized. Note that he will use them against delvers if they are useful, so generate them before the battle.

Adventure Points

Each delver should gain AP for monsters killed, treasure recovered, and saving rolls as normal. If the party involved themselves in good role playing, then an extra 100 to 300 AP should be awarded.

Punching Up The Adventure

Grimtooth's Traps contains several appropriate traps for the stairs, and Traps Bazaar contains several nice cursed items that could be easily added to Kharis' treasure. If you are a fan of the Lost Worlds (tm) books, you may note that this adventure could be run using the characters of MacAber, Chiron, and Kharis in that form. The players might want to use an appropriate Lost Worlds character for themselves, and fight the combats as Lost Worlds Combats. If this option is used, double Kharis' hit points, and give him the most powerful mace you have in your collection of cards. He should also be given a Tree Ring, and a pair of Pisto Kuffs or a Crown of Angle. Also use Hill Trolls instead of Animated Statues and in the clearing use one skeleton per player.

Herbal Potions:

Item	Roll 4d6	Elaborations
Aloe Ointment	4-5	Causes wounds to heal at twice normal rate
Bloodroot Syrup	6	Doubles strength for one hour
Celandine Ointment	7	+10 to a random statistic for 1 day
Damiana Juice	8	Double Charisma for 1 hour
Fireweed Tea	9	Half strength cost when casting Fire Blasting Power or Freeze Pleeze
Hellbore Syrup	10	+10 strength for 6 hours, one half strength for 1 day after using
Jasmine Goldenseal	11	+3 dexterity when making missile weapon saving rolls, +6 missile adds.
Oil of Spotted Cranebill	12	Double dexterity for 1 hour
Pennyroyal Root Powder	13	Heals 1d6 wounds
Red Eyebright	14	Allows user to have the effect of Cats Eyes for 1 hour
Salve of Truesight	15	Allows user to have the effect of True Sight for 1 hour
Stoneroot Syrup	16	Cures 1d6 wounds to dwarves, hobbits, leprechauns, and gnomes only
Sweetroot Milk	17	Halts any continuing effects of poisons
Tincture of Pennyroyal	18	Heals 2d6 wounds
Tincture of Pansy	19	Halts any continuing effects of disease
Essence of Blackpool	20	Restores to life anyone killed within the last hour only
Gilead and Clove Tea	21	Neutralizes poisons and heals 1d6 wounds from poison
Heart's Ease	22	Restores 3 constitution points and halts the effects of magical or enhanced diseases
Spring Tonic	23	Restores 50 wounds
Witch Hazel and Rue Tea	24	Allows a saving roll on Luck at level of curse to remove any curse

RANDOM MONSTER ENCOUNTERS

Monstrous Kindreds	Roll D-100	Notes and Role playing hints
Fairy	01-02	If hostile, will try to use magic or ranged combat
Hobbit/Halfling	03-05	If hostile, will try to use ranged combat
Leprechaun	06-08	If hostile, will try to use magic combat
Gremlin	09-10	If hostile, will try to use traps and ambushes rather than frontal assaults.
Goblin	11-15	Almost always hostile, will try to use snares and traps or ranged combat.
Human	16-20	These rascals are never to be trusted, they are very wily
Orc	21-30	Orcs like to use frontal assault combats if they outnumber you
Serpentman	31-32	Tricky and sneaking, like to use magic
Elf	33-35	If hostile, will try to use magic or ranged combat
Half-Orc	36-45	Like orcs, these guys are bully for head to head combat
Mer-person	46-48	Prefers to use magic and misdirection, tough underwater
Lizardman	49-50	Lizardmen are fearless in battle, able to attack both in and out of water
Ogre	51-60	Ogres live for combat. Need we say anything else?
Dwarf	61-70	Dwarves are steady fighters, good with crossbows and combat magic
Were-person	71-75	Were-wolves, bears, and boars are fierce. Were-rats tend to be wily
Half-elf	76-80	If hostile, will try to use ranged combat
Centaur	81-85	If hostile, will try to use ranged combat, magic, or as a last resort, melee combat
Half-ogre	86-90	Half-ogres try to be as much like their bigger cousins as possible
Troll	91-95	If it's in reach, a troll will try to eat it. Trolls have long reaches
Cyclops	96-98	Cyclopes tend to be cranky about having only one eye. All the time.
Giant	99-00	Giants seem to have a bone to pick with almost everyone - some thing about grinding into bread....

Notes on running random monster encounters:

Number of monsters encountered should be a judgement call by the GM at the time the encounter is generated. (Don't just blindly follow a chart). A good rule of thumb should be 1-3 weak monsters per member of the adventuring party, 1 average monster per member, 1 tough monster for every two adventurers, or 1 powerful monster for the entire party. (Most really powerful monsters don't hang around in groups anyway.) You should also determine what the character of the encounter is going to be. An ambush by 9 or 10 weak monsters can be devastating, while even a powerful monster can be overcome if the adventurers ambush him. If you want to randomize the character of the encounter, use Flying Buffalo's "reaction die" (tm).

Statistics for the above monsters:

Most of the monsters statistics can be found under heading 2.41.2 in the T&T rulebook. Those that can't are as follows:

Kindred	Str	IQ	LK	CON	DEX	CHR	SPD	HT	WT
Lizardman	1.5	.75	1	1.5	1	1	1	1.25	1.25
Serpentman	.75	1.5	1	1	1	1	1	1	1
Half-elf	1	1.5	1	1	1	1.5	1	1	1
Half-ogre	1.5	1	1	1.5	1	1	1	1	1
Skeleton	1	[3]	.5	1	1.5	[3]	1	1	.5

(statistics in [] are considered to be at maximum value and are not rolled.)

<u>Monsters</u>	<u>Roll</u>	<u>Notes and Hints</u>
Ghost	01-05	Hey, we're dead here! Somebody cleaned our clock and we're ticked off!
Ghoul	06-15	Send more brains...
Mummy	16-20	Tomb invasion is a very serious crime.
Skeleton	21-30	We're so dead we don't even have any flesh left!
Vampire	31-35	We are the aristocrats of the living challenged.
Zombie	36-45	We'd want you to send more brains, if we could articulate that thought
Giant Slug	46-50	We be big! We be slow! We be dumb! We also be hungry and hard to kill
Giant Spider	51-60	Everyone's favorite phobia, lots of arms, webs, and a nasty bite
Chimera	61-65	This critter doesn't know whether it's coming or going, but it's mad as a wet Harpy anyway (Lion head, goat head, eagle head, serpent tail)
Gorgon	66-70	Everybody must get stoned
Griffin	71-75	Griffins like horse-meat. (Come to think of it, they like any kind of meat)
Harpy	76-80	Harpies don't like anybody. They have the heads of beautiful women, and the bodies of vultures. Now why would that upset them?
Lamia	81-85	These folks have the upper bodies of beautiful women and the lower extremities of a snake or small dragon. Almost as bad-tempered as Harpies
Manticore	86-90	There are two types of these lethal critters, those with the tails of scorpions and those with spiked tails. Which would you rather meet?
Minotaur	91-95	Body of a man, head of a bull. Traditionally suspicious, but makes for a strong, stupid foe. Likes to fight for the sake of fighting.
Statue	96	Could be a golem. Probably is not capable of speech.
Dragon	97	Dragons should always be tough, wily, magic using, and scary. Not every dragons sleeps all the time...
Wyvern	98	Wyverns are a bit like small dragons, but with poisonous stings on their tails
Wurm	99	Like a dragon but without wings. Usually aquatic.
Unicorn	00	Horned horses with a thing for virgins. Horn makes a vicious weapon. Note that virgin does not just refer to females....

Monster Ratings and randomized monster encounters:

Anytime a monster is given a monster rating instead of being given statistics of his own you should determine whether the monster's rating represents a large number of smaller monsters, such as 10 goblins, who might be collectively a monster rating 100 encounter, or whether you wish to use a separate monster rating for each monster, such as 10 MR 10 goblins.

Remember to gauge your monster rating to the players. If you have 5 players who have 30 dice and 50 adds among them, a monster rating 100 monster is not going to be a threat. Keep in mind the rule o 3.5 (the average roll for 1d6). 30×3.5 is 105 average on the die, plus 50 more adds for 155 total average roll. A monster rated 100 rolls 11 dice and 50 adds for an average of 88.

Treasure Generation

This treasure generator does not replace the one in the T&T rules, but complements it. Coins and Gems should be generated as per the standard charts, however an additional die roll should be made to determine whether the item is magical or not.

What you Find:

Roll 2d6: on 2-8 the item is not magical at all. On 9 the item is cursed. On a roll of 10 or 11 the item is enchanted to release a spell at the behest of the owner. On a roll of 12 the item is a powerful artifact from ancient times.

Cursed Items

The effects of all curses are suffered by the character who possesses the item. Only death will separate the character from the curse. Throwing the item away, destroying it, giving it away, or selling it will not rid the possessor of the curse. A remove-curse spell at the same level as the dungeon level the item was found on or a dispel-magic spell at two levels above that level should wipe out the curse.

Curses should hide some useful ability. The GM should generate both the curse and the power hidden by the curse. If a remove-curse or dispel-magic is successfully cast, then the item may be used normally.

<u>Curse</u>	<u>Roll 2D6</u>	<u>Elaboration</u>
Attribute Reduction	2-7	Roll 2d6 to determine how much is subtracted from the attribute in question and 1d6 to determine which attribute: 1) Str 2) Con 3) Dex 4) IQ 5) CHR 6) Luck
Monster Attraction	8-11	Monsters are attracted to this character, attacking him in preference to other targets. A party of delvers with this character can never surprise monsters, and random encounters with monsters will happen more often
Bad Luck	12	All saving rolls made by this person are at +2 levels.

Enchanted Items:

These items have been enchanted to reproduce a spell. The form of the item is determined first, then the spell which can be reproduced, then the number of charges of that spell. Roll on the following charts:

<u>Item</u>	<u>Roll 2d6</u>	<u>Notes</u>
Scroll	2-5	Scrolls may have only 1 spell inscribed on them, but may be usable more than once.
Potion	6-8	Potions only reproduce 1 effect, though they may contain more than one dose. There are also Herbal Potions listed in another section, which have special effects not listed here. Roll Odd or Even, Odd is an Herbal Potion.
Ring	9	Roll: 1) extremely tiny 2) very small 3-4) average (human) size 5) large and/or awkward 6) adjusts to fit whatever finger it is put on.
Wand	10	Roll: 1-3) Wooden Wand 4-5) Bone Wand 6) Glass Wand
Jewel	11	Roll to determine type on the standard gem chart
Other Jewelry	12	Roll: 1-2) Necklace 3-4) Armlet 5-6) Brooch

Spell and Level of Spell:

Spell Level	Roll 2d6
1	2-4
2	5-6
3	7-8
4	9
5	10
6	11
7	12

In order to determine which spell is actually in the device, I recommend picking one that you would like your players to have access to for the particular adventure. If this is not possible, roll on an appropriate sided die to generate a random spell, such as 1d10 at level 1; counting down from the top, 2d6 at level 2, counting down from the top; 1d10 (ignoring 10) counting down from the top, at level 3, etc.

Number of Charges or Uses:

Roll 1d6: 1-3) Roll 2d6 and subtract the level number of the spell from the result. This is the number of uses. (Minimum 1). When this number is expended, then the item is no longer magical. 4-5) Same as above, however it may be recharged by transferring a number of strength points equal to the casting cost of the spell, into the item. 6) Item has infinite charges, however it may only be used (roll 1d6) 1-3) 1 per day, 4) 1 per hour, 5) 1 per full turn, 6) each time used, person using it must make a luck saving roll at the level of the spell - if saving roll missed, item burns itself out and is worthless.

Magical Artifacts from Ancient Times:

These items should be specially selected by the GM. They would include devices which release spells over level 6, items which improve attributes, or items which produce spell effects not listed in the normal T&T spell list.

Magic Weapons and Armor:

Magical weapons and armor are the pride of most tunnel delvers, items of legend which are much sought after. Use the chart in section 3.2 to generate which kind of weapon is found, choosing an appropriate one or randomizing if that is desirable, and the following chart to generate which kind of armor is found.

<u>Armor</u>	<u>Roll 2d6</u>	<u>Elaborations</u>
Plate	2	
Mail	3	
Lamellar	4	
Scale	5	
Ring-joined plate	6	
Shield	7-8	1) Tower; 2-3) Knight's, 4-5) Target, 6) Buckler
Leather	9	
Quilted Silk/cotton	10	
Helm	11	1) Full, 2-4) Greek, 5) Steel Cap, 6) Mask
Parts (rather than suit)	12	1-4) Chest, 5-6) Limbs

Weapon Enchantments:

<u>Enchantment</u>	<u>Roll 1d6</u>	<u>Elaborations</u>
Additional damage	1-3	Roll Odd or Even, Odd is additional dice, even is additional adds. Roll +1d6 for additional dice, and +2d6 for additional adds.
Spells	3-5	Roll as per enchanted rings, etc.
Special Effects	6	Roll: 1) Piercing, 2) Homing, 3) Slaying, 4) Holy, 5) Defending, 6) Improving

Definitions:

Piercing: Weapon will penetrate a certain amount of armor, usually 2d6 points. This damage will go directly through the armor, assuming that armor is used to protect from damage.

Homing: If a ranged weapon, the weapon will return to the hand of the wielder. If a hand to hand weapon, it will allow placed blows on a saving roll at the level of the opponent, plus 1, and it can be "retrieved" or "picked up" with a 1st level saving roll on luck, even if out of reach.

Slaying: If the weapon is used against the type of monster it slays, it will do double its normal number of dice and adds. This enchantment does not affect the adds of the wielder, only the weapon. Roll a random encounter to see what kind of monster is affected.

Holy: This is a slaying weapon that works against all types of undead.

Defending: This weapon will add 2d6 to the armor protection of the wielder, as it automatically attempts to parry incoming blows.

Improving: This weapon will add +2d6 to one of the wielder's attributes, randomized as per the chart above under curses.



TUNNELS & TROLLS™

FOR: _____

Character Record Sheet

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#1901

CHARACTER NAME _____

TITLE OR NICKNAME _____

ST _____ IQ _____ LK _____

LEVEL _____ KINDRED _____

CHARACTER TYPE _____ SEX _____

HEIGHT _____ WEIGHT _____ AGE _____

SPEED _____ HAIR _____ EYES _____

OTHER IDENTIFYING CHARACTERISTICS _____

WEAPONS (* IF ON PERSON) _____

ARMOR / SHIELDS _____

PROVISIONS & OTHER POSSESSIONS _____

PETS & SLAVES _____

NEXT OF KIN _____

CON _____ DEX _____ CHR _____

PERSONAL ADDS _____ W / MISSILE _____

ADVENTURE POINTS _____

TREASURE CARRIED _____

TREASURE STORED _____

WEIGHT POSSIBLE _____

WEIGHT CARRIED _____

MAGIC _____

LANGUAGES _____

ADVENTURES _____

NATIONALITY & PLACE OF RESIDENCE _____

Flying Buffalo

*Flying Buffalo Inc.
P.O.Box 1467
Scottsdale, AZ 85252*

SURVIVAL KIT

Charts Needed by the Player to Start a Character

PRIME ATTRIBUTES AND INITIAL ROLLS (1.3)

Roll 3 dice each for:

Strength (ST)
Intelligence (IQ)
Luck (LK)
Constitution (CON)
Dexterity (DEX)
Charisma (CHR)

Personal Adds: figured from ST, LK and DEX only. +1 for each point over 12, —1 for each point under 9.

Gold: for new characters, roll 3 dice and multiply total by 10.

Languages: every character knows its native language, plus 1 new language for each IQ point over 12.

Speed (2.36): roll 3 dice as for any prime attribute.

Weight Possible: ST $\times$ 100 for weight units. Each gp = 1 weight unit. 10 weight units = 1 pound.

Height and Weight (2.13): Roll 3 dice, once each for HT and for WT. If unsatisfactory, roll again.

Roll · Height · Weight · Roll · Height · Weight

3	4'	75 lb.	11	5'8"	180 lb.
4	4'3"	90 lb.	12	5'11"	190 lb.
5	4'5"	105 lb.	13	6'1"	200 lb.
6	4'8"	120 lb.	14	6'4"	225 lb.
7	4'10"	135 lb.	15	6'6"	250 lb.
8	5'1"	150 lb.	16	6'9"	280 lb.
9	5'3"	160 lb.	17	6'11"	310 lb.
10	5'6"	170 lb.	18	7'2"	350 lb.

KINDREDS (2.12)

Human: All attributes normal ($\times$ 1)

Dwarf: ST, CON $\times$ 2; CHR $\times$ $\frac{2}{3}$; others normal. HT $\times$ $\frac{2}{3}$, WT $\times$ $\frac{7}{8}$.

Elf: IQ, DEX $\times$ $\frac{3}{2}$; CHR $\times$ 2; CON $\times$ $\frac{2}{3}$; others normal. HT $\times$ $\frac{11}{10}$. WT $\times$ 1.

Fairy: ST, CON $\times$ $\frac{1}{4}$; LK, DEX $\times$ $\frac{3}{2}$; CHR $\times$ 2; others normal. HT $\times$ $\frac{1}{2}$, WT $\times$ $\frac{1}{2}$.

Hobbit: ST $\times$ $\frac{1}{2}$; CON $\times$ 2; DEX $\times$ $\frac{3}{2}$; others normal. HT $\times$ $\frac{1}{2}$, WT $\times$ $\frac{1}{2}$.

Leprechaun: ST $\times$ $\frac{1}{2}$; DEX, IQ, LK $\times$ $\frac{3}{2}$; others normal. HT $\times$ $\frac{1}{3}$, WT $\times$ $\frac{1}{4}$. Should always be classified as wizards.

CHARACTER TYPES (2.1)

WIZARDS

- ☐ Need minimum IQ of 10, DEX of 8.
- ☐ May not use weapons that get more than 2 dice.
- ☐ Comes with 1st level spells, must purchase spells thereafter.
- ☐ ST returns after casting spells — at rate of 1 point per non-combat full turn.
- ☐ Can use staves.
- ☐ Can invent their own magic after 5th level.

WARRIORS

- ☐ Get 2 $\times$ normal protection for armor and shields (so long as not a surprise attack or trap.)

ROGUES

- ☐ Can learn magic but pay full ST cost.
- ☐ ST returns as for a wizard after casting magic.
- ☐ Can't learn magic above 7th level.

WARRIOR-WIZARDS

- ☐ Must have rolled 12 or better on each prime attribute, before adjustment for kindred.
- ☐ ST returns as for a wizard after casting magic.
- ☐ Get +1 to any full suit of armor and/or shield used.
- ☐ Limited use of staves.

GENERAL NOTE:

If IQ is greater than ST or LK, be a *wizard*.
If ST is greater than IQ or LK, be a *warrior*.
If LK is greater than ST or IQ, be a *rogue*.

SURVIVAL KIT

Charts Needed by the Player during the Game

MISSILE WEAPON CHART (2.33)

To hit with a missile weapon requires a SR on DEX. The level of the saving roll is based on distance, and the saving roll is multiplied by the size of the target. (Large, Near target requires L4 SR.) Characters using missile weapons get twice their DEX adds in their personal combat adds.

Range	Distance (yds.)	SR to hit
Pointblank	0 — 5	1st level
Near	6 — 50	2nd level
Far	51 — 100	3rd level
Extreme	101 +	4th level

Size	Avg. Height	Multiplier
Huge	12' +	×1
Large	5' — 12'	×2
Small	2' — 5'	×3
Very Small	4" — 2'	×4
Tiny	less than 4"	×5

MISSILE WEAPON RANGES (1.52)

- 5 yds: stiletto
- 10 yds: poniard, misericorde, dirk, jambiya, kris, bich'wa, trident, shuriken
- 15 yds: kukri
- 20 yds: pilum
- 30 yds: assegai, prodd, bolas, chakram, African throwing knife
- 35 yds: blowpipe
- 40 yds: common spear, javelin*
- 60 yds: very light selfbow†
- 70 yds: light selfbow†
- 75 yds: dokyū
- 80 yds: medium selfbow†
- 90 yds: heavy selfbow†, light crossbow
- 100 yds: extra heavy selfbow†, cranequin, arbalest, crossbow, common sling
- 140 yds: medium longbow†
- 150 yds: heavy longbow, staff sling
- 160 yds: extra heavy longbow

* with all-atl, 50 yards

† "built" add 10 yds. to range. "backed" add another 20

*SAVING ROLLS (1.8)

Using 2 dice, doubles add and roll again. Must always make at least a 5, unless doubles are rolled below 5. Subtract attribute number from number required, to get the number you must roll for the saving roll. General formula: $(\text{Level} \times 5) + 15 =$ the number to shoot for. LUCK is the usual attribute, but a saving roll on any attribute may be called for by the GM.

LEVEL	FORMULA	LEVEL	FORMULA
1	20 — LK	5	40 — LK
2	25 — LK	6	45 — LK
3	30 — LK	7	50 — LK
4	35 — LK	... et cetera ...	

CHARACTER LEVELS (2.14)

Level	Experience	Level	Experience
1	0	11	200,000
2	1,000	12	280,000
3	3,000	13	400,000
4	7,000	14	550,000
5	15,000	15	750,000
6	25,000	16	1,000,000
7	45,000	17	2,000,000
8	70,000	18	4,000,000
9	100,000	19	8,000,000
10	140,000	20	16,000,000

LEVEL BONUSES

A character advancing in level has the choice of *one* of the following:

- A. Add new level number to ST
- B. Add $\frac{1}{2}$ new level number to IQ
- C. Add twice new level number to LK
- D. Add new level number to CON
- E. Add $\frac{1}{2}$ new level number to DEX
- F. Add new level number to CHR
- G. Add $\frac{1}{2}$ new level number to ST and $\frac{1}{2}$ to CON

SURVIVAL KIT

Charts Needed by the GM during a Game

MONSTER RATINGS (1.6)

In general, # of dice to roll is the Monster Rating (MR), ÷ exactly by 10, plus 1. Monster Personal Adds: $\frac{1}{2}$ *current* monster rating, rounded up.

MR	# of dice	MR	# of dice
1 — 9	1	60—69	7
10—19	2	70—79	8
20—29	3	80—89	9
30—39	4	90—99	10
40—49	5	100—109	11
50—59	6	... <i>et cetera</i> ...	

ADVENTURE POINTS (EXPERIENCE POINTS) (1.9)

GM awards these to players for:

- ☐ Level of difficulty of the adventure as a whole
- ☐ MR of monsters killed or captured ($\frac{1}{2}$ for those that escape)
- ☐ Solving puzzles
- ☐ Saving rolls, in amount equal to # rolled on dice multiplied by level of the roll
- ☐ 1 point for each ST point actually expended in casting magic
- ☐ GM's option
- ☐ Usually none given for treasure or magical items.

*SAVING ROLLS (1.8)

Using 2 dice, doubles add and roll again. Must always make at least a 5, unless doubles are rolled below 5. Subtract attribute number from number required, to get the number you must roll for the saving roll. General formula: $(\text{Level} \times 5) + 15 = \text{the number to shoot for}$. LUCK is the usual attribute, but GM may call for roll on any attribute.

LEVEL	FORMULA	LEVEL	FORMULA
1	20 — LK	5	40 — LK
2	25 — LK	6	45 — LK
3	30 — LK	7	50 — LK
4	35 — LK	...	<i>et cetera</i> ...

GAME SEQUENCING (2.3)

A. Movement / Action: Game Master describes, players respond.

B. GM rolls for Wandering Monsters.

C. Combat

1. Players choose to attack or flee.
2. Magic: if anyone uses, declare now.
3. Missile: declare use, and target.
4. Any further specification of weapons used, foe opposed. Melee declared if reasonable.
5. Combat occurs.
 - a) Dice or innate score for magic
 - b) Dice for missile weapons
 - c) Dice for conventional attack
6. Total attack of both sides.
7. Figure and divide up hits generated.
8. Figure effects of those hits.
9. Figure effects of poison.
10. Make changes in ST and CON.

D. Recovery. *Characters rest, regain ST if no combat occurred during this turn. CON only regained outside dungeon or under special circumstances.*

MISSILE WEAPON CHART (2.33)

To hit with a missile weapon requires a SR on DEX. The level of the saving roll is based on distance, and the saving roll is multiplied by the size of the target. (Large, Near target requires L4 SR.) Characters using missile weapons get twice their DEX adds in their personal combat adds.

Range	Distance (yds.)	SR to hit
Pointblank	0 — 5	1st level
Near	6 — 50	2nd level
Far	51 — 100	3rd level
Extreme	101 +	4th level
Size	Avg. Height	Multiplier
Huge	12' +	× 1
Large	5' — 12'	× 2
Small	2' — 5'	× 3
Very Small	4" — 2'	× 4
Tiny	less than 4"	× 5

These saving rolls assume (1) target is aware it's being shot at, (2) target may be moving, (3) shooter under stress combat conditions, not at target practice. The GM should be prepared to make adjustments for the SRs required if these assumptions are not valid under the particular circumstances.

SURVIVAL KIT

General Use Reference Charts

THE SPELL BOOK (2.22)

Level 1

Detect Magic	*
Lock Tight	1
Will-o-wisp	1
Knock Knock	2
Oh There It Is	4
Take That, You Fiend	6
Vorpal Blade	5
Oh-Go-Away	5
Teacher	3
Hocus Pocus	1

Level 2

Omnipotent Eye	5
Yassa-Massa	8
Hidey Hole	10
Cateyes	6
Glue-You	8
Little Feets	8
Mirage	8
Poor Baby	*
Whammy	10
Magic Fangs	*

Level 3

Curses Foiled	7
Slush Yuck	15
Hard Stuff	15
Rock-a-Bye	11
Dis-Spell	11
Blasting Power	8
Freeze Pleeze	8
Fly Me	7
Healing Feeling	14

Level 4

Too-Bad Toxin	7
Wink-Wing	14
Smog	11
Dum-Dum	8
Double-Double	18
Protective Pentagram	12
Upsidaisy	9

Level 5

Mind Pox	39
Zingum	36
Dear God	30
ESP	20
Second Sight	25
Breaker Breaker	35

Level 6

PortaVision	30
Mystic Visions	15
Wall of Fire	26
Wall of Ice	26
Wall of Thorns	14
Wall of Stone	20
Wall of Iron	23

Level 7

Invisible Wall	27
Zappathingum	24
Wind Whistle	14

Level SR IQ for spells Dex for spells Spell Prices Experience

1	20	10	8	0	0
2	25	12	9	500	1,000
3	30	14	10	1000	3,000
4	35	16	11	1500	7,000
5	40	18	12	2000	15,000
6	45	20	13	2500	25,000
7	50	22	14	3000	45,000
8	55	24	15	3500	70,000
9	60	26	16	4000	100,000
10	65	28	17	4500	140,000
11	70	30	18	5000	200,000
12	75	32	19	5500	280,000
13	80	34	20	6000	400,000
14	85	36	21	6500	550,000
15	90	38	22	7000	750,000
16	95	40	23	7500	1,000,000
17	100	42	24	8000	2,000,000
18	105	44	25	8500	4,000,000
19	110	46	26	9000	8,000,000
20	115	48	27	9500	16,000,000

Level 8

Zappamor	30
Zombie Zonk	36
Mutatium Mutandis	24

Level 9

Mutatium Mutandorum	26
Pygmalion	28
Medusa	30
Death Spell #9	40

Level 10

Hellbomb Bursts	36
Blow Me To...	28
Smaller Is Smarter	33
HollowVision	50

Level 11

Ghostly Going	45
Blow You To...	35
Bigger Is Better	33

Level 12

Nefarious Necromancy	60
Seek Ye	30

Level 13

Invisible Fiend	50
Wizard Speech	90

Level 14

Force Shield	42
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Level 15

Air, Earth, Fire and Water	42
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Level 16

Anti-Magic Spell	65
Exorcism	*

Level 17

Summoning	100
Banishing	50

Level 18

Shatterstaff	*
Slyway Robbery	*
Hidey Soul	42

Level 19

Omniflex	186
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Level 20

Born Again	208
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* Unusual: see rulebook.

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