

WINTER-SPRING 2011



ELDER TUNNELS

SCIENCE & SORCERY ISSUE





WINTER-SPRING 2011

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by W. Scott Grant

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Science

& Sorcery

On the bridge, the ship's crew gets ready to use the teleport gate. The mage is chanting on the navigation platform, casting a spell

as the ship approaches the gate. The ship begins to drift through as the mage finishes the spell. Poof! The crew find themselves in another solar system. And out the window they see a dragon flying toward them...

In the desert, in the ruins of a city, a man with three arms and a pistol and sword is walking slowly, in a crouch. The mutants he is hunting are around the corner. A rogue, he prepares to cast a spell, Cateyes, to help him see in the dark. He then climbs into the sewers that lead into the camp to rescue the kidnapped villagers...

The above are two examples of science fantasy, a mixture of—you guessed it—science fiction and fantasy. Science fantasy has roots in both genres but is nevertheless unique unto itself.

A distinguishing mark of the genre is the presence of advanced technology alongside the use of magic or other supernatural power. *Star Wars*, with its Jedi, is a classic example. Postapocalyptic scenarios lend themselves to this branch of F&SF particularly well, examples being the films *Thundarr the Barbarian*, *Planet of the Apes*, and *Logan's Run* as well as such RPGs as *Gamma World* and *Darwins's World*.

We hope you like the concept, because in your hands—or on your screen—is a special issue of *Elder Tunnels* designed to give readers the opportunity to explore the science fantasy genre in the T&T setting. From gene harvesting to time travel, from invoked AIs to sorcerous inventions, and with a feature describing a mechanic applicable to the most common form of fantasy, this issue of *Elder Tunnels* brings to you a rollicking good mix of tech and Troll. Enjoy!



Charles Fodel

Catch It If You Can

by Brian Penn



A solo adventure for T&T 7-plus





This mini-solo is written for characters of levels one through three. For higher level characters, doubling of MR values is recommended.

You put in a lot of hours at work. Last night was a late one completing the project. A late night makes for a late morning. Already the building hums with activity. Clerks, lab techs, clients, and salesmen move about at their respective paces. Very late indeed; the Administrator won't be happy.

The tour guide addresses a group of gawkers: "Welcome to the factory-lab of Little Ram Industries. From its deepest recesses come the finest bio-enhancements nature neglected. People world-wide come to buy those gifts evolution denied them." The crowd contains the curious, the ambitious...and some even look scared.

You fondly remember your first experience here: so many exotic looking people. Truly a place where all people can become one.

Your path here was not trivial. You sought out this place. Many feel drawn here to learn, make a living, or just pay for enhancements. Years of dedication has put you in the envious position of a trusted contractor.

To continue working here:

- * If you are a Specialist, you may choose to be a Biomancer (see 11 for details); if you so choose, go to 11
- * All others go to 25

Or you may spend your money on some enhancements at 1.

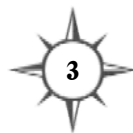
1 The menu of available gene-splices changes regularly depending on the Biomancers' current studies and the availability of raw materials. Roll 1d6 to determine the current offering of enhancements.

1d Go To

- 1 22
- 2 19
- 3 22
- 4 19
- 5 22
- 6 16

2 By binding the Gift of Fire to the cerebral cortex, the character grows unseen arms of wind and fire. These ethereal limbs allow the character by will alone to lift, move, and burn objects at a range of the character's level in yards. Any damage done is equivalent to 1d6 plus the character's Adds.

You may now restart the adventure or close the book.



3 It is getting late in the mountains. You've been looking for a decent campsite for hours now. Good shelter is hard to find on the bare rock mountain. Evening stars peek out from the clear sky as the sun sets.

Make a 2nd lvl SR In. Success and you find a shelter and get a good night's rest; wake up at 9. Fail the Saving Roll and go to 15.

4 Roll on the encounter table below. You may choose to re-roll this encounter roll. Each time you roll on the encounter table, your character has spent one day here. Don't forget, your character must eat each day or take 1d6 Spite damage.

1d Go To

1	27
2	12
3	29
4	17
5	31
6	13

5 This successful experiment in precision spliced Hawkeye to the kay-ul centers. For a cost of five Lk, the character may add one level to any Dx Saving Rolls. I.e., if the character makes a 1st lvl SR Dx, the result can be treated as a 2nd lvl SR Dx. Luck spent in this way recovers at one point per 10 minutes.

You may now restart the adventure or close the book.

6 Cosmic Brush is used to rewrite the character's story. Wild powers become the character's birthright. Choose a power for the character:

Balruk's Weapon: The character may summon a fiery weapon of choice for 5 Wiz. This weapon does dice damage equal to the character's level. Adds are equal to the character's Ch Adds (for every Ch point above 12, gain a bonus point to Adds; for every Ch point below 9, take a one-point penalty to Adds). The weapon lasts until not used for a combat round.

Iceman's Armor: The character may summon an icy cold suit of armor of any size and style for 5 Wiz. This armor protects for additional hits taken equal to the character's level. It provides comfortable air conditioning in hot environments and comfortable insulation in cold



environments, negating any penalties for environment. The armor lasts for five hours.

Shadow's Cloak: The character may summon a cloak of utter darkness for 5 Wiz. This cloak allows the character to teleport between connecting points of darkness, then disappears in tattered shreds.

You may now restart the adventure or close the book.

7 You come across a great find. Some hobb has cleverly built a simple home that blends in with the environment. You probably would never have found the hobb otherwise, but it will have to return home at some point. Examining the tools and implements contained within gives you a decent overview of the recluse's capabilities.

Reclusive Hobb Hole

Euytaya / Ettioe

2nd lvl SR Dx to extract a single trait

MR 20, each point Spite does 2 points damage

When he comes home, this hobb is understandably upset about your squatting at his table. If you make a 2nd lvl SR Ch, your charm allows you to enjoy a pleasant meal. The hobb will provide some old bread and cheese as a gift (enough food to last for two days). Go to 4.

Fail the Saving Roll and he will fight. You may use only a single dagger or similar small weapon in these close quarters. Being a sneaky hobb, he does 2 points of Spite damage instead of 1 for each 6 rolled.

If you defeat the hobb, roll for treasure on your favorite treasure generator, pick up 2d6 days' worth of semi-perishable food, and go to 4.

8 In the sky, a massive eagle appears out of nowhere. You feel the urge to shoot it down (a 6th lvl SR Dx). If you manage to hit this large target at far range (about 90 yards away), go to 21. Otherwise, continue on to 29.

9 You come across an awesome sight. Colossus goats climb and jump to find choice plant life to eat. These goats have impressive curved horns and thick pelts. The size of large ponies, they hop easily between the colossus fractures of Howling Mountain. You admire them at a distance; to get closer will require several St Saving Rolls to climb up and



jump to their location. A failure will result in falling: take damage equal to the difference between success and failure, and go to 26.

Colossus Goats

Auvaun / Euytaya

2nd lvl SR Con to extract a single trait from these smelly beasts

MR 40

Head Butt on 6: Make an **n**th lvl SR Str where **n** is the number of 6s rolled. Failure results in being knocked off your perch: take damage equal to the difference between success and failure, and go to 26.

Hunting colossus goats is easiest with a ranged weapon. Pick your range and shoot. If you hit and kill your goat, make a 1st lvl SR St to climb up and get your goat. Wounding a goat causes the rest of the goats to scatter up higher. Make a 2nd lvl SR St to corner the wounded goat. It will fight to its death. If you miss the goat, the others will jump away again, each time moving one range further away, the range levels being *near*, *far*, and *extreme*. If the goats move beyond extreme range, you leave empty handed and go to 4.

Those unfortunate characters without a ranged attack will have to make a 3rd lvl SR St and a 2nd lvl SR Con to chase down and corner a colossus goat. Success sends you into combat. Failure sends you to 26.

If you succeed in extracting a trait, go to 13.

10 Many nights you wake up in a sweat, worried about equipment failing at the wrong time...

Make a Saving Roll on Gene Splicing (or In) at your level. If you succeed, write "Prepared" on your character sheet, then go to 18 and get down to work.

If you fail the Saving Roll, last night's nightmare has distracted you all morning. Any possessions or wealth your character acquired in today's game session was just part of your nightmare, but do keep the adventure points. Sometimes from dreams comes inspiration. Go to 19 and start your day.

11 A sorcerer-scientist specialist is the true Biomancer. You've spent your life studying biology and changing it into new life forms. Everything about life intrigues you.

Talking with the Administrator, you explain that your current lab team is just not up to the long hours and dedicated work. The Administrator reluctantly agrees to let the entire team go and to start the search for



a new team. In the meantime, he challenges you to head back to the field to make the next breakthrough.

Your character's Type is Specialist, and the first time you play, your character starts with the following characteristics and benefits:

- * No spells, and a magic staff is useless except as a piece of wood
- * Talent: Biomancy (Dx, In, Wiz)
 - ✦ Experimental surgery
 - ✦ Evaluate ancestry
 - ✦ Keep patients alive
- * Halve the cost of any ability (minimum cost of 1 point).
- * The character may learn only one Wizard-Science Talent.
- * Add your character's level to the success level of any rolled Biomancy Talent. *Example:* If a Level 2 Biomancer makes a 2nd lvl SR on Biomancy, the final Saving Roll level is a level 4 success. A Biomancer cannot fail a Biomancy Saving Roll.
- * Your character starts with six hand-picked enhancements; go to 16 to learn more about them.

12 Your way through the foothills is clear. Scrub plants guide you between two hills and up a third. Trees cluster up ahead. Cresting the hill, you find yourself overlooking a swollen river. The whitewater appears dangerous to traverse. Still, this looks like a great place to search. Make a 2nd lvl SR Lk and go to 7. If you fail, you find a decent game trail along the cliff, leading to 4.

13 Roll on the encounter table. You may choose to re-roll this encounter roll. Each time you roll on the encounter table, your character has spent one day here. Don't forget, your character must eat each day or take 1d6 Spite damage.

1d Go To

1	27
2	30
3	29
4	23
5	14
6	3

14 The way gets rough, with broken branches and patches of poison ivy to avoid. You step into a large ant mound and dance away from the aggressive mountain ants. As you slap off the last ant, you see a



curious sight. Ahead the air shimmers as if emanating great heat. Yet, you can see your own breath in the sudden chill.

You may retreat to 29. Alternatively, you could step forward and make a 2nd lvl SR Wiz. Success, and the shimmering effect ends, retreating into a single point in the sky; continue on at 8. Fail, and you are transported to 26.

15 Maybe you are too stubborn to camp out on exposed rock. Maybe you didn't know when to just call it a night. Regardless, it's too late now. You stop to survey your surroundings. The large boulder beside you moves with terrifying speed...

Hungry Stargazing Troll

Auvaun / Ettioe / Nonuouvn / Euvtaya
2nd lvl SR St to chip out a single trait
MR 90

You may attempt to dodge the troll each turn by making a Con Saving Roll at a level equal to the combat round. I.e., Round 1 is a 1st lvl SR Con, round 2 is a 2nd lvl SR, round 3 is a 3rd lvl SR, and so on. If you survive, go to 13.

16 Splicing genes together is an art with countless variables. You may purchase any enhancement for its listed cost in gold. The same enhancement may be acquired multiple times for increased benefit. Enhancements may be applied to any kind of living creature. They may not live up to expectations. No refunds. No returns.

1d / Cost Enhancement
1 / 15,000 gp *Phoenix Reborn*

A passive virus lies dormant until activated when the character's Con goes to 0 or below. Wizardly energy completely heals and consumes the body, reshaping it into a form capable of surviving the situation. Character may rearrange attributes as long as the attribute total remains unchanged. Body is completely reshaped. Kindred may likewise change.

2 / 3,000 gp *Emote-literate*

Unlocks unused portions of the character's brain. The character may command another living being to complete a single non-violent action when the character's In + Ch + Lk exceeds the target's total or MR. The character may also detect the true intent and emotional





state of any living mind.

3 / 10,000 gp Tetra-sil E-suit

This custom tetrahedral-silicon environmental suit fits the character like a glove, grown just for his/her personal taste. With the helmet on, the character is hermetically sealed from the local environment.

The suit starts with a Con equal to 2d6 (DARO) and provides hits taken equal to 1/2 its Con. It also absorbs Spite damage. Any Spite damage received comes off the suit's Con, protecting the wearer from harm. This living suit regenerates 1 Con per hour, and weighs a number of weight units equal to its Con. Note the suit may only absorb Spite damage while still alive.

4 / 250 gp Talented Genius

Experimental forced learning techniques modify one Talent by +1d6-1d6.

5 / 500 gp Heart of the Hobb

Modify the character's Con by +2d6-2d6 (DARO). May cause increased body hair instead of increased Con.

6 / 1,500 gp Flash of Insight

Careful splicing grants the character potentially powerful insights into the next necessary action. The character may replace any Saving Roll with an Insight Saving Roll. The Insight ability starts at the value of +2d6-2d6 (DARO). Flash of Insight costs +5 Wiz each time purchased.

When you are finished here, go to 18.

17 As you round a corner, the way opens up to a wide plateau. In the distance, a mountain human checks his animal traps. You may attack him without provocation with one free ranged attack at near range (4th lvl SR Dx). Alternatively, you may hail him and make a 1st lvl SR Ch to join him for dinner back at his camp.

Animal Trapper Mountain Man with Three Dogs

Ettioe / Nonuouv

1st lvl SR In to remove a single trait

In 8 St 15

Lk 17 Con 17

Ch 10 Dx 27

Wiz 8 Sp 10

Adds: +23

Repeating Crossbow: 4d6



Sax: 2d6+5

Cured Hides: 4 hits taken

Three Dogs: MR 15 each

If you assail the mountain man, his dogs will quickly close in and attack. Unless you close up the distance between you, the man will fire at you with his crossbow at near range every round for the first five rounds.

If you befriend him, he will invite you back to camp. His dogs seem quite friendly and will take any offered treats. Make a 3rd lvl SR Ch back at camp and he'll be willing to let you extract a sample of Nonuouvyn. He clearly does not understand its value.

When you are done, go to 4.

18 You are heading out into the deep wilderness. Pick up plenty of food, for you'll spend many days exploring and hunting. (Take 1d6 Spite damage each day you spend without food.) Little Ram Industries keeps a well-stocked supply warehouse. You may purchase any supplies you need. A helpful employee hands you a specimen kit for free. Only one kit is given. You'll have to bring it back to get another.

Selling bio-samples to the Administrator is a great way to earn ridiculous wealth at considerable hazard, or to take advantage of the opportunity for experimentation. With your specimen kit to gather raw materials, you check out the wanted boards to see what material traits the factory-lab needs. Many beings possess one or more of the desired genetic traits. Your job will be to identify and acquire sample material from a donor.

Roll Hunt For

1 Auvaun

Pronounced "a-oo-vahn" and sometimes called "the Heart of Deep Earth," the Auvaun trait is found in ferocious beings. Such confident creatures will not willingly give up their strength.

2 Ettioe

Many thinking beings possess Ettioe, pronounced "eht-tee-oe-eh," in pairs. Do not worry about removing Ettioe; it stores well. Most do not appreciate the value of this trait. Still, none willingly give up the Hawkeye trait.

3 Nonuouvyn

Nonuouvyn, pronounced "noh-nuh-ow-vin," belongs in the most challenging of prey. Take care and approach subjects warily. If you know much about Nonuouvyn, it may be acquired





- surprisingly easy. Ancient texts refer to it as the "Gift of Fire."
- 4 Tuxn**
Pronounced "tuhk-zin," the Lady's Kiss trait is as elusive as a vast fortune. Look for it in the rare being.
- 5 Euvtaya**
Hardy stock breeds a large amount of Euvtaya, pronounced "eh-uhv-ta-ya," the Breath of Earth. With the proper knowledge, a clipping will yield a large supply without great harm.
- 6 Mayeia**
Almost as ethereal as magic itself, Mayeia, occasionally referred to in texts as "Cosmic Brush Stroke," yields great enhancements. It takes a master biomancer years of experimentation to properly use Mayeia. Pronounce it "may-eh-ee-a."

You read the descriptions. Knowledge-based talents like Biomancy, Biology, or Gene Splicing will help you locate samples. Each encounter you have may lead to finding the right genetic trait.

The layout is the same for each encounter:

Encounter Name

Possible Traits

*Trait Saving Roll to identify and remove
the traits from the subdued being*

MR or Attributes

Description

The donor must be passive and subdued. Make the Trait Saving Roll to identify and remove the trait you need. Keep track of the actual total rolled when you finally make a Trait Saving Roll for the right encounter; this Trait Number will help determine your financial reward upon your return to the factory-lab.

Your next steps lead you out the gate into the wilderness. Go to 4.

19 Splicing genes together is an art with countless variables. You may purchase any enhancement for its listed cost in gold. The same enhancement may be acquired multiple times for increased benefit. Enhancements may be applied to any kind of living creature. They may not live up to expectations. No refunds. No returns.

1d / Cost

1 / 500 gp

Enhancement

Bundle of Muscles

Gain additional muscles, modifying St by +2d6-2d6.

2 / 500 gp

Finger Trick



- Character gains stink glands capable of spraying St in feet distance with a Stink value of $2d6-2d6$ (DARO). Anything breathing the spray will be driven away if the Stink value is greater than the target's Con.
- 3 / 8,000 gp** **Meteoric Blood Infusion**
Replace the iron content in the character's blood with meteoric iron. Negates any magic of level less than $+1d6-1d6$ cast on the character.
- 4 / 500 gp** **Lockdown Sweat**
Sweat glands now produce at will an adhesive costing one point St (recoverable). Within three rounds, this adhesive binds together two or more objects with a bonding St of $+2d6-2d6$ (DARO). Determine bonding St when purchasing enhancement. Glue quickly wears off, losing one point St each round.
- 5 / 1,000 gp** **Bone Blades**
Bony blades break through the skin, granting the character $+1d6$ damage in unarmed combat. Bone density changes as well, granting protection of $+1d6-1d6$ hits taken.
- 6 / 500 gp** **Natural Insulation**
Increases character's body weight by $+2d6-2d6$ (DARO) pounds and provides an equal number of hits taken from cold and electrical attacks.

When you are done here, go to 18.

20 The Heart of Deep Earth is used to unlock the character's inner potential. Modify the character's St by his or her level. The character grows a rocky hide that absorbs hits taken equal to the character's Con divided by 10. Should the hits taken ever exceed the character's St, the character will complete the transformation into solid rock and remain an immobile statue.

You may now restart the adventure or close the book.

21 You catch up to where you saw the eagle crash. You find the broken bird along with a somewhat dazed leprechaun.

Dazed Leprechaun

Ettioe / Nonuouvn / Tuxn / Mayeia
4th lvl SR Lk to extract a single trait
MR 15





Recovers on 6: The leprechaun recovers its wits upon a roll of 6. After recovering, the leprechaun will curse the character and vanish. The character will fail the next number of Saving Rolls equal to the number of 6s rolled.

You may get one ranged attack on the dazed leprechaun with an 8th lvl SR Dx. Initially, he'll try to run, but if chased down with a 2nd lvl SR Sp, he'll do his best to thump you with his shillelagh. Once he rolls a 6 in combat, he'll curse at you and vanish.

When you're done here, go to 13.

22 Splicing genes together is an art with countless variables. You may purchase any gene therapy for its listed cost in gold. The same therapy may be acquired multiple times for increased benefit. Gene therapy may be applied to any kind of living creature. Therapies purchased at the same time come from the same batch and have equal effect.

1d / Cost

1 / 2,000 gp

Gene Therapy

Tattered Thoughts

Inject or consume to experience bliss and tranquility for +2d6-2d6 (DARO) turns. During the duration, those under the influence will do nothing but stare off into space with a silly grin. They are able to walk and can be prodded to move.

2 / 500 gp

E-H Coordination

Inject or consume to increase Dx by +2d6-2d6 (DARO) for 2d6 rounds (DARO).

3 / 250 gp

Glow Bacteria

Comes in a small glass vial. Shake vial vigorously, costing 1 St (recoverable), and the glass vial glows for one turn (1 candlepower's worth). May be consumed/ injected, doing 1 point damage and causing the target to glow for 2d6 (DARO) rounds. Great party trick.

4 / 500 gp

Healing Virus

A single dose of golden-white honey heals 2d6 Con (DARO) over 2d6 rounds (DARO) after being swallowed or injected.

5 / 500 gp

Hour-pill

For an hour after swallowed or injected, the character has ×2 St. The character is at ×1/2 Con for an hour after the St bonus wears off.



6 / 2,500 gp *Truth Serum*

Those under the effects of the truth serum must accurately answer the next three questions posed to them. Effect wears off in +2d6-2d6 turns.

When you are done here, go to 18.

23 Your journey leads into an isolated vale. Mountains shelter this secluded place. Hummingbirds dart about. An eagle's screech catches your ear. Make a 3rd lvl SR Lk. If you fail, go to 29. Success leads to 8.

24 While Lady Luck may be fickle, Lady's Kiss provides a steady stream of good fortune. As your character takes Con damage, your Luck increases by the same amount of damage taken. This increased Luck diminishes at the same rate as Con damage heals.

You may now restart the adventure or close the book.

25 You've spent years equal to your level as a gene-raider collecting samples from the field. Your success rate gives you some leeway with the Administrator—plus, it has earned you a nice fortune. This job is not for the faint of heart. Only by mastering your craft could you build up your reputation and survive the sometimes dangerous fieldwork.

The first time you play this solo, your character starts with the following benefits in addition to those due to Type:

- * **Talent:** Gene Splicing (Dx, In, St) bonus equal to your character's level
 - ✦ Preserve biological samples
 - ✦ Identify genetic abilities
 - ✦ Restrain donors
 - ✦ Check equipment (whenever you wish to be prudent, go to 10)
- * **A single tetra-sil e-suit:** Your character's fortune has gone into the finest custom tetrahedral-silicon environmental suit available. It fits you like a glove grown just for you, from Vat 13 to be precise. With the helmet on, you are hermetically sealed from the local environment.

This tetra-sil starts with a Con equal to your own Con, and provides hits taken equal to half its Con. The suit absorbs Spite damage. Any Spite damage done to the character comes off the suit's Con, protecting the character from harm. This living suit regenerates 1 Con per hour and weighs a number of weight units

equal to its Con. Note that the suit can only absorb Spite damage while the character is still alive, but retains hits-taken protection even after death.

- * **Enhancements:** Your character has a number of enhancements equal to half its level, rounded down. Go to 19 and roll on the enhancement list.

26 Canyon walls rise up steeply on two sides. Walking this crevasse is easy but puts you in terrible peril. Flash flooding can turn this dark path into a raging river. Make a 2nd lvl SR Lk. Roll a 3 and get caught in a flash flood; your character is swept away to his or her certain demise. Make the Saving Roll and go to 13; fail and go to 3.

27 It is getting late. The sun will be setting soon. Cresting the hill, you see a familiar sight: a busy road leading to Little Ram Industries. Pushing yourself a little will get you a good night's sleep in a soft bed. Did you acquire the correct trait? Then turn in your specimen kit at 32. Otherwise, get a good night's sleep.

You may restart the adventure or close the book. Your character gains 100 AP.

28 By splicing the Breath of Earth to the healing shock centers, the character gains the ability of rapid healing. Pick an attribute to apply it to. No permanent damage can be applied to the chosen attribute. This character will heal an additional +1d6-1d6 points per day when the chosen attribute goes below its normal value.

You may now restart the adventure or close the book.

29 Birds chirp, marking your passage through the forest as you follow a game trail. Old pine needles crunch underfoot. The chill in the air hints at winter crawling close. The foliage is particularly dense in this stretch. The sound of a babbling brook catches your ear. Fresh water is ahead, and where water and path meet so will animals come.

Moving carefully, you find a place to conceal yourself. Make a Dx Saving Roll to successfully hunt. See the table below for your results:

Saving Roll

Failed

Result

Found some questionable berries to tide you over. Take 1 point damage to Con but save your rations for today.



- 1st lvl SR Having rigged a snare, you catch a jackrabbit. Not the best food, but you'll eat for a day.
- 2nd lvl SR Following the brook a ways, you come across a well-stocked pond. The day of fishing catches you enough fish for two days.
- 3rd lvl SR + Waiting by the brook all day and most of the night pays off. You bring down a small deer. You are able to save enough meat to last you a number of days equal to the successful Saving Roll level rolled.

Now that you have finished hunting, go to 4.

30 The path up Howling Mountain is arduous. Up this high, you can find the colossus goats. Their strength and grace are admirable traits. Ahead, rock splits into shelves and fallen boulders; the climb up will be tough. To continue up requires a 2nd lvl SR St. Success leads to 9. Failure causes damage equal to the number rolled on the two Saving Roll dice. Try climbing up as many times as you like. To turn back, go to 4.

31 You chose the path leading up the Mountain Sigh. Up this high, the air is cool and clear. You can see for miles. Picking the easy path around the mountain leads you to a rope suspension bridge reaching across a wide chasm. You may easily cross and go to 4, or if you feel adventurous you may climb down the chasm walls with a successful 4th lvl SR Dx and go to 7—failure causes you to fall to your death.

32 The Receiving Hall stays open all night long. Tired but happy, you trek up to the counter and present your specimen kit.

"I've seen better," grumbles the clerk. He looks over a list. "Today's your lucky day. It looks like we have a shortage of volunteers. Do you want to be paid in gold or volunteer for an experiment enhancement?"

Not being a fool, you ask questions before making a decision. Your sample is the last component needed for the experiment. There is some risk to your character. A successful experiment requires a successful operation Saving Roll. A failed operation Saving Roll will end your character's life.

Below is a table detailing the value in gold of the payments for various samples and the required Saving Rolls to survive the related experiments.



To get paid in gold, you'll need your Trait Number. Did you remember to write it down?

Once you are paid, restart the adventure or close the book.

Sample Trait	Payment (TN = Trait Number)	To Volunteer for an Experiment
Auvaun	350 gp × TN	3rd lvl SR St: if you make the roll, go to 20 and become armored
Ettioe	200 gp × TN	4th lvl SR Con: if you make the roll, go to 5 and improve precision
Nonuouvn	600 gp × TN	3rd lvl SR In: if you make the roll, gain the abilities of wind and fire at 2
Tuxn	750 gp × TN	3rd lvl SR Lk: if you make the roll, improve your Luck at 24
Euvtaya	200 gp × TN	2nd lvl SR Con: if you make the roll, improve your healing abilities at 28
Mayeia	1,000 gp × TN	4th lvl SR Wiz: if you make the roll, gain an offensive or defensive ability at 6



Booty Table

by Joe Weinmunson

Roll 2d (remember DARO)

- 3 Unbeknownst to you, your brother's ex (this being a "critical failure," you have to deal with your brother as well).
- 4 Wow, you had some serious beer goggles on.
- 5 Angry at life, sleeping with you to get revenge on their ex.
- 6 OK, but just using you to work through self-esteem/daddy issues.
- 7 Fun, night on the town promiscuity.
- 8-10 You're not usually this lucky! Someone that hot must have been way drunk to go home with you.
- 11-12 Why, they were captain of the football team/cheerleading squad in high school! And you caught them at a vulnerable moment...
- 13+ "You'll never believe this. I was in the bar when Scarlett Johansson/John Barrowman walked in..."



Under the Sundered Moon

by Tom K. Loney



A T&T 7e scenario for Citizens



This adventure is intended to serve as an opportunity to explore the Citizen character type. It is also written as an homage to The Time Machine by H. G. Wells, adding specific elements from the most recent movie adaptation. T&T has explored space opera before in games and settings ranging from Ken St. Andre's Starfaring to my own New Khazan. It is good to know that elements of extreme science fiction and time travel can add something every now and then.

It is 2097 AK, in the city Khazan, under the rule of Grand Vizier Victoria. The young wizard adept J. Watt, always somewhat precocious, has been studying the yarns and threads of the time continuum. After years of searching, he discovered schematics for the legendary artifact known as the Clockwork of Azimuth Magus. Despite being only a third-level Wizard, he has been utilizing his technological skills to create devices including a gear-based computing machine with various hydraulic controls. He plans to use the machine to activate the most powerful spell known to date: *Just Say When*. The device, which he has been assembling over the last few years, will allow him to travel through the fabric of time itself, backwards or forwards.

Just Say When [Cosmic]

(Minimum requirements: In 105 and Dx 120)

Wiz Cost: 408

Range: Touch

Duration: Instantaneous

Power Up: Yes. Double additional weight allowed. And double the span of time traveled for each level increase.

Description: The caster can transport himself and items totaling up to 900 pounds' weight 100 years into the future or past. The spell will only teleport in time, not place.

Azimuth Clockwork Makine

Affects only spells that concern the flow of time. Increases the user's In by 95 and Dx by 110 whilst he or she is seated in the makine. Generates 2,300 Wiz points per day for use with time manipulation spells. Holds up to 40,000 Wiz points in on-board storage units.

J. Watt (this character may be used by a player or as an NPC)

3rd level human Wizard

In	39	St	13
Lk	26	Con	15
Ch	18	Dx	16
Wiz	31	Sp	12



Combat Adds: +19

Weapon: Poniard (2d)

Special Abilities: Knows all 1st level spells and can create objects with the powers of *Cateyes*, *Find Object*, and *Glue You*.

Talent: Build Mekanikal Things (In), 46

Description: This obscure teknologikal wizard of Khazan's steam-punk age will one day be a co-inventor of the Blasting Power Engine, but for now he is an extremely bright, if unconventional, adept. His preoccupation with time travel has sidelined him from most of the intellectual community of the city, which has only encouraged him to work on finding the Theoretical Clockwork of Azimuth the Ancient.

J. Watt's backstory

At the time that he was building Azimuth Clockwork Makine, J. Watt was wearing an emerald that increased his Luck by 200 points. As he built the makine, the tremendous luck got the wizard through the glitches and obstacles like they were butter.

When the Azimuth Makine was up and running, Watt took it forward in time about a century and a half and researched the libraries of the future. There he met the Invoked Intelligence, named Booky. Booky would jeer at him for his interest in the subject of time travel, but the mirror-bound djinn would not forget him.

When he traveled forward in time to see the shape of the world 370 years later, he witnessed one of the planet's moons exploding and crumbling in upon itself, due to vast underground workings by the dwarf clans that had taken possession of the satellite. The whole world shook, and while he was getting back into the Clockwork vehicle, Watt's emerald chain broke and fell from his neck.

The next Luck saving roll would prove to be catastrophic for Watt. A brick from a crumbling building would strike him on the head. The slumping wizard would hit the orward lever, also called the ore-switch, as opposed to the ackward lever, called the ack-pedal. This would cause the hapless fellow to move ahead in time until the Clockwork Wizardry (Wiz Points) located in the makine's capacitor compartments, or back-caps, ran out some 40,000 years into the future.

The Eloi, the Morlock, and the Worlock

In this time-thread of reality, it appears that all the kin of the former world have blended into a tall, slender folk who would be considered beautiful by anyone's standards. They are called the eloi. Besides some carpentry, farming, and fishing, they aren't interested in much else. They happen to engender the epitome of what we in T&T call Citizens. But something is bothering them as a whole. Each night they have the same dream—nightmare, actually. And though they cannot remem-





ber it, it deeply troubles them. However, in the brightness of daylight, they forget their troubles and enjoy their lives. From time to time a number of them might disappear, but if any of them could remember why, he or she probably would not speak of it.

Eloi

In	x 1.25	St	x 1	Ht	x 1
Lk	x 1	Dx	x 1	Wt	x 1
Ch	x 3	Con	x 0.66		
Wiz	x 1	Sp	x 1		

The eloi are actually the counterpart of a large, burly kin, aggressive and cannibalistic, known as the morlock. Where the eloi are peaceful and content, the morlock are driven by the more carnal urges of life: to feed and breed. The morlock work underground, controlled by a single Wizard, known in this adventure as the Worlock. The Worlock uses a kin-special talent, Racial ESP, to control the morlock and to cause amnesia in the eloi, which is why they remain oblivious to the murder and abduction of their people.

Morlock (MR 50, 5d+25)

In	x 0.33	Ht	x 1.5
St	x 1.5	Wt	x 1.5
Ch	x 0.33		
Con	x 1.5		

The players may develop their own Citizen characters, or they may use characters from the list below. These characters are all 3rd level. Each player should choose two Talents for his or her PC.

Uri		Emu		Ulli		Hari		Bam	
In	20	In	13	In	12	In	16	In	17
Lk	12	Lk	13	Lk	14	Lk	15	Lk	16
Ch	30	Ch	30	Ch	30	Ch	30	Ch	30
Wiz	15	Wiz	14	Wiz	15	Wiz	12	Wiz	17
St	17	St	12	St	15	St	10	St	8
Dx	14	Dx	19	Dx	12	Dx	14	Dx	15
Con	14	Con	15	Con	17	Con	7	Con	10
Adds	+3	Adds	+4	Adds	+2	Adds	+1	Adds	+1

Ham		Uzo	
In	22	In	9
Lk	17	Lk	18
Ch	31	Ch	30
Wiz	19	Wiz	5
St	14	St	16
Dx	16	Dx	17
Con	9	Con	20
Adds	+5	Adds	+7



The equipment and weapons available to Citizens are those on the Tools, Miscellaneous Equipment, and Items lists available on pages 44 and 45 of the T&T 7e book. Common items that can be used as handheld weapons have a base die of 1d3 plus Adds of 1d6.

PART ONE

If the GM has a player take the part of J. Watt

The PC will awaken in the dwelling of Farah, the lovely leader of the eloi. She will introduce him to the other player-characters. The day will be one of leisure and discovery. The sun will be warm, the fish jumping, and the barley stalks plump with grain. Every now and then Watt will see the remnants of a building that he might recognize if it weren't obscured with the soil and clay of millennia. Exploring the little caverns with the PCs, Watt will notice steam-age instructions for masses of workers still visible on many (2d) of the walls. Watt will be able to translate these instructions and effectively teach a single character one spell, if he makes a 2nd lvl SR In. The Death Queen's Palace itself is nothing more than a tree covered hill, said to be haunted, according to the locals, by a ghost calling himself "Kuhzam." Despite the tales, the PCs will not find anything of interest on this hill.

At the close of the day, Farah will take Watt to the Clockwork Makine, where he will discover that the Wiz storage tanks are completely empty.

At nightfall, when he falls asleep, Watt will dream about a dense jungle and an underground area littered with the bones of humans and humanoids (eloi, actually). At the end of the dream he will see a vast underground opening with two yellowed eyes superimposed above it, and he will hear the words "know where you are." When Watt wakes up, he will see others of the tribe also waking up with starts. However, when he asks about his dream, no one will seem able to remember the details of their own dreams, though all will agree that they dreamt.

If J. Watt is an NPC

J. Watt will pester the PCs with questions such as: "Where are all the elderly people?" and "How do you make your tools if you have no smiths?" To which they will rightly have no answers. The characters will awaken in the night, frightened, but not know why. Watt will pester them once again with descriptions of his own dream, which will sound disturbingly familiar to them.





PART TWO

The following morning, the PCs will head out to tend the tribe's fish farms in the marshes upstream from their village. Watt will want to check on his Clockwork Makine, which landed a little farther to the east. Farah and the PCs will accompany the Wizard to the spot where he left the Makine. There, they will find it missing.

While searching for the Makine, the eloi—both those at the Makine's former location and those at the fish farms, which are within eyesight of each other—will be attacked by the morlock (3d6+6 of them, no less). If the eloi and Watt do well in the combat that follows, 1d6 more morlock will appear to take their downed brothers' places until they are able to capture a dozen or so NPC eloi alive. During the following fray, Farah will be kidnapped in a very dramatic fashion, which the GM may portray in any way he pleases.

After the battle, the eloi will feel despondent but will not remember why. If Watt is an NPC, he will rave at them that they were just attacked by hobgoblins or some such. A 1st lvl SR In will allow the PC eloi to clear their heads and remember what just occurred. If Watt is a PC, the GM should prompt that player to be upset that the eloi players seem to have clouded minds.

Recovering their recent memories due to Watt's diatribe, the eloi will greatly mourn the loss of Farah and will be overcome with rage and grief. If no one else suggests it, Watt should organize a raiding party to save her. He may or may not mention his need to find his missing Clockwork Makine.

No one will know where the morlock live. They can only just remember the name of the creatures, whom they had always believed to be an old wives' tale. A 2nd lvl SR In will allow an eloi PC to remember that there is a haunted cave not far from the Place of Stone. This eloi should suggest that perhaps this is indeed where the morlock come from.

Upon moving to the Place of Stone, Watt will see that it is a crude collection of engraved stone signs from his time, arranged in an amphitheater-style depression. The signs will say things like: "Khazan Public Library #14"; "Playing This Week Only: Garrlakk's Smash Hit 'Marsh Madness'"; "AS PER ORDER OF THE HEAD LIBRARIAN Ealnaatha Vaelmarri, NO SMOKING OR FIRE SPELLS IN THE BATHROOM"; "Eat at Werrdna's Burger and Coke Bars"; "The 4th Municipal Arena of Justice by Combat / Presiding Judge: Trromm"; and "Annath was here."

Beyond the signs is a darkened cave entrance. When the group moves into the cave, a djinn, Booky, will appear in one of several surviving mirrors positioned about the room. Each PC must make a 1st lvl SR Lk to escape becoming unduly startled. If anybody breaks the Booky mirror, Booky will reappear in another. The Invoked Intelligence



should have enough mirrors to survive any further breaks. The GM should quell too much over-reaction in any case.

Booky will recognize Watt. If anyone asks what is going on, Booky will explain that the eloi and morlock are both descended from the kin of Khazan some 40,000 years before. The morlock make all of the eloi tools and clothing. And, while the eloi live in peace with their environment, the morlock, who live underground for the most part, feed on and breed with the eloi. Booky figures that whomever was taken will have only one more day left before being prepared for eating or worse.

If asked about weapons, Booky will refer to a map that shows a place called the Scrap Heap, where the morlock dump their metal pipes and waste-dirt. He will have two TTYF spell scrolls for two of the most promising eloi; see Citizen rules on page 10 of the T&T 7e book for more details on usage.

As for the location where the morlock stay, he is not certain. He only knows that it is to the east, "where the breathing sounds," he will state cryptically.

If the group moves to the Scrap Heap, they will encounter 1d3 morlock dropping off rubbish, not expecting a fight. They can easily hide from them or ambush them with only a 1st lvl SR Dx each. What the group will find lying about the place is a bunch of round pipes as well as salt peter, sulfur, and coal. A 3rd lvl SR In will allow Watt to make a crude hand cannon, very similar to the one used by Capt. Kirk against the Gorn during that famous Star Trek episode (which, oddly enough, everyone in the group will know about, though they won't recall having known about Star Trek prior to this point). Unfortunately, since time is of the essence, only three of the firearms can be produced every 12 hours with a successful 2nd lvl SR Dx. Each of the cannons will last for only 1d3 shots.

Hand Cannon

10d+40 damage

Requires 18 St or 2 people holding it

Minimum 10 Dx to aim

PART THREE

Traveling eastward into the thick forest, the group will begin to hear the vents of the morlock underground caverns, or the "breathing," as Booky described it. The GM should check for an encounter (see encounter table at end of scenario) to spice up the adventure. In 1d3





hours the group will come upon the entrance, which will resemble what they have been seeing in their dreams. There are plenty of thick vines, which can be used as ropes to climb down into the cavern complex. A 2nd lvl SR Dx is needed to climb without mishap, and another 1st lvl SR Dx to do so silently.

At the bottom, there is a long corridor running north and south. Once all the PCs are down, the GM should run an encounter from the encounter table.

To the north are the general morlock factory/living areas, where about 245 morlock are hanging out doing morlock things and generally being crude about it. The area is littered with low-value gemstones, crude tools, and sun-bleached bones. The stench from the numerous open latrines is nauseating.

On the way to the area, the PCs will notice a very big and heavy door, which is currently open, and a sign written in Hgwellian Trade Tongue that states *Luz Naught Da Tor, Uz Kneed Da Ar*. 350 Adventure Points to the player who figures out first that it says: "Do not close the door—we need the air." If no one gets it, a 5th lvl SR In will help solve the translation.

To the south, the area is more heavily guarded; here dwells the Worlock.

Room 1

This room contains 4 morlock guards, each with 5-point armor (skin 2, clothing 3) that PCs may put on after disposing of the guards.

Room 2

As the characters enter this room, they are barraged by teeming bats. Each character must make a 2nd lvl SR Lk to avoid taking 1d3 damage (armor not applicable).

Room 3

This is the room of the Worlock. It is in this room that Farah is held in a cage. The Worlock will try to bargain with Watt, offering to release Farah if Watt will allow the Worlock to send him back to his own time in order to ensure the invention of the Blasting Power Engine. (The Worlock believes the Engine is critical to the development of his own time-thread.) If the bargaining does not go his way, the Worlock will resort to magical combat until his Wiz score is too low and then go to hand-to-hand combat.



The Worlock

4th level morlock-eloi Wizard

In 41 St 39 Ht 18
Lk 23 Dx 27 Wt 16
Ch 10 Con 25
Wiz 49 Sp 16

Combat Adds: +53

Weapon: Claws 2d+5

Special Abilities: Natural Cateyes; limited ESP; all 1st, 2nd, and 3rd level spells

Talents: Fishing, weaving

Description: The Worlock is the prodigal son of 43 centuries of evolution after the Great Sundering. His natural ESP is limited; he can look only at one individual at a time, as he has to control the morlock, which requires 90% of his attention.

Room 4

This is where the Clockwork Makine is kept. A 3rd lvl SR In or Lk will detect an explosive trap. If none succeed, all the PCs within 10 meters of the artifact take 4d6 damage and the time-traveling device is destroyed. The Clockwork Makine rests on an elevator platform, which the PCs can use to return to the surface.

THE WRAP-UP

How the adventure plays out depends on the actions of the PCs. Hopefully the group will think to shut the main door to the morlock factory, killing most of the morlock from lack of air. If not, the GM may add as many morlock encounters as he wishes throughout the rest of the adventure. And hopefully they will be able to rescue Farah and the time machine. If so, all the characters will receive 1,000 APs in addition to the APs they accumulated along the way.

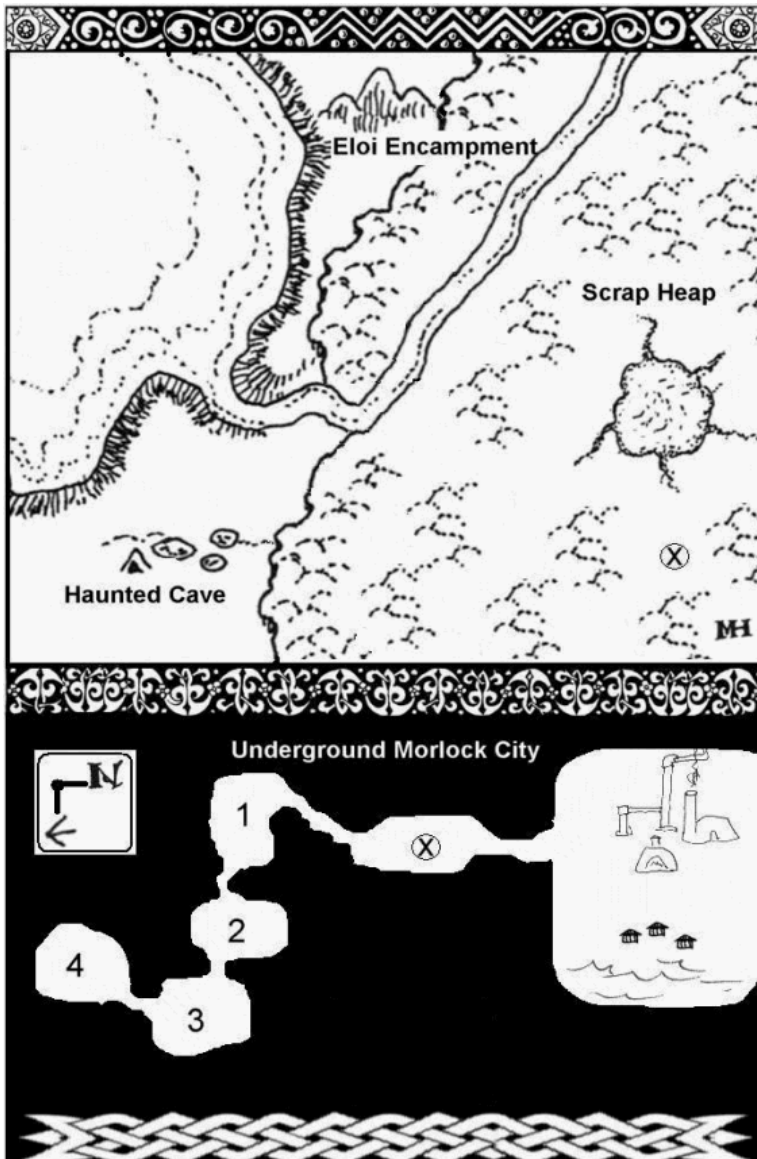
If Watt ends up stranded in the future, one of the Time Spirits will whisk him away in a wormhole, which is quite a painful experience, in about a week, as he has to be back in Khazan to help invent the Blasting Power Engine.

The eloi PCs have a large world to explore as well as the remaining morlock to contend with, if the players and the GM choose to continue to play in this setting. And a postapocalyptic T&T setting can lead into mixed-genre high fantasy, touching upon the writings of, say, Michael Moorcock's *Hawkmoon* series and/or the *Thundarr the Barbarian* cartoon series.



ENCOUNTER CHART (roll 1d6)

- 1 1d3 morlock
- 2 Nothing
- 3 1d6 morlock
- 4 Nothing
- 5 1d3 mole-kin (MR 20, non-aggressive)
- 6 1d6+1d3 morlock



Quality Control Issues

by Michael K. Eidson, aka Khayd'haik



Mike Hartlieb

An adventure for T&T 7.5



This adventure allows any number of PCs of any level, kindred, or character type. Having at least one observant PC and one literate PC in the party is required.

When an SR is called for, a talent may be used if applicable; the adventure text does not specify the use of any particular talents. Bonus adventure points are not specified for any PC actions, but the GM should award bonus adventure points where deserved.

The PCs are hired to test inventions, some of which are described herein, but many details are left to the GM. The adventure contains no specific combat encounters, though some might arise naturally due to the nature of the inventions being tested. The GM must construct such encounters.

Only a few NPCs are specifically mentioned in this adventure. No stats are provided for these NPCs, because it is not intended for the PCs to take any actions against them. Indeed, if the PCs decide to attack the main NPC, that NPC might use some concealed invention to immediately render the PCs unconscious. The PCs will later awaken on some ship headed for some far-away place, and won't be dealt with as kindly if they decide to return to harass the NPC further. With any luck, the PCs will not start down this path, and the adventure will unfold as intended.

THE OPPORTUNITY

Khafflon Khaffleerkhafflok—or Ol' Khaff, as his friends call him—is a gnome inventor of devices strange and wonderful. He lives and works in the old coastal city of Silverport. Sadly, genius is often accompanied by whimsical folly, as Ol' Khaff is fond of saying. He's got a passel of untested inventions, and he's willing to pay someone to try them out to see if they operate as intended. Naturally, such dangerous duty is what our intrepid PC heroes live for.

As our adventure begins, Ol' Khaff has hired a young kobold to shout in the town square: "Quality Assessment Experts needed! Hazard pay rates! Inquire at Ol' Khaff's lab!" The young kobold will shout this in the town square until the PCs decide to look into this opportunity, because no one else is willing and able to do this work. If the PCs make inquiries in town, they will meet with responses such as "Oh, I'm not *smart* enough for that job," or "I'd rather fight an ogre army bare-handed and alone than set another foot in that old gnome's warehouse," or "You don't want to know."

If the PCs ask for directions to Ol' Khaff's lab, plenty of people in Silverport can tell them the way. The young kobold crier will lead them



there if they ask and pay him even a single copper. Ol' Khaff's little house is located on the extreme inland boundary of Silverport, as far from the coast as one can get and still be within the city limits. The exterior of his house is a tangled framework of intertwined metal rods, with a large pair of metal gears overhanging the entrance. The door is made of a solid, flat piece of iron three inches thick. A knocker rests on the door about three feet from the ground, and just above that is a view port, blocked on the inside by an iron plate that may be slid aside to allow the resident to look out the door without opening it. The view port is the right height for both Ol' Khaff and the kobold.

Once Ol' Khaff realizes that the PCs have come to apply as Quality Assessment Experts, he opens the door and invites them in. Just inside the door is a mishmash of cables and pulleys, some attached to the door. Ol' Khaff pulls down a lever set into the wall three feet above the floor, and the door closes. Pushing the lever up will open the door, if anyone tries. If a PC asks how the gnome opens the door from the outside, the gnome will smile knowingly and wag a finger at the PC. "That will remain my secret." But he will be impressed.

If the young kobold guided the PCs, Ol' Khaff pays him a silver and tells him to check back in the morning to see if his services are needed. (They will be needed if the PCs don't take the job.)

"Have a seat," Ol' Khaff says to the PCs, gesturing at metal chairs circling the room. Each chair has a lever on the side for adjusting its height, and most of them are currently set too low for anyone taller than four feet. After the PCs sit, a golem constructed from brass rods, pulleys, and chains noisily enters the room through a curtained back door, carrying a loaded tray. It hands each PC a mug of ale and leaves again. "Payment for this job is 100 gold lions per day," the gnome says after he quaffs half his drink. (The GM might wish to adjust this amount if it is not a decent wage or is too extravagant given the economy of the game world.) The PCs might negotiate for more, and their degree of success is up to the GM.

If the PCs are interested, Ol' Khaff continues: "Here are the rules. You may not lose any of my gadgets or devices. If they wreck because they are faulty, that's fine, but misplacing or losing them, even if wrecked, is not allowed. Unless I give you permission otherwise, all items must be returned nightly to the warehouse in their entirety, even if in pieces, or you forfeit your wages for that day and have to pay for what you lost. If anything is produced by my inventions during your testing, I need whatever is produced, for further study. In the way of incentive, for every seven items you test to my satisfaction, you may as a group choose one item to keep, and I will sign its ownership over to you."



If the PCs take the job, Ol' Khaff stands and shakes each PC's hand. "Good, good. I think this may work out well for all of us. Come, let me show you the warehouse." He leads them outside, the door shutting of its own accord shortly after everyone passes through.

THE IRON HORSE AND CHERRY CARRIAGE

Behind the gnome's house is an ornately decorated, sturdy carriage of polished wood, to which is tethered an iron horse. Ol' Khaff opens the carriage door for the PCs but allows them to examine the horse and carriage as much as they want before they climb in. Anyone who gives the horse and carriage more than a cursory glance will see that the wheels are large clockwork gears and the horse has rusty spots. A 1st lvl SR In is needed to recognize that the carriage is constructed of dark cherry wood, which is not particularly common in this area of the world. If any of the PCs comment about the horse and carriage, Ol' Khaff smiles gently but says nothing and gives no indication of agreement or dissent. He waits quietly until all PCs have climbed inside the carriage.

Ol' Khaff climbs in after the PCs and closes the door. Once he takes his seat he says loudly, "Slow ride to destination number two." The iron horse takes the PCs on a slow but uncomfortably bumpy ride to the warehouse, also just within the city limits, three city blocks from the gnome's house. When they climb out of the carriage, the gnome says, "Now that you've ridden in it, give me your assessment. Anything you may have said about it before now does not count. Right now is when it counts. Leave nothing out. Give me your report on my wondrous horse and carriage."

In addition to their marveling at his invention, he hopes they will mention three things he sees as defects: 1) how bumpy the ride was, 2) how the horse is susceptible to rust, and 3) the need to identify one's destination by a number rather than a more descriptive phrase. He also hopes that someone will mention the rarity of cherry wood in this part of the world, though he will not reveal his source for this resource.

If the PCs mention all four items—the cherry wood and the three defects—he will know for sure that he has hired the right group, and will pay them a 50% daily bonus. If they mention only three items, he will give them a 25% bonus. Mentioning two items will earn them a 10% bonus. If they mention only one item, they get no bonus. If they don't mention all three defects, he will ask them what could be better about the invention. If they mentioned something before or during the ride but do not mention it now, he will gently remind them of that fact. If they mention no defects during their report, even after he has prompted

them, he will shake his head sadly and send them away; he needs testers who can see what is wrong with his inventions and file complete, honest reports.

If any other defects are mentioned by the PCs, these may also serve to satisfy Ol' Khaff, at the GM's discretion. If the PCs mention some but not all of the three defects listed above, Ol' Khaff will eventually tell them everything that he sees as defects.

THE WAREHOUSE

The warehouse is a stone building 50 feet tall and 1,500 feet long by 500 feet wide, with stone double doors, each being one foot thick, 20 feet high, and 20 feet wide, for a total opening width of 40 feet if both doors are opened wide. Above and around the doors is a mishmash of metal cables and pulleys and stone gear wheels. To the right of the rightmost double door (as seen while facing the building) is a metal door three inches thick, eight feet high, and four feet wide. Ol' Khaff goes to this door and discreetly pushes buttons on a wall panel two feet from the ground. A 3rd lvl SR In will allow a PC to determine that the gnome made five distinct movements with his arm. With a 2nd lvl SR, a PC will observe that the gnome made at least four distinct movements, and with a 1st lvl SR, it will see that the gnome made at least three distinct movements.

With a click, the door slides open on tracks that carry it into a hollow portion of the wall. Ol' Khaff ushers the PCs into the building. The interior of the warehouse is dimly illuminated by the light coming through the door; any PC with good vision in low light conditions can see that this part of the warehouse is vacant. The gnome follows the PCs into the building and asks them to close the door—without touching it or going or reaching outside.

To close it, the PCs must use a panel located inside the building next to the door. The panel is identical to the one Ol' Khaff used outside. Sufficient light comes through the door to see the panel, which bears three rows of five buttons each. The buttons on the top row are labeled with the letters A, E, I, O, and U. The buttons on the second row are labeled C, F, H, L, and N. The buttons on the last row are labeled P, R, S, T, and X. When certain buttons are pressed in sequence, special things happen, as shown on the table below.

Letters	Effect
CLOSE	Opens the eight-foot tall door
OPEN	Closes the eight-foot tall door





SHUTR	Lifts open the double door on the right (as viewed from outside)
SHUTL	Lifts open the double door on the left (as viewed from outside)
UPR	Shuts the right double door
UPL	Shuts the left double door
ON	Illuminates the interior of the warehouse
OFF	Turns off the illumination in the warehouse
AIR	Opens vents in the roof and turns on huge metal ceiling fans in the warehouse
STOP	Closes the vents and turns off the fans
FIRE	Closes the doors, stops the fans, voids the air from the warehouse, and closes the vents
X	Emergency button: Same as FIRE, but does it extremely fast

Some of the sequences spell words that are opposites of their effects, but Ol' Khaff sees this as a security feature.

Note that OPEN, FIRE, or X will close the eight-foot tall door. If the PCs press X at any time, the emergency action will take place, shutting all doors with such speed that any PCs standing in the eight-foot tall doorway will need a 3rd lvl SR Sp to avoid being hit and taking 3d6 damage on Con and armor. Anyone unfortunate enough to be standing in the doorway for one of the double doors will need a 5th lvl SR Sp to avoid being struck by the falling door and taking 10d6 damage on Con and armor. The emergency action instantly snuffs any non-magical fires and steals the breath from every living thing inside the warehouse. If this happens, roll a 2nd lvl SR Con for each PC; any PC who misses the SR must take damage to Con equal to the number by which they missed the SR. No one can breathe until the vents or a door is opened, and if one of the PCs manages to do so quickly, he or she should be awarded bonus adventure points. If no PC acts quickly enough, Ol' Khaff (who was prepared for such an event and can enter the sequences with his eyes closed, and thus also in the dark if necessary) steps over to the panel and enters AIR.

Magic is incorporated with the mechanical in the construction of this warehouse. The speed with which the emergency action occurs is due to magical enhancements. The illumination in the warehouse is highly magical in nature: when the illumination is ON, its brightness varies, increasing in areas where intelligent (In of 3 or more) living creatures are and dimming when they leave. The double doors are opened and shut with pulleys and cables that are magically enhanced to help support



their weight. When all intelligent living creatures have exited the warehouse, all doors will gently close.

At some point, the door by which the PCs entered the warehouse will be closed, and after that Ol' Khaff will ensure that the fans and illumination are on and the double doors are closed. He will tell the PCs not to press the X key except in case of emergency, such as if fire breaks out in the warehouse, and then they are better off entering FIRE if there is time, because that will give them a couple of seconds to slip out the door.

THE WAREHOUSE ZONES

Ol' Khaff and the PCs are currently at one end of the warehouse: the end that is practically empty. The warehouse is divided into three zones of 500 by 500 feet, each zone taking up the full width of the warehouse. The zone nearest the front of the warehouse is the Reliable zone. Here are items that Ol' Khaff has tested himself and deems fit to use or sell. There are a handful of devices here at the GM's discretion; the GM must decide on the details of any inventions currently located in this zone.

A lane 40 feet wide is marked off by two grooves in the floor, leading from the double doors down the center of the building to the back of the warehouse. "See these two grooves?" the gnome asks. "Keep the lane between them clear for the length of the warehouse, so we can drive the large things in and out."

The gnome leads the PCs further into the warehouse. As they approach the second zone, they see numerous shelves positioned to the left side of the lane. To the right of the lane sits a horseless carriage, a golem, a ship without a mast, and any other large items of the GM's choosing. The descriptions of the carriage, golem, and ship are listed under "Example Inventions" toward the end of this adventure. "This is the Questionable zone," says the gnome. "Everything here needs to be tested."

Ol' Khaff leads the PCs to the shelves, which are 30 feet high, 10 feet deep, and spaced 50 feet apart. They run the entire 500-foot length of the zone. Panels at the end of each shelf have 10 buttons, labeled 0 to 9. "Just press the three-digit identifier for an item and it will be fetched off the shelf for you," Ol' Khaff instructs them. "If nothing is fetched, there's nothing with that identifier. If you press something wrong, wait two seconds and start over. Don't hold anything above your head while you're pressing in identifiers unless you want to put it away. If you press an unused identifier while holding up an item, it will be taken from you, no matter what it is—even your own sword—and placed on a



shelf. But you just enter the same identifier again to retrieve the item from the shelf. Just remember to catch whatever is retrieved."

Ol' Khaff punches in an identifier. From the ceiling drops a large bat-shaped golem with iron gear wheels, pulleys, and cables connecting its thin steel limbs and wings to its iron body. The golem flies over to an item, pulls it from the shelf, flies above Ol' Khaff, and drops it without looking to see if Ol' Khaff is going to catch it. The gnome snatches the item from the air as it nears his head. It is a white cotton collar, which Ol' Khaff hands to the PC with the lowest Ch (ties broken by lowest Lk or In). The gnome says, "Why don't you test this out. Not here and not now. At the marketplace, when we finish up here. Here's some spending money. Don't put this on until you're ready to test it." He hands 100 gold lions to the PC holding the collar. To the others, he says, "The rest of you might want to watch the test from a safe distance. A hundred feet should be sufficient." (See description of the Booty Collar, below.)

"Don't test anything in the warehouse if you can help it," Ol' Khaff continues as he leads them deeper into the warehouse, walking down the marked lane between the grooves. He talks all the way, not giving them a chance to ask about any of the other items in the Questionable zone. "Ask me where the best place is to test an item. If I'm not available, then do your initial tests in the large field behind the warehouse; it's just outside the city limits, which will help us both avoid any legal complications. For the big stuff, there is always some means of locomotion built in, so you'll have to figure out how to drive the thing in and out of the warehouse. If it isn't obvious how to move or steer something, ask me. Stay between these grooves if you drive through the warehouse. When you have tested an item, return it to the warehouse and place it in the Reliable zone if it passes your tests, or in the Defective zone up ahead here if it fails your tests. Bind your written report to each item tested, whether it passes or fails. If you are not confident that you thoroughly tested an item but it passes all the tests you could think of, say so in your report and go ahead and put the item in the Reliable zone. When I read your report, I'll let you know if you need to do further testing."

They reach the Defective zone at the far end of the warehouse, where perhaps a dozen items are currently stored. The natures of these items are up to the GM. Anyone messing with these items could have any sort of bad thing happen to them, at the discretion of the GM.

"All right, you're on your own now," Ol' Khaff says. "I need to go. Any questions, you know where my house is. If I'm not home, then test something else until you catch me at home. Don't worry about shutting the doors from the outside; when no one is inside, the doors will close automatically after a brief delay. If they don't shut automatically after



everyone is out, then please check to make sure someone hasn't gone in uninvited. If anything goes missing and I find out it's due to your neglect, it's the same as if you lost it."

With that, Ol' Khaff strides quickly back through the Questionable and Reliable zones to the eight-foot door, opens it, closes it, and leaves them standing at the edge of the Defective zone. If they have questions now, they will have to follow him, possibly trailing him outside and asking their questions while riding in the carriage with him back to his house, in which case they will have to find their own way back to the warehouse.

EXAMPLE INVENTIONS

The PCs may now explore the warehouse. The GM may come up with any number of inventions with which to stock the three zones. Below are some examples of inventions that might currently be in the Questionable zone; the GM must decide which of them are actually Reliable and which Defective. The GM might also choose to have some items currently in the Reliable or Defective zones. Items in the Reliable zone might not have any defects, or they might have hard-to-find defects. Items in the Defective zone are in some way defective from Ol' Khaff's perspective, but they might still be useful to an adventuring party that takes care in using them. If they ask nicely, Ol' Khaff might let them have any items in the Defective zone that he has confirmed are defective. If the PCs use anything in the warehouse for any purpose other than testing without asking Ol' Khaff's permission, and the item becomes broken or lost, he will charge them for it. The more useful the invention, the more he will charge for its loss.

Note that all of the example inventions below incorporate both magic and technology. It is up to the GM to decide how much magic is incorporated into each invention. Some items might continue to function, at least in part, if taken into dead magic areas.

Example Invention: The Booty Collar

The Booty Collar is a white cotton collar that adjusts when worn to fit snugly around the wearer's neck. When the wearer is amongst a crowd of people, the Booty Collar releases pheromones intended to enhance the wearer's chances of spending some quality intimate time with someone. The wearer is affected by the Booty Collar so as to be unable to refuse whoever responds the most strongly to the pheromones. Nevertheless, when the pheromones are released, the wearer rolls an SR on Ch at the highest level possible. Divide the level at which the SR is made by 2, rounding up, and use the result as a bonus modifier for a



DARO roll on the Booty Table, included on page 19 of this issue of *Elder Tunnels*, up to a maximum modifier of +3. If the wearer fails to even make a 1st lvl SR Ch, then there is no modifier to the DARO roll.

The GM may introduce any other modifiers to the DARO roll, positive or negative as desired, depending on whether the GM wants this invention to end up in the Reliable zone or the Defective zone.

Example Invention: The Not-So-Grim Sleeper

The Not-So-Grim Sleeper is a white cotton robe. If worn while reclining without other clothing or armor, with no items in hand or strapped to the wearer, then he or she will fall asleep within one minute and will stay asleep for eight hours. At the end of the eight hours, the wearer's Con is restored to its maximum value. Nothing short of stripping the robe from the wearer can cause awakening before the eight hours expire, not even combat damage. If the wearer is dealt any damage while asleep, only half of the damage accrues, and the sleeper's Con will not fall below 1 unless some appendage, a limb, or the neck is severed.

Even if such an extreme action is taken against the sleeper, if someone holds the severed appendage, limb, or head against the place from which it was severed, it will reattach itself, provided the sleeper is still wearing the robe and the eight hours have not expired. Once all severed body parts are reattached in this way, the sleeper's Con is restored to a minimum value of 1. If the eight hours expire and the sleeper's Con is less than 1, the sleeper dies.

Example Invention: The Mastless Ship

The Mastless Ship is 50 feet in length and 20 feet wide. A plank leads 10 feet up to allow passengers to board it. The plank should be drawn up before trying to move the ship.

As the name implies, this ship has no mast. Moreover, instead of a wheel for steering, it has a podium on which is mounted a panel with buttons. The buttons are laid out in a three by three grid. The first row is labeled TL, MF, and TR. The middle row is labeled ML, X, and MR, and the bottom BL, MB, and BR. Pressing and releasing any one button other than X will cause the ship to move, and it will continue to move as indicated on the table below until a different button is pressed and released. The buttons have the following meanings:

- TL: Turns left. The ship still has forward motion, but turns to the left as it moves.
- MF: Moves straight forward.
- TR: As TL, but turns right.
- ML: Moves to the left without turning and with no forward movement.
- X: Comes to a complete, abrupt stop. 1st lvl SR Dx to keep

one's balance if standing and not braced.

MR: As ML, but moves to the right.

BL: Backs up, turning to the left as it moves back.

MB: Moves straight backward.

BR: As BL, but turns to the right.

The ship is on wheels that cannot be seen when it is motionless, because the hull touches the ground when at rest, although the ship is designed to rise two feet above the ground when moving. The ship is meant for land travel, but it might work on the water, at the GM's discretion.

The GM can give the Mastless Ship any defects desired. Perhaps some of the buttons do not work all the time. Perhaps the ship goes too fast when one particular button is pressed. Perhaps the ship leaks and will sink if driven on water. Perhaps it lurches some of the time when MF or MB are pressed. Or loud noises and smoke erupt from the bowels of the ship if more than one button is pressed at a time. Or one end of the ship catches fire if certain buttons are held down for more than three seconds. Any defect that does manifest might manifest only sporadically.

Example Invention: The Falsehood Detector

The Falsehood Detector is a gray shawl worn over the shoulders. When the wearer speaks a falsehood, the shawl turns color. For a white lie, the shawl turns white. For a lie told to cover up something embarrassing about the wearer or a friend of the wearer, the shawl turns pink. For a dangerous lie, the shawl turns black. In general, the color of the shawl depends on the emotion of the liar: red for anger, blue for calm, green for lust, brown for depression, yellow for excitement. The GM may make up other color/emotion pairs.

Possible defects for the Falsehood Detector include turning the wrong color for lies told by persons of a certain kindred, age, gender, height, or weight; turning color when the truth is spoken; or not turning color when a lie is told.

Example Invention: Go Go Golem

Go Go Golem is a dancing machine crafted from steel. It has three buttons on its back. Pressing the top button will cause Go Go Golem to follow two steps behind the person who pressed the button. Pressing the middle button will cause Go Go Golem to stop where it is and remain motionless. Pressing the bottom button will cause Go Go Golem to stop wherever it is and dance to the beat of whatever sound is in the vicinity, whether it is musical or not. One defect with this invention is that





it's nearly impossible for one person to operate the golem; once the golem is turned on and starts following a person, that person will find it difficult if not impossible to get behind the golem to press one of the other two buttons. Another possible defect is the tendency of Go Go Golem to ignore the presence of others while dancing, flailing its arms and legs about in such a manner as to hit anyone who comes too close—for instance, someone trying to push a button to stop it from dancing. Damage from such a strike is up to the GM, but shouldn't be more than 3d6.

Example Invention: No Horsing Around Carriage

The No Horsing Around Carriage is Ol' Khaff's first attempt to improve on his Iron Horse and Cherry Carriage. It is a horseless carriage, and it is designed to go to destinations based on verbal descriptions and names rather than to places with assigned numbers. The biggest problem with this carriage is its inability to fully understand verbal descriptions, especially if more than one person talks at once. It also has a tendency to change its destination if the passengers start talking about other places while the carriage is moving. In addition, it may get confused and change destination while moving past people who are talking about other places.

The wheels are built like large clockwork gears, with cogs that provide a less than comfortable ride but give the carriage a grip in most terrains and allow it to climb relatively steep slopes. If the PCs report the wheels as a defect, Ol' Khaff will question them on it, especially since the carriage does not have a horse to pull it, but relies solely on the wheels for its maneuverability.

Example Invention: The Midas Pot

The Midas Pot is Ol' Khaff's attempt to change lead to gold. Molten lead is poured into the pot, and after 24 hours it becomes solid gold. The opening of the pot is too narrow to slide the gold out, so the pot will have to be broken, or the gold melted. If the gold is melted, it turns back to lead. If the pot is broken, a glob of gold worth 3,000 gp will remain intact, but the pot cannot be used again. If the pot is broken to extract gold and Ol' Khaff finds out about it, he will want the glob of gold to study for research purposes. If the PCs take off with the glob of gold without telling him, Ol' Khaff will find out sooner or later and will hire thugs to retrieve the gold, even if they have to take it from someone other than the PCs (such as a merchant to whom the PCs traded the gold, who may then send someone after them). It could be a messy business.

ADDITIONAL ADVENTURE HOOKS



The GM should have fun coming up with all sorts of inventions bordering on the useful. Out of each seven items tested by the PCs, they are allowed to choose one tested item to keep; this is one item for the group, not one item per PC. Before receiving this bonus item, however, Ol' Khaff must be satisfied with the extent of their testing on the seven items. He will tell them of any insufficient tests and describe what they still need to do. The GM can use this to persuade the PCs to run tests they might not have thought of or chosen to do otherwise. Any test the GM can think of that might lead into an interesting adventure is fair game here.

During their testing of the gnome's inventions, the PCs could be approached by a competitor dwarf inventor who wants the PCs to steal information for him from the gnome. The dwarf will offer to pay them handsomely, including creating an improved version of one of the gnome's inventions for the PCs to keep, as compensation for their efforts.

If the PCs agree to steal info for the dwarf, the challenge will be to transfer the info without the gnome finding out, get the dwarf to keep his end of the bargain, and then deal with the gnome once he finds out what they did (and he will find out, even if the dwarf has to tell him, in the hopes that the gnome will have the PCs killed and the dwarf won't have to pay them).

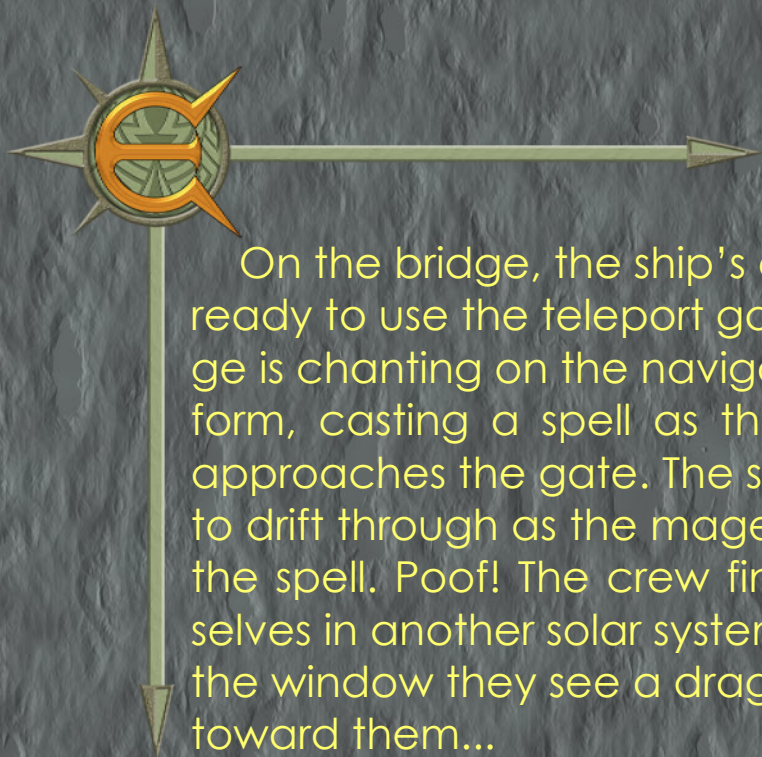
If the PCs don't agree to steal info for the dwarf, the challenge will be whether to tell Ol' Khaff about the dwarf competitor and his desire to steal information. The PCs also will find that the dwarf isn't taking kindly to being told no: he hires someone else to steal devices from the PCs while they are testing them! If the PCs can't protect the devices they are testing, Ol' Khaff won't pay them for their work.

The crafty GM can come up with many other side adventures related to the testing of Ol' Khaff's inventions. New inventions of the GM's design will naturally lead to their own side adventures.

THE END, OR MAYBE JUST THE BEGINNING...

We hope you enjoy this adventure and being creative with it!





On the bridge, the ship's crew gets ready to use the teleport gate. The mage is chanting on the navigation platform, casting a spell as the ship approaches the gate. The ship begins to drift through as the mage finishes the spell. Poof! The crew find themselves in another solar system. And out the window they see a dragon flying toward them...

This special issue of Elder Tunnels is designed to give readers the opportunity to explore the science fantasy genre in the T&T setting. From gene harvesting to time travel, from invoked AIs to sorcerous inventions, this issue of Elder Tunnels brings to you a rollicking good mix of tech and Troll.



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